

KINETICIST

KINETIC BLAST

ELEMENTAL OVERFLOW

$$\text{ATTAQUE BONUS} = \text{Current Burn}$$

$$3 \text{ DOMMAGES BONUS} = \text{Current Burn} \times 2$$

$$\text{MAX BONUS} = 1 + \left(\frac{\text{Kineticist Level}}{3} \right)$$
 (arrondi à l'inférieur)

- ☐ 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.

$$\text{PHYSICAL BLAST DAMAGE} = d6 + \text{CON} + \left(\frac{\text{Kineticist Level}}{2} \right)$$

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

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

Portée ☐ 9,00 m ☐ 120ft ☐ 480ft

INFUSIONS

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

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

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

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2}$$
 (arrondi à l'inférieur)

INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions.

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

COMPOSITE SPECIALISATION

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Niveau -1 burn when combining infusions.

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