* **1st Level – World Fundamentals:**
  + You have 4 “modes” under which you have masterful control over an associated element
    - The 4 modes are Fire, Earth, Water, and Wind
    - After finishing a short or long rest, you may swap modes
    - As a result of any of your manipulation, if a creature needs to make a saving throw the DC is 12 + your highest ability score modifier + your proficiency bonus
    - **Fire Mode:**
      * Immunity to fire damage
      * As an action, you can manipulate fire you can see within 800 ft
      * As a bonus action, you can spontaneously create fire in any shape, size, temperature, and color at any spot within a 1000 ft radius sphere around you
        + At maximum, you can deal 30d10 fire damage with fire you create
      * You can sense fire and other sources of great heat within 5 miles
      * At will, you can view heat signatures
      * You constantly produce great heat, allowing you and other creatures within 15 ft of you to ignore the effects of extreme cold
      * You gain immunity to the effects of extreme heat
      * You can cast Dancing Lights, Faerie Fire, Continual Flame, Produce Flame, Heat Metal, Flame Blade, Flaming Sphere, Searing Smite, Fire Bolt, Burning Hands, Scorching Ray, Pyrotechnics, Control Flames, Create Bonfire, Flame Arrows, Aganazzar’s Scorcher, Melf’s Minute Meteors, Fireball, Fire Storm, Delayed Blast Fireball, Incendiary Cloud, Investiture of Flame, Immolation, Flame Strike, Wall of Fire, and Fire Shield at will at no cost
        + Use your highest ability score as your spellcasting ability modifier
      * Your spells that deal fire damage ignore fire resistance, deal double fire damage, and have doubled spell save DC’s
    - **Earth Mode:**
      * Immunity to poison damage
      * As an action, you can manipulate worked or unworked stone, brick, dirt, mud, sand, and/or clay you can see within 800 ft
      * As a bonus action, you can harden your skin, becoming as tough as stone. Until you either drop to 0 hit points or use a subsequent bonus action to dispel the transformation you gain the following:
        + Immunity to bludgeoning, piercing, and slashing damage
        + Your speed is halved
        + The damage of your unarmed strikes is doubled
        + Your manipulation range is doubled
        + You have disadvantage on any ranged weapon attack rolls
        + You have disadvantage on any Dexterity checks and saving throws
        + You have advantage on Constitution saving throws
        + Your carrying capacity as well as your push/drag/lift thresholds are all doubled
        + Vulnerability to acid damage
      * Immunity to petrification
      * While on or within a material that you can manipulate, you have a burrow speed equal to triple your walking speed
      * You are immune to difficult terrain imposed by any material you can manipulate
      * You can cast Meld into Stone, Magic Stone, Mold Earth, Earth Tremor, Earthbind, Erupting Earth, Dust Devil, Wall of Sand, Maximilian’s Earthen Grasp, Melf’s Minute Meteors, Transmute Rock, Investiture of Stone, Bones of the Earth, Stone Shape, Stoneskin, Wall of Stone, Move Earth, Earthquake, and Flesh to Stone at will at no cost
        + Use your highest ability score as your spellcasting ability modifier
      * You have Tremorsense out 1000 ft
    - **Water Mode:**
      * Immunity to acid damage
      * As an action, you can manipulate water you can see within 800 ft
        + You can also manipulate the water in the air
      * You have a swim speed equal to triple your walking speed
      * You can breathe underwater
      * You are immune to the effects of a high-pressure environment
      * You can sense water sources within 5 miles
      * As a reaction to being hit by a weapon attack, you can temporarily transmute your body into water for that instant, avoiding the damage of the attack
      * You can walk across liquid surfaces
      * You can cast Create or Destroy Water, Water Walk, Water Breathing, Shape Water, Tidal Wave, Wall of Water, Tidal Wave, Fog Cloud, Control Water, Maelstrom, Watery Sphere, and Tsunami at will at no cost
        + Use your highest ability score as your spellcasting ability modifier
      * As an action, you can draw water from a creature you can see within your manipulation range. That creature makes a Constitution saving throw. On a failure, it takes 10d12 necrotic damage and gains 2 levels of exhaustion. On a success, the creature only takes half as much and gains no exhaustion. A creature at 4 or more levels of exhaustion is immune to this ability
      * You can sense whether it will rain within the next 2 days
      * After a 1-minute ritual, you can summon clouds and rain out to a radius of 1-mile that last for the next 2 hours
    - **Wind Mode:**
      * As an action, you can manipulate winds and air within 800 ft
      * You have a fly speed equal to triple your walking speed
      * You do not need to breathe
      * You are immune to the effects of a low-pressure environment
      * You can cast Gust of Wind, Wind Wall, Fog Cloud, Zephyr Strike, Stinking Cloud, Fly, Gaseous Form, Gust, Dust Devil, Skywrite, Warding Wind, Wind Walk, Steel Wind Strike, Control Winds, Investiture of Wind, and Whirlwind at will at no cost
        + Use your highest ability score as your spellcasting ability modifier
      * As a bonus action, while in an area of flowing air, you can use the winds to warp up to 60 feet
      * You can ignore the verbal components of your spells
      * While in an area of flowing air, you have blindsight out 600 feet
      * As an action, you can change the direction of air flow out to an area of 1-mile
      * As a reaction to being targeted by a ranged weapon attack, you can create a shield of air around you, causing the attack to miss