



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 1DB 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.



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.

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•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 BLAST (65)

3D20

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



3/2

•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.

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.



3/2

•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.

PURIFY (75)

4D20

4D20

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



3/2

•LEVEL 2

RANGE INCREASED TO 85FT.

•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.



PULSE RIFT (S)

2D12

OPEN A PLASMA RIFT ABOVE YOUR HEAD THAT BEAMS ENEMIES ON YOUR TURN AS A FREE ACTION. LASTS 6 ROUNDS.



3/2

ION STORM (S)

EMPOWER YOURSELF WITH IONIZING ENERGY. ALL ENEMIES WITHIN 75FT OF YOU FOR THE NEXT 3 ROUNDS BECOME IONIZED.



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