

ELEMENTALIST

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CASTING MODIFIER	CLASS ABILITIES
1	27:25	8	2	Single	1S	+2	Detect Magic Elementalist Casting Utilise Light Weapons Utilise Sorcerous Cantrips
2	29:26	9	4		2S	+1	Dodge Utilise Medium Weapons* Utilise Shield*
3	31:27	10	6		2S	0	Speak with Primary Element
4	33:28	11	8		2S	0	Control 4 Hits Elemental/lvl
5	35:29	12	10		2S	-1	Metal Tolerance 1
6	37:30	13	12	Ambidex	2S/3D	-2	Discern Magic
7	39:31	14	14	Double Handed	3S/3D	-3	Control 6 Hits Elemental/lvl
8	41:32	15	16		4S/4D	-4	Dodge
9	43:33	16	18		4S/5D	-5	Dismiss Elemental 1/day
10	45:34	17	20		4S/5D	-6	Gate to Source Plane
11	48:36	19	23		5S/5D	-7	Immune Own Element
12	51:38	21	26		5S/6D	-8	

A Human Elementalist Gains 27:2 Life Points

An Elven Elementalist Gains 25:1 Life Points

Class Restrictions

- Elementalist are limited to 3 units of metal. Exceeding this limit means you forfeit your mana casting for 24 hours.
- Elementalist will lose any spiritual blesses as soon as they cast an elemental spell as the two powers are mutually exclusive.
- If an Elementalist is struck by Starfire silver, they take double damage from anything which gets through their armour, and also lose their casting for 24 hours.
- There may be only one Elementalist of any order at a time.
- Elementalist can only gain their own element and grey spells.

Class Abilities

Detect Magic - By use of this ability an Elementalist can feel the presence of magic on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30ft from the Elementalist.

Elementalist Casting - An Elementalist is initially able to access spells that are 'Grey' (no specific element) and of one chosen element (Fire, Water, Light, Darkness, Earth or Air). This first chosen element is the Elementalist's primary element. Any other spells must be traded for and taught to the Elementalist.

At first level, an Elementalist has a base casting modifier of +2, this decreases as the Elementalist goes up in level (See Class table above).

To cast a spell costs a number of life points (total body) equal to (the level of the spell to be cast plus the casting modifier) squared. There's always a minimum life point cost of 1, no matter what the Elementalist's casting factor or the level of the spell. E.g. At level one, with a casting modifier of +2, an Elementalist casts a 1st level spell. This costs them $(1+2)^2 = 9$ life points.

Elementalists retain a limiting elemental stress for casting spell which would normally require a temp / perm casting of mana to use IE glyphs - the amount an Elementalist can cast in this elemental stress is equal to their level squared, they affectively have a level squared mana pool for spending on temp/perm spells.

Utilise Light Weapon - This allows the Elementalist to be able to use any Light Weapon.

Utilise Sorcerous Cantrips - This allows the Elementalist to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5XP each to a maximum of two per level. Please see the Sorcerer cantrip list for details of which are accessible to Elementalist.

Metal Tolerance 1 - this gives the Elementalist 3 additional metal points (6 total)

Dodge - this allows the Elementalist to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

Utilise Medium Weapons* - This allows the Elementalist to be able to use any Medium Weapon, for a purchase cost of 20xp.

Utilise Shield* - This allows the Elementalist to be able to use any shield, for a purchase cost of 20xp.

Speak with Primary Element - This allows the Elementalist to speak with and ask questions of their primary element (e.g. an Elementalist of Water may ask questions of water). Remember non-magical elemental sources tend to be unintelligent and have a very short memory. More specific questions and answers may be gained from larger sources (*ref's discretion*).

Control 4 Hits Elemental / Level - Allows the Elementalist to control four hits of Elemental per class rank. This control may be split over multiple targets as long as the total number of hits possessed by the targets is no greater than the Elementalist can control.

Discern Magic - By concentrating on one item at a time, the Elementalist may greater understand the nature of a magical object or spell. This will work on one person, item or effect to a maximum range of 1 inch per level from the Elementalist. Under normal circumstances the level and element of enchantment may be discerned (*ref's discretion*).

Control 6 Hits Elemental / Level - This increases the Elementalist's control from four hits per level to six hits per level. This control may be split over multiple targets as long as the total number of hits possessed by the targets is no greater than the Elementalist can control.

Dismiss Elemental 1/day - Will allow an Elementalist once a day to dismiss any elemental to its home plane and compel it not to return for 24 hours. Ref's discretion always applies, especially in the case of high ranking or named elementals!

Gate to Source Plane - This allows an Elementalist once a day to gate to the source plane of their primary element.

Immune Own Element A/W - Functions as a *Walk Through Own Element* spell, at will.