KINETICIST

KINETICIST	KINETIC BLAST			
KINETIC BLAST	Kinetic blast is a standard action. You need at least one hand free to aim a blast.			
WILD BLASTS	Gittata □ 9 m □ 40m □ 480ft			
	A physical blast is a ranged attack that bypasses spell resistance. An energy blast is a ranged touch attack.			
	PHYSICAL BLAST = d6 + + COS DAMAGE			
	Kineticist • 2 Level • 2 (per eccesso)			
	$\frac{\text{ENERGY}}{\text{BLAST}} = \frac{\text{d6} + (\cos \div 2)}{\text{DAMAGE}}$			
_ ~~	INFUSIONS			
	Apply one form infusion and one substance infusion to a kinetic blast			
	FORM INFUSION DC = 10 + Effective Spell Level + DES			
	SUBSTANCE = 10 + Effective Spell Level + COS			
	EFFECTIVE Kineticist SPELL LEVEL Level = ÷ 2 (per difetto)			
	KINETIC Wild Substance Form			
	BLAST = Talent + Infusion + Infusion BURN Burn Burn Burn			
	ELEMENTAL OVERFLOW			
	Accepting burn causes your body to visibly surge with energy.			
	ATTACCO E Current Burn DANNI = Current Burn × 2			
, C C C D	3 Kineticist			
	MAX BUNUS Level			
	= ÷3 (per difetto)			
	Livello At burn Bonus to Critical/sneak physical scores miss chance			
	6 3 +2, +2 5% × burn DES			
	11 5 +4,+2,+2 COS			
	10 / +0, +4, +2			
- (5 - 60)	INFUSION SPECIALISATION			
	Reduce the total burn cost of a blast with at least one infusion			
	5 Livello 5 8 11 14 17 20 Reduction -1 -2 -3 -4 -5 -6 burn			
	COMPOSITE SPECIALISATION			
	Livello 16 -7 burn when using a composite blast.			