

NERO Vanguard

Base 10 Celestial Damage Play-test

The goal of this play-test is to provide the Celestial Magic School's defining damaging spells with strong offensive power.

The damage of level 1-9 Celestial damage spells are configured to do 10 x their level in damage to a single target.

- Enflame does 40 points of eldritch fire damage.
- Magic Storm does 10 points of eldritch damage per spell