

	Spell Attack Bonus		Ability Modifier		Item Modifiers	
Caster Level		Spell Points Allowed		Spell Points Used		dx Die Damage
One Staging	<ul style="list-style-type: none"> <li>* Increase dx by 1 die</li> <li>* Increase range</li> <li>* Increase duration</li> <li>* Increase area of effect</li> <li>* Increase caster level for overcoming MI</li> </ul>	Two Stagings	<ul style="list-style-type: none"> <li>* Change energy type</li> <li>* Change touch to 30' range</li> <li>* Change touch to 10' emanation</li> <li>* Move origin 30'</li> </ul>	Three Stagings		<ul style="list-style-type: none"> <li>* Exclude targets from area</li> </ul>
				Four Stagings		<ul style="list-style-type: none"> <li>* Change single target ranged to 20' burst</li> </ul>

Spell Name

### Bonus to Hit

## Spell Description