

# KINETICIST

## KINETIC BLAST

### ELEMENTAL OVERFLOW

Poziom **ATAK** = Current  
**BONUS** Burn

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

**MAX BONUS**  
[ ] =  $1 + \left( \frac{\text{Kineticist Level}}{\div 3} \right)$   
(Zaokrąglane w dół)

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

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

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

Zasięg ☐ 9m ☐ 120ft ☐ 480ft

### INFUSIONS

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

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

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

**EFFECTIVE SPELL LEVEL** =  $\frac{\text{Kineticist Level}}{\div 2}$   
(Zaokrąglane w dół)

### INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions.

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

### COMPOSITE SPECIALISATION

**COMPOSITE SPECIALISATION**  
Poziom -1 burn when combining infusions.

16