# KINETICIST KINETIC BLAST

## ELEMENTAL OVERFLOW

Stufe ANGRIFF = Current Burn 3 SCHADEN = Current BONUS = Burn × 2

Kineticist **MAX BONUS** Level

> ÷3) =1+( (abrunden)

□ Air blast

□ Electric blast

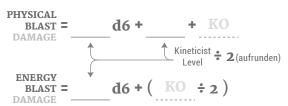
■ Earth blast

□ Cold blast

□ Water 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.

Reichweite ☐ 9m ☐ 120ft ☐ 480ft

#### **INFUSIONS**

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

**EFFECTIVE** Kineticist Level SPELL LEVEL ÷ 2 (abrunden)

### INFUSION SPECIALISATION

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

### **COMPOSITE SPECIALISATION**

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Stufe -1 burn when combining infusions.

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