

ELEMENTALIST

"The elements hold the answers to everything. And I control them."

CLASS TRAITS

Combat Role: Controller. You use the five elements to control the battlefield, contain your enemies, aid your allies, strike with fervor, and defend you and your friends.

Adventure Role: Toolbox. You use the five elements as tools to change the world around you in incredible ways.

Power Source: Elemental. You can feel the power of the raw elements of the world that surround you, and they obey your commands.

Key Abilities: All abilities are important to Elementalists, but for different reasons: Stamina, Wit, and Physical (Water), Awareness, Willpower, and Mental (Air), Dexterity, Genius, and Agility (Fire), Charisma, Power, and Social (Spirit), Focus, Strength, and Durability (Earth)

Element Stat Affinities

	Physical	Mental	Social
Power	Strength	Genius	Charisma
Durability	Stamina	Focus	Willpower
Agility	Dexterity	Awareness	Wit
Key - Air, Earth, Fire, Spirit, Water			

Elementalists are extremely flexible spellcasters. Their flexibility allows them to serve one of any number of roles in a party. To help build your character to take the role you want, the basic roles of each element are listed here.

Spirit abilities tend to fit the role of a Leader and Diplomat. Fire abilities tend to fit the role of a Striker and Loremaster. Earth abilities tend to fit the role of a Defender and Pathfinder. Water abilities tend to fit the role of a Controller and Toolbox. Air abilities tend to fit the role of a Controller and Sneak.

CORE ELEMENTALIST TALENTS

The following are the core Elementalist Talents. To learn Elementalist At-Will Powers, you must have at least two of these Talents. To learn Elementalist Timed Powers, you must have at least four of these Talents.

Air's Reach: You may spend an action point to increase the range of one of your ranged abilities by your Mental modifier.

Prerequisite: Mental 5

Airsense: You can innately sense the purity of air around you, as well as the relative humidity. You have +2 to Survival checks concerning weather.

Prerequisite: Mental 4

Earth's Force: You may spend an action point to add your Durability to the number of squares one of your abilities will slide, push, pull, or shift.

Prerequisite: Durability 5

Earthsense: You can innately sense earth around you, within Durability feet. You have +2 to Appraise checks on natural stone.

Prerequisite: Durability 4

Fire's Scorch: You may spend an action point to add your Agility to the damage of an attack you are about to make.

Prerequisite: Agility 5

Firesense: You can innately sense heat around you, within Agility feet. You have +2 to Survival checks when tracking.

Prerequisite: Agility 4

Spirit's Allure: You may spend an action point to add your Social to the attack roll of an attack you or another ally are about to make.

Prerequisite: Social 5

Spiritsense: You can innately sense life around you, within Social feet. You have +1 to Diplomacy checks.

Prerequisite: Social 4

Water's Spray: You may spend an action point to add your Physical to the area of one of your blasts or half of your Physical modifier to the area of one of your bursts.

Prerequisite: Physical 5

Watersense: You can innately sense the purity and flow of water around you, within Physical feet. You have +1 to Swim checks.

Prerequisite: Physical 4

ELEMENTALIST AT-WILL POWERS

Blazing Blast

Elementalist Attack Power

Fire bursts forth over an

At-Will ♦ Elemental, Fire

Standard Action

Close blast 2

Target: Each creature in blast

Attack: Genius vs. Dexterity

Hit: Dexterity - 2 fire damage, and targets are pushed a number of squares equal to half your Agility.

Miss: Half damage, and targets are not pushed.

Burst of Lightning

Elementalist Attack Power

Electricity arcs from your fingertips, striking a group of foes with a loud crack.

At-Will ♦ Elemental, Air, Lightning

Standard Action

Close blast 3

Target: Each creature in burst

Attack: Awareness vs. Dexterity

Hit: Willpower - 2 lightning damage, and targets are dazed until the end of your next turn.

Coldsnap Elementalism Attack Power

A chill freezes over the ground, making the area difficult to navigate.

At-Will ♦ Elemental, Water

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wit vs. Strength

Hit: Stamina - 2 cold damage, and the target is slowed until the end of your next turn.

Special: Water surfaces in the burst freeze solid to a thickness equal to your Physical in inches. Continued application will add another inch per use.

Control Flames Elementalism Utility Power

You gesture at the flames and they begin to take on shapes, moving at your command.

At-Will ♦ Elemental, Fire

Standard Action Ranged 5

Prerequisite: Dexterity 8 or Genius 8

Target: Your Agility squared in cubic feet of flames.

Effect: Can animate existing fire into intricate shapes, but you must continue to be connected to some fuel source. Can work with any flame colors naturally occurring with that particular fire.

Sustain Minor: You may sustain the effect indefinitely.

Cull Water Elementalism Utility Power

You can pull water from the air around you, purify water, or dehydrate a target.

At-Will ♦ Elemental, Water

Standard Action Ranged 5

Prerequisite: Stamina 8 or Wit 8

Effect: You cull existing water from humid air or dirty water. If there is no water to cull, this ability has no effect. You cull a number of gallons of water up to your Physical, and coalesce it anywhere within the range of this cantrip. You may also cull from mud half this quantity, or a quarter from damp dirt or any material containing water

Detect Life Elementalism Utility Power

You close your eyes and concentrate, your senses picking up even the faintest signs of life.

At-Will ♦ Elemental, Spirit

Move Action Ranged 5

Prerequisite: Charisma 8

Effect: You get an instantaneous snapshot of the largest living creatures within the range other than yourself. You detect a maximum number of creatures equal to your Charisma, and assuming they are the same size, you will detect the closest creatures first. You will also detect both creatures you already see as well as concealed or invisible creatures. This gives you a snapshot of their locations and general size, but will not allow you to know who or what they are. This ability cannot detect undead or constructs.

Special: You may spend an action point to increase your accuracy. If you do, your range doubles, as does the number of targets. Also, you learn the status of the targets.

Distracting Sting Elementalism Attack Power

A painful sting distracts your foe so a companion can step away.

At-Will ♦ Elemental, Spirit

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Awareness

Hit: Charisma damage, and you let one ally adjacent to either you or the target shift 1 square as a free action.

Dominate Elementalism Attack Power

Your forceful presence totally changes the target's attitude.

At-Will ♦ Elemental, Spirit

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Awareness

Hit: Charisma damage to target's Willpower. If you defeat them, they are dominated by your verbal commands.

Fists of Stone Elementalism Attack Power

Your fists take on the texture and heft of rough granite

At-Will ♦ Elemental, Earth

Standard Action Melee 1

Target: One creature

Attack: Strength vs. Dexterity

Hit: Focus + Durability damage, and target takes a -2 penalty to attack rolls until the beginning of your next turn.

Flame Jet Elementalism Attack Power

A white-hot jet of flame streaks from your fingertips to the target, lighting them aflame.

At-Will ♦ Elemental, Fire

Standard Action Ranged 10

Target: One creature

Attack: Genius vs. Dexterity

Hit: Dexterity fire damage, and target takes ongoing fire damage equal to your Agility (save ends).

Levitate Elementalism Utility Power

A brisk wind lifts the small object into the air, moving it as you wish.

At-Will ♦ Elemental, Air

Standard Action Ranged 10

Prerequisite: Awareness 8 or Willpower 8

Target: One object, of weight in pounds no more than your Mental squared

Effect: You may move the target up to 5 squares.

Sustain Minor: You may sustain the effect indefinitely.

Special: You may levitate any number of objects so long as they stay in range and total under the weight limit.

Lightning Arc
Elementalist Attack Power

An arc of crackling electricity leaps from your fingertips

At-Will ♦ Elemental, Air, Lightning
Standard Action **Ranged 20**
Target: One creature
Attack: Awareness vs. Dexterity

Hit: Willpower lightning damage, and the target is dazed until the end of your next turn.

Soothing Mist
Elementalist Attack Power

You hurl a heavy stone that detonates on contact.

At-Will ♦ Elemental, Water, Healing
Move Action **Ranged 5**
Prerequisite: Physical 4
Target: You or one ally

Effect: Target heals a number of Physical scratches equal to your Physical.

Stone Shrapnel
Elementalist Attack Power

You hurl a heavy stone that detonates on contact.

At-Will ♦ Elemental, Earth
Standard Action **Ranged 3**
Target: One creature
Attack: Strength vs. Dexterity

Hit: Focus damage, and up to two adjacent enemies take Durability damage.

Stoneskin
Elementalist Utility Power

Your skin toughens, allowing you to shrug off punishment.

At-Will ♦ Elemental, Earth
Move Action **Personal**
Prerequisite: Durability 4

Effect: The multiplier for your Stamina scratches pool increases by one. This lasts until the end of the encounter or 5 minutes, whichever comes first.

ELEMENTALIST TIMED POWERS

Dehydrate
Elementalist Utility Power

Suddenly your targets can no longer be heard by their companions.

Timed (x2) ♦ Elemental, Water
Move Action **Area burst 1 within 10 squares**
Prerequisite: Focus 10 or Strength 10
Attack: Focus vs. Strength

Hit: Strength damage, and the target is weakened until the end of your next turn.

Miss: Half damage, and targets are not weakened.

Gust of Wind
Elementalist Attack Power

A heavy buffet of wind blasts your foes, shoving them across the battlefield.

Timed (x2) ♦ Elemental, Air, Thunder, Zone
Standard Action **Area burst 2 within 10 squares**
Target: Each creature in burst
Attack: Awareness vs. Dexterity

Hit: Willpower modifier damage, and the target is slid 2 squares. All targets must slide the same direction.

Sustain Move: The zone persists. Creatures that enter the zone or start their turns there take Willpower modifier damage and are pushed 2 squares.

See Through Stone
Elementalist Utility Power

You focus on the space between the stones, sensing the world as only one fully in tune with the earth can.

Timed (x3) ♦ Elemental, Earth
Minor Action **Range 5**
Prerequisite: Strength 8 or Focus 8
Target: Existing stone

Effect: You can see through solid stone, up to a number of layers equal to your Durability - 2.

Sustain Move: You can sustain this power indefinitely.

Silence
Elementalist Utility Power

Suddenly your targets can no longer be heard by their companions.

Timed (x3) ♦ Elemental, Air, Zone
Minor Action **Area burst 1 within 10 squares**
Prerequisite: Awareness 8 or Willpower 8

Effect: Area affected becomes silent.

Sustain Standard: You may maintain the zone indefinitely.

Special: You may choose to either silence all sound within the area or merely block the passage of sound into and out of the area.

Stoneshaping
Elementalist Utility Power

You touch the stone wall and it begins to melt away before your eyes.

Timed (x3) ♦ Elemental, Earth
Full Action **Touch**
Prerequisite: Strength 10 or Focus 10
Target: Existing stone

Effect: You carve out or fill feet units equal to 2 plus your Durability when there is adjacent stone. It takes four times as long to shape fine sculpture in the same area.

Sustain Standard: You may continue sculpting indefinitely.

- Air

Fling
Flight (Timed)
Animate Air
Hurricane/Tornado
Lightning Cascade
- Earth

Stonehands
Pass through Stone
Shift Terrain

	Earthquake
Fire	Column of Warmth
Spirit	Heal Sleep
Water	Cold Cone Rain/Weather Control

Calin says, "Another option would have been to unlock skills. For example, detect life could have been written as a skill."

Calin says, "That would be cool."

Tamra purrs, "Ah, interesting."

Calin says, "The same way a 'flight' talent would unlock the flight skill, of course."

Tamra purrs, "So yeah... see through stone, detect life... could easily be talents"