


GRAVITY PUNCH (10)

USE THIS SPELL ON AN UNARMED ATTACK TO EMPOWER YOUR BLOW WITH GRAVITATIONAL FORCE. SMALL ENEMIES HIT WILL BE BLOWN BACK 15FT AND TAKE BONUS DAMAGE.

1D8  
  
4

•LEVEL 2

AP INCREASED TO 5L.

•LEVEL 4

BONUS DAMAGE INCREASED TO 2D8

•LEVEL 6

CAN BE ADDED TO BLUNT MELEE WEAPONS.

•LEVEL 8

NOW CAN LAUNCH 25FT, PUNCHING ENEMIES INTO WALLS ADDS AN EXTRA 1D12 DAMAGE.

SINGULARITY I (80)

THROW A SINGULARITY THAT PULLS SMALL ENEMIES IN WITHIN 30FT BY 5FT. THE SINGULARITY LASTS 3 ROUNDS.

3D20  
  
3

•LEVEL 2

ENEMIES BELOW 30 HP TAKE DOUBLE DAMAGE.

•LEVEL 4

AOE RADIUS INCREASED TO 40FT.

•LEVEL 6


NOW LASTS 4 ROUNDS.

•LEVEL 8

PULL DISTANCE INCREASED TO 10FT.

SUBSUMATION (60)

TARGET AN AREA WITHIN 100FT TO FOCUS VORTEX ENERGY. THE ENERGY WILL PULL ENEMIES WITHIN 15FT IN BY 5FT AND COLLAPSE TO DEAL DAMAGE TO ENMIES WITHIN 10FT.

3D12  
  
1

•LEVEL 2

AP INCREASED TO 2T.

•LEVEL 4

MAX RANGE INCREASED TO 125FT.

•LEVEL 6

PULL RANGE INCREASED TO 20FT.

•LEVEL 8

NOW PULLS AND EXPLODES A SECOND TIME FOR AN ADDITIONAL 10 MANA.