KINETICIST KINETIC BLAST

ELEMENTAL OVERFLOW

Poziom BONUS = Current Burn

 $\frac{3_{OBRAŻENIA}}{PREMIA} = \frac{Current}{Burn} \times 2$

= 1 +

MAX BONUS

Kineticist Level

(Zaokrąglane w dół)

÷ 3)

□ Air blast

□ Electric blast



■ Earth blast

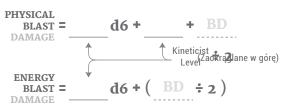


□ Cold blast



□ Telekinetic blast

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



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.

EFFECTIVE Kineticist Level SPELL LEVEL ÷ 2 (Zaokrąglane w dół)

INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions. Poziom Poziom 5 8 11 14 17 20 5 Reduction -1 -2 -3 -4 -5 -6 burn

COMPOSITE SPECIALISATION

COMPOSITE SPECIALISATION

16

Poziom -1 burn when combining infusions.