

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

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