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## Empowered scorching ray pathfinder

2009-01-02, 2:50 am (ISO 8601) How much damage would a Reinforced Scorching Rail do? I was trying to figure out the math -- and I'm not sure what the 50% additional damage would look like. Can I roll around normally and add half the damage I've done as bonus damage? Will the actual damage increase up to d10? 2009-01-02, 2:53 PM (ISO 8601) Each beam does 4d6 damage, thereby increasing it by an additional 50% to 6d6 each beam. I expect this post to be ninja'd. Edit: I guess it wasn't. Last edit: Krimm\_Blackleaf, 2009-01-02 at 02:53 PM. 2009-01-02, 2:54 (ISO 8601) Thank you very much. Ninja'd?! 2009-01-02, 02:56 PM (ISO 8601) The official way is to add more dice - 4d6 + (4 x .5)d6 rolls for each beam. A lot of people just do (4d6)x 1.5, however, as you say 'roll normally and then add half of that result'. 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I love the Wizards, but I tend to be a great advocate along with good planning using flashy metamacg instead of passive feats, but I just hit level 6 in a D&D campaign and gave me 3 &gt;:D So now I'm getting a retrofit Scorching Ray "Easy Metamacg", published by Brom at 2009-01-02, 3:21 PM (ISO 8601) and i thought these people would get details outta the way ^.^ it happens a lot in forums that have a term for it? Yes, yes, it is. This thread is useful if you have more questions about commonly used terms in these forums. Page 2 2009-01-02, 2:50 am (ISO 8601) How much damage would a Reinforced Scorching Rail do? I was trying to figure out the math -- and I'm not sure what the 50% additional damage would look like. Can I roll around normally and add half the damage I've done as bonus damage? Will the actual damage increase up to d10? 2009-01-02, 2:53 PM (ISO 8601) Each beam does 4d6 damage, thereby increasing it by an additional 50% to 6d6 each beam. I expect this post to be ninja'd. 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Level 1: Get Wizard: Crossblooded Orc / Draconic, Human, Get Vairian Tattoo, Get Feature: Magical Lineage (selection spell), Reneulsive (+2 Init) Then Wizard / Evoker take -Contribution Specialist for remaining levels. Why Contribution? You can change any element of instant blasting magic because it can circumvent elemental resistors/immunities. If you want to superspecialize outside the Evoker, take Sin Magic, lose two schools (Conjuration/Abjuration), earn another magic slot per level of raw power. Key Feats: Intensify Magic, Strengthen Magic, Quicken Spell, Spelling Excellence, Spelling Penetration, Magic Specialization, Great Magic Specialization. Conclusion: Crossblooded sorc orc / dragon bloodline 1. Wiz/19, Contribution Evocation expert. Note: You can use Sin Magic for more slots. The wizard level allows the use of writing devices from rejected schools (Conj/Abjuration). Magical Lineage Trait allows you to intensify selected spells free of charge. Spelling provides quicken for free with high levels of excellence. Play Tips: Get Burning Hands or Magic Missile as an early special spell. Burning Hands will take more damage, Magic Missile has better long-term benefits and keeps you out of danger. You can change all other levels to custom spells. Add Great Magic Expertise level 7 or 9. Why? You can then memorize utility spells and trash them for blaster spells. Turn your custom spell into scorching Ray or Fireball, usually at 5 or 7, depending on the campaign. Level 12 or higher, replace Fire Snake. Use Customized Admix to instantly change the item. Use Fire Snakes up to higher levels. Why? High damage base and level 5 spell still leaves room for metamacg, esp Quicken. Mechanic behind options: Orc bloody, Draconic: +1 for all damage spells, +1 selection element sprayed by Admix = +2 dmg/die. Feats Intensify Spell: Increases the caste-level damage limit by +5 to apply to a specific spell. Burning hands up to 10d4+20. Magic Missile goes to 7d4+14. Fireball 15d6+30, Fire Snake 20d6+40. Strengthening Spell: Increase DMG by 50%. Speed Up Syed: Two spells/rd to the enemy. Hit with Magic Competency: +2 to caster level with a specific spell. Helps bring damage earlier and faster. Heir Tattoo: +1 caster level with a specific school (Evo). This will buy your sorc level. Great Magic Specialization: Sacrifice your spell to power your chosen blaster spell. It means you can memorize auxiliary spells freely. Spelling Perfection: Double fixed feat bonuses, apply a free metamacg. Powered by Magical Lineage/ Condensed magic is still the original magic slot. Doubles SPell Penetration to +4. Heir Tattoo for +2. Writing Expertise to +4. Effectively, Spell Resistance has +10 rolls, and has its own 'Magic' cast after 5 levels higher. Top End Damage: 30d6 +60 Fire Snake, reinforced, Condensed, average 165 dmg, save 1/2, level 5 slot. Another hit, 5 level slot, 20d6 + 40dmg, avg Quicken for 165. = Save 330 for 1/2, blasting dmg in one round. If you have a Maximized Rod, you can remove this from the basic damage of 215. Base level 5 spelling slot is 20d6+40 dmg, 165 dmg. According to Level 1, your Burning Hands should be unchanged at Level 2 in 2d4+4 (avg 9). At Level 3, Magic Competency is introduced as 5d4+10 (22.5). If you don't intensify, it's on top. 4 horses, 6d4+12 (27), Condensed BiH. 5 horses, Intensive BiH, 7d4+14 (31.5). You can slide spec to Scorching Ray on 6th. 2x 4d6+8 (44). Fireball is also specced at 5d6+10, or 7d6+14. 7th horse, 6d6+12 fireball, or 8d6+18 if spec. One Reinforced, Intense Burning Hands, is still spec magic, 13.5d4+27 (about 60). 8 - Reinforced Scorching Ray, 2 x 6d6+12. E/I BH 15d6+30 (74, max) 9- Condensed, Special Fireball is 11d6+22 (51). 10th - Fire snake. E/Spec Fireball is 15d6+30 (74). Emp Scorching Rays are 3 x 6d6+12 or 18d6+36 (99 dmg). Now you can make burning hands or magic missile quicken as kicker damage in one round, but you have a few slots. 12. - E/I/Spec Fireball 21d6+42 (115) damage. It could be 12d6+24 Scorching Ray Quicken. Level 14 - Special Fire Snake Snake exceeds/equals a condensed Fireball. Fireball covers with 22.5d6+ 45 (123-) damage. A Reinforced Firesnake 24d6 +48 (132) damage. Now you can have 10d6+20 Fireball Quicken, 24d6 +48 (132 dmg) 15. You can now add a Free Meta. This will be Quicken or Empower. If Magical Lineage is applied to this, the condensed can be free. Caster level enthusiasts for Spec spells exceed +5, so top at 15 level 20d6 dmg. In 1, you'll miss spell resistance rolls against cr-appropriate enemies. Assuming Firesnake, we now cast the quickened Intense Firesnake for damage outside the 20d6 +40 (110) 5 level slot and a Reinforced Firesnake out of the same slot for 30d6 +60 (165) damage. You can strengthen both using the level 7 slot. 16. + - Damage remains the same, high level spelling slots are open for use in other Metas or control spells. It's reasonable that you can use fragments to achieve a higher damage sum, but the delay is not worth it, and you will lose the Heir's tattoo bonus. If the DM provides 3.5 Twin Spell, it can be very, very easy 495 raw dmg/round clock. If Arcane allows his thesis, God help his enemies. Enemy.

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