

		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"> * Increase dx by 1 die * Increase range * Increase duration * Increase area of effect * Increase caster level for overcoming MI 				Two Stagings	<ul style="list-style-type: none"> * 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]

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