

# KINETICIST

## KINETIC BLAST

### WILD BLASTS



### KINETIC BLAST

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

Zasięg □ 9m □ 36m □ 480ft

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

**PHYSICAL BLAST** =  $\text{d6} + \text{Kineticist Level} \div 2$  + **BD**  
DAMAGE (Zaokrąglane w górę)

**ENERGY BLAST** =  $\text{d6} + (\text{BD} \div 2)$   
DAMAGE

### 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** =  $\text{Kineticist Level} \div 2$  (Zaokrąglane w dół)

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

### ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

**ATAK PREMIA** = Current Burn  
**OBRAŻENIA PREMIA** = Current Burn  $\times 2$

Poziom 3 **MAX BONUS** =  $\text{Kineticist Level} \div 3$  (Zaokrąglane w dół)

Poziom	At burn	Bonus to physical scores	Critical/sneak miss chance	S
6	3	+2, +2	5% $\times$ burn	ZR
11	5	+4, +2, +2		BD
16	7	+6, +4, +2		

### INFUSION SPECIALISATION

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

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

### COMPOSITE SPECIALISATION

Poziom 16 -1 burn when using a composite blast.