

		Spell Attack Bonus			Ability Modifier			Item Modifiers			
Caster Level			Spell Points Allowed			Spell Points Used			dx Die Damage		
One Staging	* Increase dx by 1 die * Increase range * Increase duration * Increase area of effect * Increase caster level for overcoming MI				Two Stagings	* Change energy type * Change touch to 30' range * Change touch to 10' emanation * Move origin 30'				Three Stagings	* Exclude targets from area
										Four Stagings	* Change single target ranged to 20' burst

[illegible]

Page 10