



Attack Spells

Lightning Bolt: (Lightning Attack, attack only) 15" range, PR=4, 2d8 damage

Wailing Wind: (Sonic Attack, attack only) 24" range, 1d12 damage, 12% chance shatter, PR=1

Mortality: (Death Touch) PR=10 for a miss, PR=20 for a partial hit, PR=40 for a success

Drain Life: (Devitalization Ray) PR=3, 3d10 damage, Range=20"

Incindiary Attack: (Flame Power, project only) PR=1/defense, PR=2/attack, 13" range, d12 damage

Laser Bolt: (Light Powers, attack only) 2d8 damage, PR=1, 24" range

Claws of the Bear: (Natural Weaponry) +2 to hit, +4 damage

Purple Cloak: (Paralysis Ray) PR=7, 24" range

Mystic Bolt: (Power Blast) d20 damage, PR=1, 11" range

Shatter Strike: (Vibratory Attack) 2d8 damage, PR=5, 28" range

Icy Blast: (Ice Powers, attack only) 24" range, PR=5, d12 damage

Befriend/Control Totem Spirit: Caster can communicate with and/or control the totem spirits that live in inanimate objects. Caster uses Creation Points similar to Solid Energy Illusions, and has available a number of creation points equal to twice their current Power score. Each creation point spent on an object gives the object one hit point and 2" movement. The caster must spend at least as many points on an object as it has points of Structural Rating. (for example, to animate a hardwood table the caster would spend at least 3 creation points, then at minimum the table would have 3 hit points and move at 6") Combat is treated the same as for Animate Solid Illusions on pages 13-14.

Villains and Vigilantes Mystic Rhythms Sourcebook

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