

Tier	Resource_Cost	Damage_Dealt	Healing_Done	Duration	Force_Magnitude	Description
1	1	1d6	1d6	1 Round	5 ft / 50 lbs	Basic impact or momentary effect.
2	2	1d8	1d8	1 Minute	10 ft / 100 lbs	Standard combat power.
3	3	2d6	2d6	10 Minutes	15 ft / 200 lbs	Heavy hit; short-term buff.
4	4	2d8	2d8	1 Hour	20 ft / 500 lbs	Elite power; encounter-long buff.
5	5	3d6	3d6	8 Hours	30 ft / 1,000 lbs	Significant destruction; work-day damage.
6	6	3d8	3d8	24 Hours	50 ft / 1 Ton	Siege power; day-long buff.
7	8	4d10	4d10	1 Week	100 ft / 5 Tons	Structural damage; long-term change.
8	10	5d10	5d10	1 Month	500 ft / 10 Tons	Disaster level; seasonal change.
9	12	10d10	Full Heal	1 Year	1 Mile / City	Cataclysmic; year-long curse/buff.
10	15	Narrative (k)	Resurrect	Permanent	Global / Infi	God-tier; alters reality forever.

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