

# KINETICIST KINETIC BLAST

## ELEMENTAL OVERFLOW

Уровень **ATTACK BONUS** = Current Burn  
**3** **DAMAGE BONUS** = Current Burn  $\times 2$

**MAX BONUS**  
 =  $1 + \left( \frac{\text{Kineticist Level}}{\div 3} \right)$   
 (Округлять к меньшему)

- ☐ 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** =  $d6 + \text{CON} + \frac{\text{Kineticist Level}}{\div 2}$  (Округлять вверх)

**ENERGY BLAST DAMAGE** =  $d6 + \left( \frac{\text{CON}}{\div 2} \right)$

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

Дальность ☐ 30ft ☐ 120ft ☐ 480ft

## INFUSIONS

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

**FORM INFUSION DC** =  $10 + \text{Effective Spell Level} + \text{DEX}$

**SUBSTANCE INFUSION DC** =  $10 + \text{Effective Spell Level} + \text{CON}$

**EFFECTIVE SPELL LEVEL**  
 =  $\frac{\text{Kineticist Level}}{\div 2}$  (Округлять к меньшему)

## INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions.

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

## COMPOSITE SPECIALISATION

**COMPOSITE SPECIALISATION**  
 Уровень -1 burn when combining infusions.