

WILD BLASTS

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Gittata ☐ 9 m ☐ 40m ☐ 480ft

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

PHYSICAL BLAST DAMAGE = **d6** + + **COS**



ENERGY BLAST DAMAGE = **d6** + (**COS** ÷ 2)

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

FORM = 10 + Effective Spell Level + **DES**
INFUSION DC

SUBSTANCE = 10 + Effective Spell Level + **COS**
INFUSION DC

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{per difetto})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\frac{\text{ATTACCO BONUS}}{\text{MAX BONUS}} = \frac{\text{Current Burn}}{\text{Kineticist Level}} \times 2$$

(per difetto)

Livello	At burn	Bonus to physical scores	Critical/sneak miss chance	FOR
6	3	+2, +2	5% × burn	DES
11	5	+4, +2, +2		
16	7	+6, +4, +2		COS

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

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

Livello
16 -1 burn when using a composite blast.