

KINETICIST

KINETIC BLAST

ELEMENTAL OVERFLOW

ATAK = Current Burn

3 OBRAŻENIA = Current Burn × 2

MAX BONUS = 1 + (Kineticist Level ÷ 3)
(Zaokrąglane w dół)

- ☐ 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 + BD + Kineticist Level (Zaokrąglane w górę)

ENERGY BLAST DAMAGE = d6 + (BD ÷ 2)

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

Zasięg ☐ 9m ☐ 120ft ☐ 480ft

INFUSIONS

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

FORM INFUSION DC = 10 + Effective Spell Level + ZR

SUBSTANCE INFUSION DC = 10 + Effective Spell Level + BD

EFFECTIVE SPELL LEVEL = Kineticist Level ÷ 2 (Zaokrąglane w dół)

INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions.

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

COMPOSITE SPECIALISATION

COMPOSITE SPECIALISATION
Poziom -1 burn when combining infusions.

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