* **2nd Level – Elemental Combination:**
  + You can now have two of your modes active at a time either having the features of both modes or combining them into one of the following advanced modes:
    - Fire + Earth = Molten; Fire + Wind = Lightning; Fire + Water = Steam; Earth + Wind = Dust; Earth + Water = Ice; Water + Wind = Weather
    - **Molten Mode:**
    - **Lightning Mode:**
    - **Steam Mode:**
    - **Dust Mode:**
    - **Ice Mode:**
    - **Weather Mode:**
  + You now have access to Light and Dark mode, as well as their advanced combination modes
    - **Light Mode:**
    - **Dark Mode:**
    - Fire + Light = Radiation; Earth + Light = Crystal; Water + Light = Reflection; Wind + Light = Ray; Fire + Dark = Hellflame; Earth + Dark = Lunar; Water + Dark = Undertow; Wind + Dark = Plague; Light + Dark = Null
    - **Radiation Mode:**
    - **Crystal Mode:**
    - **Reflection Mode:**
    - **Ray Mode:**
    - **Hellflame Mode:**
    - **Lunar Mode:**
    - **Undertow Mode:**
    - **Plague Mode:**
    - **Null Mode:**