

KINETICIST

KINETIC BLAST

ELEMENTAL OVERFLOW

Livello **ATTACCO** = Current Burn
BONUS
 3 **DANNI** = Current Burn $\times 2$
BONUS

MAX BONUS
 [] = 1 + ($\frac{\text{Kineticist Level}}{\div 3}$)
 (per difetto)

- ☐ Air blast
☐ Electric blast
☐ Cold blast
☐ Water blast
- ☐ Fire blast
☐ Earth blast
☐ Telekinetic blast

Kinetic blast is a standard action.
You need at least one hand free to aim a blast.

PHYSICAL BLAST DAMAGE = $d6 + \text{COS} + \frac{\text{Kineticist Level}}{\div 2}$ (per eccesso)
ENERGY BLAST DAMAGE = $d6 + (\text{COS} \div 2)$

A physical blast is a ranged attack that bypasses spell resistance.
An energy blast is a ranged touch attack.

Gittata ☐ 9 m ☐ 40m ☐ 480ft

INFUSIONS

Apply one form infusion and one substance infusion to a kinetic blast.

FORM INFUSION DC = 10 + Effective Spell Level + **DES**
SUBSTANCE INFUSION DC = 10 + Effective Spell Level + **COS**

EFFECTIVE SPELL LEVEL = $\frac{\text{Kineticist Level}}{\div 2}$ (per difetto)

INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions.

Livello	5	8	11	14	17	20
Reduction	-1	-2	-3	-4	-5	-6 burn

COMPOSITE SPECIALISATION

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Livello -1 burn when combining infusions.

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