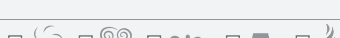


# KINETICIST

## KINETIC BLAST

### WILD BLASTS



### KINETIC BLAST

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

Zasięg ☐ 9m ☐ 36m ☐ 480ft

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

**PHYSICAL BLAST =**  $\text{d6} + \text{Kineticist Level} \div 2$   
DAMAGE (Zaokrąglane w górę)

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

### INFUSIONS

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

**FORM INFUSION DC =**  $10 + \text{Effective Spell Level} + \text{ZR}$   
**SUBSTANCE INFUSION DC =**  $10 + \text{Effective Spell Level} + \text{BD}$

**EFFECTIVE SPELL LEVEL =**  $\text{Kineticist Level} \div 2$   
(Zaokrąglane w dół)

**KINETIC BLAST BURN =**  $\text{Wild Talent Burn} + \text{Substance Infusion Burn} + \text{Form Infusion Burn}$

### ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

**ATAK PREMIA =**  $\text{Current Burn}$   
**OBRAŻENIA PREMIA =**  $\text{Current Burn} \times 2$   
**MAX BONUS =**  $\text{Kineticist Level} \div 3$   
(Zaokrąglane w dół)

Poziom	At burn	Bonus to physical scores	Critical/sneak miss chance	S
6	3	+2, +2	5% × burn	ZR
11	5	+4, +2, +2		BD
16	7	+6, +4, +2		

### INFUSION SPECIALISATION

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

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

### COMPOSITE SPECIALISATION

**16** -1 burn when using a composite blast.