

KINETICIST

KINETIC BLAST

WILD BLASTS



KINETIC BLAST

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

Portée ☐ 9,00 m ☐ 120ft ☐ 480ft

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

PHYSICAL BLAST = **DAMAGE** $\text{d6} + \text{Kineticist Level} \div 2$ **+ CON**
(arrondi au supérieur)

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

INFUSIONS

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

FORM INFUSION DC = 10 + Effective Spell Level + DEX

SUBSTANCE INFUSION DC = 10 + Effective Spell Level + CON

EFFECTIVE SPELL LEVEL = $\text{Kineticist Level} \div 2$
(arrondi à l'inférieur)

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

ELEMENTAL OVERFLOW

Accepting burn causes your body to visibly surge with energy.

ATTAQUE BONUS = Current Burn **DOMMAGES BONUS** = Current Burn $\times 2$

Niveau 3 **MAX BONUS** = Kineticist Level

MAX BONUS = $\text{Kineticist Level} \div 3$
(arrondi à l'inférieur)

Niveau	At burn	Bonus to physical scores	Critical/sneak miss chance	STR	DEX	CON
6	3	+2, +2	5% \times burn			
11	5	+4, +2, +2				
16	7	+6, +4, +2				

INFUSION SPECIALISATION

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

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

COMPOSITE SPECIALISATION

Niveau 16 -1 burn when using a composite blast.