

IONIC GAZE (30)

USE AS A BONUS ACTION AT THE START OF YOUR TURN. DAMAGING AN IONIZED ENEMY WITH A WEAPON ARCS ION DAMAGE TO 2 TARGETS. PLASMA WEAPON DAMAGE SPREADS FULL DAMAGE AND ARCS 3 TIMES.



•LEVEL 2

INCREASES ARC CHAIN LENGTH BY 1.

•LEVEL 4

IONIZED ENEMIES TAKE AN EXTRA 1D12 DAMAGE.

•LEVEL 6

DAMAGE CAUSED BY THE ARCS IONIZES ENEMIES.

•LEVEL 8

THE INITIAL IONIZED TARGET TAKES A BONUS 1D12 DAMAGE.

PLASMA BEAM (90)

3D20

PROJECT A LARGE BEAM OF PLASMA UP TO 100FT. ENEMIES CAUGHT WITHIN 10FT OF THE BEAM TAKE DAMAGE AND BECOME IONIZED.



3

•LEVEL 2

NON SMALL ENEMIES TAKE AN EXTRA 1D20 DAMAGE.

•LEVEL 4

IONIZED ENEMIES TAKE AN EXTRA 1D12 DAMAGE.

•LEVEL 6

RANGE INCREASED TO 150FT.

•LEVEL 8

SWEEP THE BEAM IN A 15° CONE FOR AN EXTRA 10 MANA.

PLASMA BLAST (65)

3D20

CAST A MASSIVE BALL OF PLASMA TOWARDS AN ENEMY WITHIN 100FT. THE BALL EXPLODES ON IMPACT IN A 15FT RADIUS.



3

•LEVEL 2

RANGE INCREASED TO 125FT.

•LEVEL 4

AOE RADIUS INCREASED TO 20FT.

•LEVEL 6

DAMAGE INCREASED TO 4D20.

•LEVEL 8

DIRECT HITS IONIZE ENEMIES.

PURIFY (75)

4D20

TARGET AN IONIZED ENEMY WITHIN 75FT TO STRIKE WITH A MASSIVE BOLT OF ENERGY. THE ENEMY HIT HAS THEIR IONIZED EFFECT REMOVED.



3

•LEVEL 2

RANGE INCREASED TO 95FT.

•LEVEL 4

DEAL DAMAGE IN A 5FT RADIUS.

•LEVEL 6

DAMAGE INCREASED TO 5D20.

•LEVEL 8

ENEMIES BELOW 3T AP ARMOR LEVEL EXPLODE ON DEATH, EXPANDING THE AOE RADIUS TO 15FT.