

PLASMA RAY (50)

2D20

CAST AN OVERPENETRATING RAY OF PLASMA THAT DEALS DAMAGE TO ALL ENEMIES IT HITS IN A 100FT LINE.



3

•LEVEL 2

RANGE INCREASED TO 125FT.

•LEVEL 4

CAUSE 1D8 BONUS DAMAGE TO NON SMALL ENEMIES.

•LEVEL 6

DEAL 3D20 DAMAGE.

•LEVEL 8

RANGE INCREASED TO 175FT.

IONIZING BLAST (60)

2D8

CREATE A BLAST OF ENERGY IN A 65FT CONE IN FRONT OF YOU. THE BLAST IONIZES ENEMIES AND THEN DEALS DAMAGE.



1

•LEVEL 2

DAMAGE INCREASED TO 3D8.

•LEVEL 4

RANGE INCREASED TO 80FT.

•LEVEL 6

DEAL 2T AP.

•LEVEL 8

CONE ANGLE INCREASED TO 60°.

PLASMA BOLT (30)

2D12

CAST A BOLT OF PLASMA THAT DEALS DAMAGE IN A 5FT RADIUS WHERE IT HITS.



2

•LEVEL 2

DEAL 3D12 DAMAGE.

•LEVEL 4

AOE RADIUS INCREASED TO 10FT.

•LEVEL 6

DEAL 3T AP.

•LEVEL 8

APPLIES THE IONIZED EFFECT.