

## WILD BLASTS

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A horizontal row of nine decorative icons. From left to right: a small square, a spiral, a circle, a swirl, a wave, a mountain range, a tree, a flame, and another small square.

[illegible]

A horizontal row of nine decorative icons. From left to right: a small square, a stylized swirl, a circle with a dot inside, a spiral, a wavy line, a mountain range, a tree, and a flame.

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[illegible][illegible]

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**Alcance**    ☐ 10m    ☐ 36m    ☐ 480ft

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

**PHYSICAL BLAST DAMAGE** = \_\_\_\_\_ d6 + \_\_\_\_\_ + CON  
  
 Kineticist Level ÷ 2  
 (Arredonda para Cima)

**ENERGY BLAST DAMAGE** = \_\_\_\_\_ d6 + ( CON ÷ 2 )

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

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

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

$$\text{EFFECTIVE SPELL LEVEL} = \frac{\text{Kineticist Level}}{2} \quad (\text{Arredonda para Baixo})$$

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

Accepting burn causes your body to visibly surge with energy.

$$\begin{aligned} \text{ATAQUE BÔNUS} &= \text{Current Burn} & \text{DANO BÔNUS} &= \text{Current Burn} \times 2 \\ \text{Nível 3} & & & \\ \text{MAX BONUS} &= \text{Kineticist Level} & & \\ & & & \div 3 \text{ (Arredonda para Baixo)} \end{aligned}$$

Nível	At burn	Bonus to physical scores	Critical/sneak miss chance	FOR
<b>6</b>	<b>3</b>	+2, +2	5% × burn	DES
<b>11</b>	<b>5</b>	+4, +2, +2		CON
<b>16</b>	<b>7</b>	+6, +4, +2		

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

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

Nível  
16 -1 burn when using a composite blast.