KINETICIST

KINETIC BLAST

WILD BLASTS

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 DAMAGE = _____ d6 + (COS ÷ 2)

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 = Kineticist Level ÷ 2 (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.

Livello 3

ATTACCO BONUS = Current Burn

DANNI BONUS = Current Burn × 2

MAX BONUS = Kineticist Level ÷ 3 (per difetto)

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

FOR
DES
COS

INFUSION SPECIALISATION

Livello 5

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

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

COMPOSITE SPECIALISATION

Livello 16

-1 burn when using a composite blast.