

Telekinetic Push / Wind Gust

Range: 10'

Magic-User 1

Duration: Instantaneous

Area of Effect: 15 x 15 line

Saving Throw: Death Ray

Explanation/Description: The Magic-User throws his hands out in front of themselves and speaks incantations, causing a blast of telekinetic force or wind to erupt from their palms, forcing any creature in a 15 ft. by 15 ft. line to take 1d3 damage + 1d3 for every 3 levels of the Magic-User after 1st to a total maximum of 5d3 damage at level 13 and must make a save vs. death ray or be pushed back by 10 ft., if the creature collides with another creature or object of half human-size or larger, then they both take an additional 1d3 points of damage and are knocked prone. Creatures and objects larger than a 10 ft. by 10 ft. cube are not affected by the push effect.