



Basic Lazor







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Activate:

2E

1 Dmg

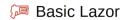


Activate: 4 2E

1 Dmg



Activate: +2E









Disabling Lazor





Activate:

Dmg



Activate:

3E

2 Dmg + 1 Dmg to an adjacent player

Overcharge: \checkmark 5E
3 Dmg + 2 Dmg to an adjacent player



Activate: 4 3E
2 Dmg + 1 Dmg to an adjacent player

Overcharge: $\sqrt{5E}$ 3 Dmg + 2 Dmg to an adjacent player



2 Dmg + Drain 2E or Disable target's activated item for 1 round

Overcharge: +6E

Activate: +3E

3 Dmg + Drain 3E or Disable target's activated item for 1 round





Plasma Lazor



4 4E

Activate: +1E1 Dmg

Overcharge: $\sqrt{3E}$ 2 Dmg

Vampiric Lazor

4 5E



Overcharge: $\sqrt{3E}$ 2 Dmg

Vampiric Lazor

Focused Lazor

4 4E

4 5E



Overcharge: $\sqrt{4E}$ 3 Dmg

Plasma Lazor

4 4E



4 4E

Activate: +2E2 Dmg

Overcharge: $4 \pm 4 \pm$ 3 Dmg



Activate: $\sqrt{3E}$ 2 Dmg + Steal 1E

Overcharge: $\sqrt{5E}$ 3 Dmg + Steal 2E



Activate: $\sqrt{3E}$ 2 Dmg + Steal 1E

Overcharge: $\sqrt{5E}$ 3 Dmg + Steal 2E