

# The Blaster

## STR Ranger and Mathwei apNial from "Warlock-The Complete Guide for Dealing with the Devil"

**The Blaster:** Less Melee effective than the other 2 options, this guy until level 8 Really emphasizes Massive Damage off Shocking grasps and then later, turning Fireball into a Much harder hitting blast with Daze layered in for Battle Control. Now when you pick this kind of Hexcrafter you need to pick two spells to specialize in with your traits. One for Immediate Results (Shocking Grasp) and One for long term (Fireball). Sadly the only great scaling damage spell that is not Fireball at 3rd level is Lightning Bolt and It's area sucks.

The with a 20pt buy the best I can think of is Human

STR 16 DEX 10 CON 12 WIS 10 INT 17 CHA 11

**Note:** A single level dip in Crossblooded (Orc/Draconic) is needed to REALLY up your damage. Getting +2 damage on any Electric Spell and +1 damage per die off all your other damaging spells. Plus it gives human's [Darkvision](#) and access to Combat Exp/Blindfight/Moonlight Stalker which I preferred over the Wpn Fcs tree.

**Traits:** Magical Lineage (Fireball), Wayang Spellhunter (Shocking Grasp)

**1Magus1 Spell Combat** Spell Focus: Evoc, Spell specialisation (Shocking Grasp for levels 1-7, then swap to Fireball at 8-12, Dragon's Breath at 12-14 and Cone of Cold up to 20)

**2 Magus2 Spellstrike**

**3 Sorcerer1 Crossblooded Orc/Blue Dragon, Tattoo Familiar (Raven), Varisian Tattoo, Intensify Spell**

**4 Magus3 Arcana- Arcane Accuracy**

**5 Magus4 Hex- Slumber, Heighten Spell**

**6 Magus5 Preferred Spell (Shocking Grasp)**

**7 Magus6 Hex Arcana- Flight Hex, Empower Spell**

**8 Magus7 Medium Armor**

**9 Magus8 Elemental Spell**

**10 Magus9 Hex Arcana-Evil Eye**

**11 Magus10 Spell Penetration**

**12 Magus11 Selective Spell**

**13 Magus12 Hex Arcana- Ice Tomb, Quicken Spell**

**14 Magus 13 Heavy Armor**

**15 Magus 14 Spell Perfection (Fireball)**

**16 Magus 15 Bane Blade**

**17 Magus 16 Counterstrike Dazing Spell**

**18 Magus 17 Weapon Focus**

**19 Magus 18 Hex Arcana- Summon Spirit, Gtr Spell Penetration**

**20 Magus 19 Gtr Spell Access**

**Why it's good?** Spontaneous Intensified Shocking Grasps from 1st level slots (10d6+20 ave55)

or Spontaneous Empowered Intensified Shocking Grasps with 3rd level slots (Ave 82.5)

Spell Perfected Dazing Elemental Empowered Fireballs for a 5th level Slot (82.5 in a Blast radius, 5th level spell DC, 3 rounds of Daze) or Intensified Elemental Empowered Fireballs (15d6+30 ave123.75 damage to everybody in the blast)

Besides being a Awesome Blaster/God Puncher you still have the 2 most important Save or Lose Hexes for those time evocation is not needed.

**The bad:** Not nearly as capable in Melee as the Debuffer or the Transmorgifist warrior. No power attack for damage and not really many to hit buff feats. Don't get me wrong. He still decent. With Arcane Accuracy he can get up to +10 to Hit with Int Items and Tomes. Damage comes from the Mega Shocking Grasps.

