

Talenter - Talents

Minor Spellfire Blast

KR 1

Time/SF: 1	Range: 10m per level
PSP: 4	Area: 1m per level radius
Duration: Instantaneous	Effect: 2d12 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 4d12.

This effect was developed by Jean.

Minor Spellfire Destruction

KR 1

Time/SF: 1	Range: 10m per level
PSP: 4	Area: 1m per level radius
Duration: Instantaneous	Effect: 2d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 4d8.

This effect was developed by Jean.

Minor Spellfire Bolt

KR 1

Time/SF: 1	Range: 10m per level
PSP: 4	Area: One target
Duration: Instantaneous	Effect: 4d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 8d6.

This effect was developed by Jean.

Minor Spellfire Beam

KR 1

Time/SF: 1	Range: 10m per level
PSP: 4	Area: One target
Duration: Instantaneous	Effect: 4d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 8d4.

This effect was developed by Jean.

Minor Voidfire DarkRays

KR 1

Time/SF: 1	Range: 5m per level
PSP: 4	Area: One or two targets
Duration: Instantaneous	Effect: 4d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 8d4.

This effect was developed by Jean.

Lesser Spellfire Blast

KR 2

Time/SF: 1	Range: 10m per level
PSP: 8	Area: 1m per level radius
Duration: Instantaneous	Effect: 4d12 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 6d12.

This effect was developed by Jean.

Lesser Spellfire Destruction

KR 2

Time/SF: 1	Range: 10m per level
PSP: 8	Area: 1m per level radius
Duration: Instantaneous	Effect: 4d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 6d8.

This effect was developed by Jean.

Lesser Spellfire Bolt

KR 2

Time/SF: 1	Range: 10m per level
PSP: 8	Area: One target
Duration: Instantaneous	Effect: 8d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 12d6.

This effect was developed by Jean.

Lesser Spellfire Beam

KR 2

Time/SF: 1	Range: 10m per level
PSP: 8	Area: One target
Duration: Instantaneous	Effect: 8d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 12d4.

This effect was developed by Jean.

Lesser Voidfire DarkRays

KR 2

Time/SF: 1	Range: 5m per level
PSP: 8	Area: One or two targets
Duration: Instantaneous	Effect: 8d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 12d4.

This effect was developed by Jean.

Version 3.5.4

Spellfire Blast**KR 3**

Time/SF: 1	Range: 10m per level
PSP: 12	Area: 1m per level radius
Duration: Instantaneous	Effect: 6d12 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 8d12.

This effect was developed by Jean.

Spellfire Destruction**KR 3**

Time/SF: 1	Range: 10m per level
PSP: 12	Area: 1m per level radius
Duration: Instantaneous	Effect: 6d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 8d8.

This effect was developed by Jean.

Spellfire Bolt**KR 3**

Time/SF: 1	Range: 10m per level
PSP: 12	Area: One target
Duration: Instantaneous	Effect: 12d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 16d6.

This effect was developed by Jean.

Spellfire Beam**KR 3**

Time/SF: 1	Range: 10m per level
PSP: 12	Area: One target
Duration: Instantaneous	Effect: 12d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 16d4.

This effect was developed by Jean.

Voidfire DarkRays**KR 3**

Time/SF: 1	Range: 5m per level
PSP: 12	Area: One or two targets
Duration: Instantaneous	Effect: 12d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 16d4.

This effect was developed by Jean.

Major Spellfire Blast**KR 4**

Time/SF: 2	Range: 10m per level
PSP: 16	Area: 1m per level radius
Duration: Instantaneous	Effect: 8d12 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 10d12.

This effect was developed by Jean.

Major Spellfire Destruction**KR 4**

Time/SF: 2	Range: 10m per level
PSP: 16	Area: 1m per level radius
Duration: Instantaneous	Effect: 8d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 10d8.

This effect was developed by Jean.

Major Spellfire Bolt**KR 4**

Time/SF: 2	Range: 10m per level
PSP: 16	Area: One target
Duration: Instantaneous	Effect: 16d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 20d6.

This effect was developed by Jean.

Major Spellfire Beam**KR 4**

Time/SF: 2	Range: 10m per level
PSP: 16	Area: One target
Duration: Instantaneous	Effect: 16d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 20d4.

This effect was developed by Jean.

Major Voidfire DarkRays**KR 4**

Time/SF: 2	Range: 5m per level
PSP: 16	Area: One or two targets
Duration: Instantaneous	Effect: 16d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 20d4.

This effect was developed by Jean.

Videnskab - Sciences

Mega Spellfire Blast

KR 5

Time/SF: 3	Range: 100m per level
PSP: 20	Area: 1m per level radius
Duration: Instantaneous	Effect: 10d12 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 12d12.

This effect was developed by Jean.

Mega Spellfire Destruction

KR 5

Time/SF: 3	Range: 100m per level
PSP: 20	Area: 1m per level radius
Duration: Instantaneous	Effect: 10d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 12d8.

This effect was developed by Jean.

Mega Spellfire Bolt

KR 5

Time/SF: 3	Range: 100m per level
PSP: 20	Area: One target
Duration: Instantaneous	Effect: 20d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 24d6.

This effect was developed by Jean.

Mega Spellfire Beam

KR 5

Time/SF: 3	Range: 100m per level
PSP: 20	Area: One target
Duration: Instantaneous	Effect: 20d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 24d4.

This effect was developed by Jean.

Mega Voidfire DarkRays

KR 5

Time/SF: 3	Range: 50m per level
PSP: 20	Area: One or two targets
Duration: Instantaneous	Effect: 20d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 24d4.

This effect was developed by Jean.

Greater Spellfire Blast

KR 6

Time/SF: 4	Range: 100m per level
PSP: 24	Area: 1m per level radius
Duration: Instantaneous	Effect: 12d12 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 14d12.

This effect was developed by Jean.

Greater Spellfire Destruction

KR 6

Time/SF: 4	Range: 100m per level
PSP: 24	Area: 1m per level radius
Duration: Instantaneous	Effect: 12d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 14d8.

This effect was developed by Jean.

Greater Spellfire Bolt

KR 6

Time/SF: 4	Range: 100m per level
PSP: 24	Area: One target
Duration: Instantaneous	Effect: 24d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 28d6.

This effect was developed by Jean.

Greater Spellfire Beam

KR 6

Time/SF: 4	Range: 100m per level
PSP: 24	Area: One target
Duration: Instantaneous	Effect: 24d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 28d4.

This effect was developed by Jean.

Greater Voidfire DarkRays

KR 6

Time/SF: 4	Range: 50m per level
PSP: 24	Area: One or two targets
Duration: Instantaneous	Effect: 24d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 28d4.

This effect was developed by Jean.

Version 3.5.4

Giga Spellfire Blast KR 7

Time/SF: 5	Range: 100m per level
PSP: 28	Area: 1m per level radius
Duration: Instantaneous	Effect: 14d12 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 16d12.

This effect was developed by Jean.

Giga Spellfire Destruction KR 7

Time/SF: 5	Range: 100m per level
PSP: 28	Area: 1m per level radius
Duration: Instantaneous	Effect: 14d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 16d8.

This effect was developed by Jean.

Giga Spellfire Bolt KR 7

Time/SF: 5	Range: 100m per level
PSP: 28	Area: One target
Duration: Instantaneous	Effect: 28d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 32d6.

This effect was developed by Jean.

Giga Spellfire Beam KR 7

Time/SF: 5	Range: 100m per level
PSP: 28	Area: One target
Duration: Instantaneous	Effect: 28d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 32d4.

This effect was developed by Jean.

Giga Voidfire DarkRays KR 7

Time/SF: 5	Range: 50m per level
PSP: 28	Area: One or two targets
Duration: Instantaneous	Effect: 28d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 32d4.

This effect was developed by Jean

Kunster – Arts

Power Spellfire Blast KR 8

Time/SF: 6	Range: 1km per level
PSP: 32	Area: 1m per level radius
Duration: Instantaneous	Effect: 16d12 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 18d12.

This effect was developed by Jean.

Power Spellfire Destruction KR 8

Time/SF: 6	Range: 1km per level
PSP: 32	Area: 1m per level radius
Duration: Instantaneous	Effect: 16d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 18d8.

This effect was developed by Jean.

Power Spellfire Bolt KR 8

Time/SF: 6	Range: 1km per level
PSP: 32	Area: One target
Duration: Instantaneous	Effect: 32d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 36d6.

This effect was developed by Jean.

Power Spellfire Beam KR 8

Time/SF: 6	Range: 1km per level
PSP: 32	Area: One target
Duration: Instantaneous	Effect: 32d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 36d4.

This effect was developed by Jean.

Power Voidfire DarkRays KR 8

Time/SF: 6	Range: 500m per level
PSP: 32	Area: One or two targets
Duration: Instantaneous	Effect: 32d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 36d4.

This effect was developed by Jean

True Spellfire Blast KR 9

Time/SF: 7	Range: 1km per level
PSP: 36	Area: 1m per level radius
Duration: Instantaneous	Effect: 18d12 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 20d12.

This effect was developed by Jean.

True Spellfire Destruction KR 9

Time/SF: 7	Range: 1km per level
PSP: 36	Area: 1m per level radius
Duration: Instantaneous	Effect: 18d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 20d8.

This effect was developed by Jean.

True Spellfire Bolt KR 9

Time/SF: 7	Range: 1km per level
PSP: 36	Area: One target
Duration: Instantaneous	Effect: 36d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 40d6.

This effect was developed by Jean.

True Spellfire Beam KR 9

Time/SF: 7	Range: 1km per level
PSP: 36	Area: One target
Duration: Instantaneous	Effect: 36d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 40d4.

This effect was developed by Jean.

True Voidfire DarkRays KR 9

Time/SF: 7	Range: 500m per level
PSP: 36	Area: One or two targets
Duration: Instantaneous	Effect: 36d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 40d4.

This effect was developed by Jean

Omni

Omni Spellfire Blast OM 10

Time/SF: 8	Range: 10km per level
PSP: 40	Area: 10m/level radius
Duration: Instantaneous	Effect: 40d6 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a blue-white incandescent electrical fireball, half fire and half lightning, inflicts damage in a spherical area; a physical save can halve damage and AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 44d6.

This effect was developed by Jean.

Omni Spellfire Destruction OM 10

Time/SF: 8	Range: 10km per level
PSP: 40	Area: 10m/level radius
Duration: Instantaneous	Effect: 40d4 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a green sphere of pure positive disruptive energy inflicts irresistible damage on everyone within a spherical area of effect; no save or AV will reduce damage. Radius may be limited as desired.

Power Manipulation/Specialized: Damage is 44d4.

This effect was developed by Jean.

Omni Spellfire Bolt OM 10

Time/SF: 8	Range: 10km per level
PSP: 40	Area: One target
Duration: Instantaneous	Effect: 26d10 damage
Save: ½ Physical	Notes: AV reduces dmg

Spellfire in the form of a violet incandescent electrical bolt consisting of half incandescent fire and half lightning inflicts damage on a single target; a successful physical save will halve damage and AV will reduce damage.

Power Manipulation/Specialized: Damage is 29d10.

This effect was developed by Jean.

Omni Spellfire Beam OM 10

Time/SF: 8	Range: 10km per level
PSP: 40	Area: One target
Duration: Instantaneous	Effect: 26d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of a silvery beam of pure positive disruptive energy inflicts irresistible damage on a single target; no save or AV will reduce damage.

Power Manipulation/Specialized: Damage is 29d8.

This effect was developed by Jean.

Omni Voidfire DarkRays OM 10

Time/SF: 8	Range: 5km per level
PSP: 40	Area: One or two targets
Duration: Instantaneous	Effect: 26d8 damage
Save: None	Notes: AV is ineffective

Spellfire in the form of dark rays of pure negative destructive anti-energy inflicts irresistible damage on one or two targets within a 20° arc; AV does not reduce damage.

Only a Void Lambdaist can manifest this effect.

Power Manipulation/Specialized: Damage is 29d8.

This effect was developed by Jean.