

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 Mastery of Primary Element
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 Grandmastery of Primary Element
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

- Elementalists are limited to 3 units of metal. Exceeding this limit means you forfeit your mana casting for 24 hours.
- Elementalists will lose any spiritual blessings 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.
- Elementalists 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.

An Elementalist may cast known spells of levels up to two higher than their current casting rank. They may still enhance those spells with additional mana/life point costs as much as they want using the Extended Range/Duration rules or any additional specific rules a spell has.

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).

Mastery of Primary Element – the Sorcerer now casts all their primary element's spells as if they are one level lower. They cannot be reduced to lower than 1st level. (Note: Also stacks with Elven racial modifier)

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.

Grandmastery of Primary Element – at this level, the Sorcerer may empower a single target spell that they can cast with an additional power based on their primary element. This can be used 1 per 2 levels per day.

These abilities do NOT change the elemental type of the spell being cast: the normal effect is still of the original spell's element and the additional effect is of the Sorcerer's primary element for any case where immunities may be relevant.

Air

Offensive: Fumbling Spell

Cause the target to fumble anything held in their hands and if they are non-spiritual items they are Pulled 10ft away from them.

Defensive: Floating Spell

Grant the target the ability to walk on air.

Darkness

Offensive: Disintegrating Spell

Disintegrate an item of the caster's choice that is on the target's person.

Defensive: Nightbound Spell

Put the target in a darkness that both target and caster can see through.

Earth

Offensive: Grounding Spell

Entangle the target.

Defensive: Earthbound Spell

Grant the target immunity to strikedown/knockback effects but if they leave the ground this effect and the empowered spell are immediately dispelled.

Fire

Offensive: Scorching Spell

Burn the target for 10 seconds, preventing spellcasting and dealing half the damage again to total body, rounded up, as Fire damage.

If the offensive spell does not deal damage as standard, the burning damage is 12lps (6 hits) Fire.

Defensive: Fiery Rebuke

Deal Fire damage equal in strength to the next two melee blows to strike the target back at the attacker.

Note: Not a reflection! The target is still struck by the blow.

Light

Offensive: Radiant Spell

Blind the target for 10 seconds and surround them with a Light spell (5 min)

Defensive: Bright spell

Cast a Light spell on the target and allow them to teleport once during the duration.

Water

Offensive: Chilling Spell

Chill the target, causing them to move at zombie speed for 60 seconds.

Note: Unlike *Frost* this is not removed when they are struck for damage.

Defensive: Frost-rimed Spell

Surround the target by a thin layer of frost granting an additional 2 magic AC. They also take half effect from Physical or Mantic 1 cold effects. (Excluding Spirit)

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