

KINETICIST

## WILD BLASTS


A vertical stack of 10 identical horizontal bars. Each bar contains six icons arranged horizontally: a square, a swirl, a spiral, a wave, a mountain, and a flame. The icons are rendered in a light gray color. The bars are separated by thin white gaps, and the entire stack is set against a light gray background.

## KINETIC BLAST

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

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 DAMAGE** =            **d6** +            + **COS**  
  
 Kineticist Level ÷ 2  
 (per eccesso)

ENERGY  
BLAST =          d6 + ( COS ÷ 2 )  
DAMAGE         

## INFUSIONS

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

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

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

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

**KINETIC  
BLAST  
BURN** = Wild  
Talent  
Burn + Substance  
Infusion  
Burn + Form  
Infusion  
Burn

## ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

$$\text{ATTACCO BONUS} = \frac{\text{Current Burn}}{\text{Livello}} \quad \text{DANNI BONUS} = \frac{\text{Current Burn}}{\text{Livello}} \times 2$$

$$\text{MAX BONUS} = \frac{\text{Kineticist Level}}{3} \quad (\text{per difetto})$$

Livello	At burn	Bonus to physical scores	Critical/sneak miss chance	FOR
<b>6</b>	<b>3</b>	+2, +2	5% × burn	DES
<b>11</b>	<b>5</b>	+4, +2, +2		
<b>16</b>	<b>7</b>	+6, +4, +2		COS

## INFUSION SPECIALISATION

Reduce the total burn cost of a blast with at least one infusion.

	Livello	5	8	11	14	17	20	
<b>5</b>	Reduction	-1	-2	-3	-4	-5	-6	<i>burn</i>

## COMPOSITE SPECIALISATION

**Livello 16** -1 burn when using a composite blast.