

Influence Instability



You bend the plane to your will, smashing a nearby object into your foe or creating energy that does it harm.

Special

KEYWORDS

Standard		Ranged 15/30
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Special: If you are trained in Arcana, you can add your implement's enhancement bonus to your attack roll. This power does not become an implement attack.

Hit: 2d10 + Intelligence modifier damage. This damage can be acid, cold, fire, lightning, poison, radiant, thunder, or untyped.
Level 21: 4d10 + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE BASIC ATTACK	LEVEL
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AT-WILL POWER

Endure Primordial Elements

Flames lick you, or lightning crackles around you, but you pay these threats no mind.

10 minutes		24 hours
TIME		DURATION
4300 gp	12000 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You designate up to eight ritual participants, including yourself, who ignore penalties and Endurance checks associated with the extreme weather and environments of the Elemental Chaos.

An affected creature and its equipment ignore ill effects from extreme temperatures and other ambient threats. Creatures' attacks, terrain features, and traps or hazards are still potential dangers. In areas where you would normally have to make Endurance checks every 8 hours while under the effect of Endure Elements, you need not make any checks while under the effect of Endure Primordial Elements.

CATEGORY
RITUAL

LEVEL
17

RITUAL