

KINETICIST

KINETIC BLAST

ELEMENTAL OVERFLOW

Nivel **BONUS** = Current Burn
3 **ATAQUE** **BON** = Current Burn $\times 2$
DAÑO

MAX BONUS
 [] = $1 + \left(\frac{\text{Kineticist Level}}{\div 3} \right)$
 (Redondear abajo)

- ☐ 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 DAMAGE = $d6 + \text{Kineticist Level} + \text{CON}$
 (Redondear arriba)
ENERGY BLAST DAMAGE = $d6 + \left(\frac{\text{CON}}{\div 2} \right)$
 (Redondear arriba)

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

Alcance ☐ 30ft ☐ 120' ☐ 480ft

INFUSIONS

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

FORM INFUSION DC = $10 + \text{Effective Spell Level} + \text{DES}$
SUBSTANCE INFUSION DC = $10 + \text{Effective Spell Level} + \text{CON}$

EFFECTIVE SPELL LEVEL = $\frac{\text{Kineticist Level}}{\div 2}$
 (Redondear abajo)

INFUSION SPECIALISATION

Reduce the combined burn cost of the infusions.

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

COMPOSITE SPECIALISATION

COMPOSITE SPECIALISATION

Nivel -1 burn when combining infusions.

16