

# KINETICIST

## KINETIC BLAST

### WILD BLASTS



### KINETIC BLAST

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

Alcance ☐ 30ft ☐ 120' ☐ 480ft

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

**PHYSICAL BLAST =**  $\text{d6} + \text{CON}$

**DAMAGE**

Kineticist Level  $\div 2$   
(Redondear arriba)

**ENERGY BLAST =**  $\text{d6} + (\text{CON} \div 2)$

**DAMAGE**

### INFUSIONS

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

**FORM INFUSION DC = 10 + Effective Spell Level + DES**

**SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON**

**EFFECTIVE SPELL LEVEL**

Kineticist Level  $\div 2$   
(Redondear abajo)

**KINETIC BLAST BURN = Wild Talent Burn + Substance Infusion Burn + Form Infusion Burn**

### ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

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

Nivel 3 **MAX BONUS**

Kineticist Level  $\div 3$   
(Redondear abajo)

Nivel	At burn	Bonus to physical scores	Critical/sneak miss chance	FUE
6	3	+2, +2	5% $\times$ burn	DES
11	5	+4, +2, +2		CON
16	7	+6, +4, +2		

### INFUSION SPECIALISATION

Reduce the total burn cost of a blast with at least one infusion.

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

### COMPOSITE SPECIALISATION

Nivel 16 -1 burn when using a composite blast.