

# ELEMENTALIST

ALSO: Battle Mage, Geomancer, Sorcerer



*Ignore the warnings  
of this World at  
your own risk.*

An **Elementalist** has learned to channel the souls that flow within the basic elements of creation: Air, Earth, Fire and Water. Some of them develop complex spells to contain the powerful energies of nature; others seek its protection in harmony and communion.

Elemental magic can be highly destructive, causing damage and inflicting negative status effects. Due to this, there are many who would covet an Elementalist's abilities... often for nefarious purposes.

- ◆ Who trained you in the way of the Elements?
- ◆ Your magic can be devastating... are you afraid of yourself?
- ◆ Elemental magic is often used in war. Did you serve in the military?
- ◆ What does your magic look like?



## ELEMENTALIST FREE BENEFITS

- ◆ Permanently increase your maximum Mind Points by 5.
- ◆ You may perform Rituals whose effects fall within the **Ritualism** discipline.

## ELEMENTALIST SKILLS

### CATAclysm

[+3]

When you cast an **instantaneous** spell, if you have an **arcane** weapon equipped, you may **increase the spell's total MP cost** by up to **[SL × 10]** Mind Points. If you do so and the spell deals damage to one or more creatures, it will deal 5 extra damage to each creature for every 10 Mind Points by which you increased its total MP cost.

### ELEMENTAL MAGIC

[+10]

Each time you acquire this Skill, learn one Elemental spell (see next two pages).  
Offensive (⚡) Elemental spells use **[INS + WLP]** for the Magic Check.

### MAGICAL ARTILLERY

[+3]

When you cast an offensive (⚡) spell, if you have an **arcane** weapon equipped, you gain a bonus to your Magic Check equal to **[SL × 2]**.

### RITUAL ELEMENTALISM

You may perform Rituals whose effects fall within the **Elementalism** discipline.  
Elementalism Rituals use **[INS + WLP]** for the Magic Check.

### SPELLBLADE

[+4]

When you cast an offensive (⚡) spell targeting a **single creature**, if the spell has a **total Mind Point cost of [SL × 10] or lower** and you have one or more **bow, brawling, dagger, flail, spear** or **sword** weapons equipped, you may choose one of those weapons. If you do, your Magic Check for the spell will use the chosen weapon's Accuracy Check formula; for instance, the Magic Check for an Elemental spell cast through a **bronze sword** (page 131) will be **[DEX + MIG] +1** instead of **[INS + WLP]**.

# ELEMENTALIST SPELLS

SPELL	MP	TARGET	DURATION
<b>Elemental Shroud</b>	5 × T	Up to three creatures	Scene
<p>You weave magical energy and protect the targets from the fury of the elements. Choose a damage type: <b>air</b>, <b>bolt</b>, <b>earth</b>, <b>fire</b> or <b>ice</b>. Until this spell ends, each target gains Resistance against the chosen damage type.</p>			
<b>Elemental Weapon</b>	10	One weapon	Scene
<p>You imbue a weapon with elemental energy. Choose a damage type: <b>air</b>, <b>bolt</b>, <b>earth</b>, <b>fire</b>, or <b>ice</b>. Until this spell ends, all damage dealt by the weapon becomes of the chosen damage type. If you have that weapon equipped while you cast this spell, you may perform a <b>free attack</b> with it as part of the same action.</p> <p>This spell can only be cast on a weapon equipped by a willing creature.</p>			
<b>Flare</b> ⚡	20	One creature	Instantaneous
<p>You channel a single ray of fire towards your foe, its temperature so high that it will pierce through most defenses. The target suffers <b>[HR + 25] fire</b> damage.</p> <p>Damage dealt by this spell ignores Resistances.</p>			
<b>Fulgur</b> ⚡	10 × T	Up to three creatures	Instantaneous
<p>You weave electricity into a wave of crackling bolts. Each target hit by this spell suffers <b>[HR + 15] bolt</b> damage.</p> <p><b>Opportunity:</b> Each target hit by this spell suffers <b>dazed</b>.</p>			
<b>Glacies</b> ⚡	10 × T	Up to three creatures	Instantaneous
<p>You coat your foes under a thick layer of frost. Each target hit by this spell suffers <b>[HR + 15] ice</b> damage.</p> <p><b>Opportunity:</b> Each target hit by this spell suffers <b>slow</b>.</p>			
<b>Iceberg</b> ⚡	20	One creature	Instantaneous
<p>A pillar of ice magic envelops your foe, suddenly dropping their body temperature to a critical level. The target suffers <b>[HR + 25] ice</b> damage.</p> <p>Damage dealt by this spell ignores Resistances.</p>			

⚠ Spells marked with ⚡ are **offensive spells** and require **Magic Checks!**

SPELL	MP	TARGET	DURATION
<b>Ignis</b> ⚡	10 × T	Up to three creatures	Instantaneous
<p>You unleash a searing barrage against your foes, conjuring flames out of thin air. Each target hit by this spell suffers <b>[HR + 15] fire</b> damage.</p> <p><b>Opportunity:</b> Each target hit by this spell suffers <b>shaken</b>.</p>			
<b>Soaring Strike</b>	10	Self	Instantaneous
<p>The wind carries your strikes across the battlefield. You may immediately perform a <b>free attack</b> with a <b>melee</b> weapon you have equipped. This attack may target creatures that can only be targeted by <b>ranged</b> attacks.</p> <p>If you used a weapon belonging to the <b>brawling</b> or <b>spear</b> Category for this attack, it deals 5 extra damage.</p> <p>If you hit a flying target with this attack, you may force them to land immediately.</p>			
<b>Terra</b> ⚡	10 × T	Up to three creatures	Instantaneous
<p>Spires of jagged rock erupt from the ground beneath your foes, closing around them. Each target hit by this spell suffers <b>[HR + 15] earth</b> damage. This spell cannot target creatures who are flying, floating, falling, or otherwise in mid-air.</p> <p><b>Opportunity:</b> Each target hit by this spell performs one fewer action on their next turn (to a minimum of 0 actions).</p>			
<b>Thunderbolt</b> ⚡	20	One creature	Instantaneous
<p>You send lightning striking at your foe. The target suffers <b>[HR + 25] bolt</b> damage. Damage dealt by this spell ignores Resistances.</p>			
<b>Ventus</b> ⚡	10 × T	Up to three creatures	Instantaneous
<p>You summon the power of winds against your enemy. Each target hit by this spell suffers <b>[HR + 15] air</b> damage.</p> <p><b>Opportunity:</b> Each <b>flying</b> target hit by this spell is forced to land immediately.</p>			
<b>Vortex</b>	10	Self	Scene
<p>A roaring gale surrounds you, blowing away arrows and bullets. Until this spell ends, you gain a +2 bonus to your Defense against <b>ranged</b> attacks.</p>			