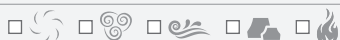


KINETICIST

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

ENERGY BLAST = $d6 + (\text{KO} \div 2)$
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 × 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% × 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.