

KINETICIST

KINETIC BLAST

WILD BLASTS



KINETIC BLAST

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

Reichweite ☐ 9m ☐ 36m ☐ 480ft

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

PHYSICAL BLAST = $\text{d6} + \text{Kineticist Level} \div 2$ **+ KO**
DAMAGE (aufrunden)

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

INFUSIONS

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

FORM INFUSION DC = 10 + Effective Spell Level + GE

SUBSTANCE INFUSION DC = 10 + Effective Spell Level + KO

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$ (abrunden)

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

ANGRIFF BONUS = Current Burn **SCHADEN BONUS =** Current Burn $\times 2$
Stufe 3 **MAX BONUS =** $\text{Kineticist Level} \div 3$ (abrunden)

| Stufe | At burn | Bonus to physical scores | Critical/sneak miss chance | ST |
|-------|---------|--------------------------|----------------------------|----|
| 6 | 3 | +2, +2 | 5% \times burn | GE |
| 11 | 5 | +4, +2, +2 | | KO |
| 16 | 7 | +6, +4, +2 | | |

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Stufe 16 -1 burn when using a composite blast.