

# KINETICIST

## KINETIC BLAST

### ELEMENTAL OVERFLOW

Level **ATTACK BONUS** = Current Burn

**3** **DAMAGE BONUS** = Current Burn  $\times 2$

**MAX BONUS**

=  $1 + \left( \frac{\text{Kineticist Level}}{\div 3} \right)$

(Round down)

- ☐ 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** =  $d6 + \text{CON} + \frac{\text{Kineticist Level}}{\div 2}$  (Round up)

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

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

Range ☐ 30ft ☐ 120ft ☐ 480ft

### INFUSIONS

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

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

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

**EFFECTIVE SPELL LEVEL** =  $\frac{\text{Kineticist Level}}{\div 2}$

(Round down)

### INFUSION SPECIALISATION

Level 5 Reduce the combined burn cost of the infusions.

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

### COMPOSITE SPECIALISATION

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Level **16** -1 burn when combining infusions.