

ELEMENTALIST

Air for movement. Earth for permanence. Fire for destruction. Water for change. Green for growth. Rot for death. Void for the mystery—that which cannot be known. Years of study and practice and poring over tomes brought you the revelations that allow you to manipulate these building blocks of reality. Now you use your mastery of the seven elements to destroy, create, and warp the world with magic.

As an elementalist, you can unleash your wrath across a field of foes, debilitate enemies, ward yourself and allies, manipulate terrain, warp space, and more. Your elemental specialization determines which of these talents you excel at.



“Understanding the mystery, requires ignorance of the mystery.”

Embers

Basics

Starting Characteristics: You start with a Reason of 2, and you can choose one of the following arrays for your other characteristic scores:

- ♦ 2, 2, -1, -1
- ♦ 2, 1, 1, -1
- ♦ 2, 1, 0, 0
- ♦ 1, 1, 1, 0

Weak Potency: Reason – 2

Average Potency: Reason – 1

Strong Potency: Reason

Starting Stamina at 1st Level: 18

Stamina Gained at 2nd and Higher Levels: 6

Recoveries: 8

Skills: You gain the Magic skill (see [Skills](#) in [Chapter 9: Tests](#)). Then choose any three skills from the crafting or lore skill groups. (*Quick Build:* Alchemy, Blacksmithing, History, Magic.)

1st-Level Features

As a 1st-level elementalist, you gain the following features.

Elemental Specialization

Through your studies, you know and can manipulate the seven primal elements of the timescape:

Air is the element of movement. Air abilities allow you to manipulate speed, quickness, flight, and breath.

Earth is the element of permanence. Earth abilities bolster your body and grant the power to permanently create and shape physical terrain.

Fire is the element of destruction. Fire abilities devastate enemies and melt objects to slag.

Green is the element of creation and growth. Green abilities make and manipulate plants, fungi, and other forms of life to hamper foes and nourish your allies.

Rot is the element of decay. Rot abilities harm and debuff enemies.

Void is the element of the mystery. Void abilities warp space and reality, allowing you to teleport, create illusions, and make things incorporeal.

Water is the element of change. Water abilities enhance your allies' power, and alter your enemies' power for the worse.

You choose an elemental specialization from the following options: earth, fire, green, or void. Your elemental specialization is your subclass, and your choice of specialization determines many of the features you'll gain as you gain new levels, including one of the following benefits. (Other elemental specializations will be featured in future products.) (*Quick Build:* Fire.)

EARTH: ACOLYTE OF EARTH

You harness the flow of earth magic to become harder to move. Whenever you use an ability that has the Earth and Magic keywords, your stability increases by 1 until the start of your next turn. This benefit is cumulative.

◆ Elementalist Advancement ◆

Level	Features	Abilities
1st	Elemental Specialization, Essence, Hurl Element, Persistent Magic, Practical Magic, Specialization Feature, Specialization Triggered Action, Enchantment, Elementalist Ward, Elementalist Abilities	Two signature, 3, 5
2nd	Perk, Specialization Feature, New 5-Essence Ability	Two signature, 3, 5, 5
3rd	Specialization Feature, 7-Essence Ability	Two signature, 3, 5, 5, 7
4th	Characteristic Increase, Font of Essence, Mantle of Essence, Perk, Skill Increase	Two signature, 3, 5, 5, 7
5th	Specialization Feature, 9-Essence Ability	Two signature, 3, 5, 5, 7, 9
6th	Perk, Wyrding, New 9-Essence Ability	Two signature, 3, 5, 5, 7, 9, 9
7th	Characteristic Increase, Mantle of Quintessence, Surging Essence, Skill Increase	Two signature, 3, 5, 5, 7, 9, 9
8th	Perk, Specialization Feature, 11-Essence Ability	Two signature, 3, 5, 5, 7, 9, 9, 11
9th	Grand Wyrding, New 11-Essence Ability	Two signature, 3, 5, 5, 7, 9, 9, 11, 11
10th	Characteristic Increase, Breath, Essential Being One, Perk, Skill Increase	Two signature, 3, 5, 5, 7, 9, 9, 11, 11

FIRE: ACOLYTE OF FIRE

You become an expert at wielding destructive flames. Your abilities that have the Fire and Magic keywords gain a +1 bonus to rolled damage. Your Hurl Element ability (see below) also gains this bonus when you use it to deal fire damage.

GREEN: ACOLYTE OF THE GREEN

You harness the residual magic from your green spells to bolster yourself and your allies. Whenever you deal damage to one or more creatures using an ability that has the Green and Magic keywords and that costs essence to use (see below), you or one creature within 10 squares of you gains temporary Stamina equal to your Reason score.

VOID: ACOLYTE OF THE MYSTERY

You use your immersion in the mystery of void magic to expand the reach of that magic better than other mages. The distance of all your abilities that have the Magic, Ranged, and Void keywords increases by 2 squares.

Essence

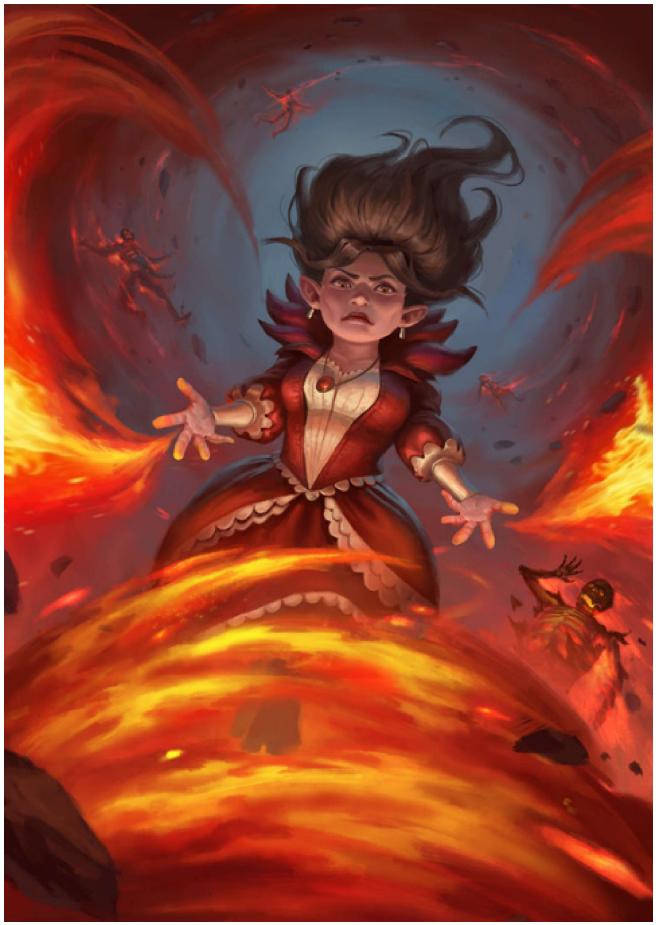
You channel the substance of creation in the form of a Heroic Resource called essence, gathering and burning it to cast and maintain spells.

ESSENCE IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain essence equal to your Victories. At the start of each of your turns during combat, you gain 2 essence.

Additionally, the first time each combat round that you or a creature within 10 squares takes damage that isn't untyped or holy damage, you gain 1 essence.

You lose any remaining essence at the end of the encounter.



ESSENCE OUTSIDE OF COMBAT

Though you can't gain essence outside of combat, you can use your heroic abilities and effects that cost essence without spending it. Whenever you use an ability or effect outside of combat that costs essence, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use a persistent ability outside of combat (see [Persistent Magic](#) below), you can maintain it for a number of rounds equal to your Victories.

When you use an ability outside of combat that lets you spend unlimited essence on its effect, you can use it as if you had spent an amount of essence equal to your Victories.

Hurl Element

You have the following ability, which can be used as a ranged free strike.

Hurl Element

You cast a ball of elemental energy at a foe.

Magic, Ranged, Strike

Ranged 10

Power Roll + Reason:

2 + damage

4 + damage

6 + damage

Main action

One creature or object

Effect: When you make this strike, choose the damage type from one of the following options: acid, cold, corruption, fire, lightning, poison, or sonic.

Persistent Magic

Some of your heroic abilities have a persistent effect entry. For example, the Instantaneous Excavation ability has an effect noted as "Persistent 1." Whenever you use a persistent ability, you decide whether you want to maintain it, and start doing so immediately after you first use the ability. If you maintain a persistent ability in combat, you reduce the amount of essence you earn at the start of your turn by an amount equal to the ability's persistent value, which enables the ability's persistent effect. All your active persistent abilities end at the end of the encounter.

You can't maintain any abilities that would make you earn a negative amount of essence at the start of your turn. You can stop maintaining an ability at any time (no action required).

If you maintain the same ability on several targets and the effect includes a power roll, you make that roll once and apply the same effect to all targets. A creature can't be affected by multiple instances of a persistent ability.

If you take damage equal to or greater than 5 times your Reason score in one turn, you stop maintaining any persistent abilities. For instance, if you have a Reason score of 2 and are maintaining Instantaneous Excavation, taking 10 or more damage in one turn causes you to stop maintaining the ability.

Practical Magic

You have the following ability.

Practical Magic

Your mastery of elemental power lets you customize your conjurations.

Magic

Self; see below

Maneuver

Self

Effect: Choose one of the following effects:

- You use the Knockback maneuver (see [Chapter 10: Combat](#)), but its distance becomes the range of your Hurl Element ability, and you use Reason instead of Might for the power roll.
- You choose a creature within the distance of your Hurl Element ability and one of the following damage types: acid, cold, corruption, fire, lightning, poison, or sonic. That creature takes damage of the chosen type equal to your Reason score.
- You teleport up to a number of squares equal to your Reason score. If you choose this option, you can spend essence to teleport 1 additional square for each essence spent.

1st-Level Specialization Feature

Your elemental specialization grants you a feature, as shown on the 1st-Level Elemental Specialization Features table.

◆ 1st-Level Elemental Specialization Features ◆

Specialization	Feature
Earth	Motivate Earth
Fire	Return to Formlessness
Green	It Is the Soul Which Hears
Void	A Beyonding of Vision

A BEYONDING OF VISION

You instantly recognize illusions for what they are, you can see invisible creatures, and supernatural effects can't conceal creatures and objects from you. Additionally, you always know if an area or object you observe is magical or affected by magic, and you know the specifics of what that magic can do.

You also gain the following ability.

Shared Void Sense

You grant allies a taste of your unearthly vision.

Magic, Ranged, Void

▀ Ranged 10

Maneuver

⌚ Special

Effect: For each Victory you have, you can target one creature. Each target gains the benefit of your A Beyonding of Vision feature until the end of your next turn, but doesn't gain the use of the Shared Void Sense ability.

IT IS THE SOUL WHICH HEARS

You can speak with and understand animals, beasts, and plant creatures, even if they don't share a language with you. Your ability to communicate with these creatures doesn't make them inherently more intelligent, but you can use Reason instead of Presence while making tests to influence them.

Additionally, you can touch a living plant that is not a plant creature to communicate with it telepathically. You can use words to communicate with the plant, but it communicates with you only by transmitting feelings and sensations that can't be overly specific.

MOTIVATE EARTH

You have the following ability.

Motivate Earth

The earth rises, falls, or opens up at your command.

Earth, Magic, Melee

▀ Melee 1

Main action

⌚ Special

Effect: You touch a square containing mundane dirt, stone, or metal and create a 5 wall of the same material, which rises up out of the ground and must include the square you touched.

Alternatively, you touch a structure made of mundane dirt, stone, or metal that occupies 2 or more squares. You can open a 1-square opening in the structure where you touched it. You can instead touch an existing doorway or other opening that is 1 square or smaller in a mundane dirt, stone, or metal surface. The opening is sealed by the same material that makes up the surface.

RETURN TO FORMLESSNESS

You have the following ability.

Return to Formlessness

With the merest touch, you cause an object to turn to slag or ash.

Fire, Magic, Melee

▀ Melee 1

Main action

⌚ One mundane object

Effect: You heat the target and cause it to melt or combust, destroying it. If the object is larger than 1 square, then only the square of the object you touch is destroyed.

Specialization Triggered Action

Your elemental specialization grants you a triggered action, as shown on the Specialization Triggered Actions table.

◆ Elemental Specialization Triggered Actions ◆

Specialization	Triggered Action
Earth	Skin Like Castle Walls
Fire	Explosive Assistance
Green	Breath of Dawn Remembered
Void	Subtle Relocation

Breath of Dawn Remembered

The power you channel grants the ability to get back in the fight.

Green, Magic, Ranged

▀ Ranged 10

Triggered

⌚ Self or one ally

Trigger: The target starts their turn or takes damage.

Effect: The target can spend a Recovery.

Spend 1 Essence: The target can spend an additional Recovery for each essence spent.

Explosive Assistance

You add a little magic to an ally's aggression at just the right time.

Fire, Magic, Ranged

▀ Ranged 10

Triggered

⌚ Self or one ally

Trigger: The target force moves a creature or object.

Effect: The forced movement distance gains a bonus equal to your Reason score.

Spend 1 Essence: The forced movement distance gains a bonus equal to twice your Reason score instead.

Skin Like Castle Walls

You cover yourself or an ally in protective stone.

Earth, Magic, Ranged

▀ Ranged 10

Triggered

⌚ Self or one ally

Trigger: The target takes damage.

Effect: The target takes half the damage.

Spend 1 Essence: If the damage has any potency effects associated with it, the potency is reduced by 1 for the target.

Subtle Relocation

You call on the void to swallow and spit out an ally.

Magic, Ranged, Void

▀ Ranged 10

Triggered

⌚ Self or one ally

Trigger: The target starts their turn, moves, or is force moved.

Effect: You teleport the target up to a number of squares equal to your Reason score. If the target moves to trigger this ability, you can teleport them at any point during the move.

Spend 1 Essence: You teleport the target up to a number of squares equal to twice your Reason score instead.

Enchantment

You weave an elemental enchantment into your body that enhances your statistics. Choose one of the following enchantments. You can change your enchantment and ward (see [Elementalist Ward](#) below) by performing a complex ritual as a respite activity. (*Quick Build*: Enchantment of Destruction.)

ENCHANTMENT OF BATTLE

You can wear light armor and wield light weapons effectively, even though you don't have a kit. While you wear light armor, you gain a +3 bonus to Stamina, and that bonus increases by 3 at 4th, 7th, and 10th levels. While you wield a light weapon, you gain a +1 damage bonus with weapon abilities, including free strikes. You can use light armor treasures and light weapon treasures.

If you have a kit, you can't take this enchantment.

ENCHANTMENT OF Celerity

You gain a +1 bonus to speed and to the distance you can shift when you take the Disengage move action.

ENCHANTMENT OF DESTRUCTION

You gain a +1 bonus to rolled damage with magic abilities.

ENCHANTMENT OF DISTANCE

You have a +2 bonus to the distance of your ranged magic abilities.

ENCHANTMENT OF PERMANENCE

You gain a +6 bonus to Stamina, and this bonus increases by 6 at 4th, 7th, and 10th levels. Additionally, you gain a +1 bonus to stability.

Elementalist Ward

You create an invisible elemental ward that protects you. Choose one of the following wards. You can change your ward and enchantment (see above) by performing a complex ritual as a respite activity. (*Quick Build*: Ward of Surprising Reactivity.)

WARD OF DELIGHTFUL CONSEQUENCES

A protective field of void magic absorbs violence aimed at you, then lets you hurl it back at your enemies. The first time each round that you take damage, you gain 1 surge.

WARD OF EXCELLENT PROTECTION

You weave a shield of all the elements around yourself, channeling their full protective power. You have immunity to acid, cold, corruption, fire, lightning, poison, or sonic damage equal to your Reason score.

WARD OF NATURE'S AFFECTION

The green energy writhing within your body allows you to produce powerful vines when you're in danger. Whenever a creature within a number of squares equal to your Reason score deals damage to you, you can use a free triggered action to slide that creature up to a number of squares equal to your Reason score.

WARD OF SURPRISING REACTIVITY

You use the magic of fire to create a ward of explosive energy. Whenever an adjacent creature deals damage to you, you can use a free triggered action to push that creature up to a number of squares equal to twice your Reason score.

Elementalist Abilities

Your understanding of elemental magic grants you unique abilities, letting you damage, move, and debuff your enemies, empower your allies, and alter the terrain around you. You can select abilities from any elemental specialization to broaden your potential, or you can focus on abilities tied to your chosen specialization to establish your mastery of elemental power.

SIGNATURE ABILITIES

Choose two signature abilities from the following options. Signature abilities can be used at will. (*Quick Build*: Bifurcated Incineration, Viscous Fire.)

Afflict a Bountiful Decay

Your curse causes your foe's flesh to rot off as spores that aid your allies.

Green, Magic, Ranged, Rot, Strike

Main action

 Ranged 10

 One creature

Power Roll + Reason:

≤11	2 +  corruption damage
12-16	4 +  corruption damage
17+	6 +  corruption damage

Effect: Choose yourself or one ally within distance. That character can end one effect on them that is ended by a saving throw or that ends at the end of their turn.

Bifurcated Incineration

Two jets of flame lance out at your command.

Fire, Magic, Ranged, Strike

Main action

 Ranged 10

 Two creatures or objects

Power Roll + Reason:

≤11	2 fire damage
12-16	4 fire damage
17+	6 fire damage

Grasp of Beyond

You absorb the life energy of another creature and use it to teleport.

Magic, Melee, Strike, Void

Main action

 Melee 1

 One creature

Power Roll + Reason:

≤11	3 +  corruption damage
12-16	6 +  corruption damage
17+	9 +  corruption damage

Effect: You can teleport up to a number of squares equal to your Reason score.

The Green Within, the Green Without

Whipping vines erupt from a foe's body to grasp at another close by.

Green, Magic, Ranged, Strike

Main action

 Ranged 10

 One creature

Power Roll + Reason:

≤11	2 +  damage
12-16	5 +  damage
17+	7 +  damage

Effect: You slide one creature within 10 squares of the target up to 2 squares.

Meteoric Introduction

You give your enemy a gentle tap—like an asteroid impact.

Earth, Magic, Melee, Strike

Melee 1

Main action

One creature or object

Power Roll + Reason:

- ≤11** 3 + damage; push 2
- 12-16** 5 + damage; push 3
- 17+** 8 + damage; push 4

Ray of Agonizing Self-Reflection

You inflict pain and doubt in equal measure.

Magic, Ranged, Strike, Void

Ranged 10

Main action

One creature or object

Power Roll + Reason:

- ≤11** 2 + corruption damage; **R<WEAK**, slowed (save ends)
- 12-16** 4 + corruption damage; **R<AVERAGE**, slowed (save ends)
- 17+** 6 + corruption damage; **R<STRONG**, slowed (save ends)

Unquiet Ground

A sudden storm of detritus assaults your foes and leaves them struggling to move.

Area, Earth, Magic, Ranged

2 cube within 10

Main action

Each enemy in the area

Power Roll + Reason:

- ≤11** 2 damage
- 12-16** 5 damage
- 17+** 7 damage

Effect: The ground beneath the area is difficult terrain for enemies.

Viscous Fire

A jet of heavy fire erupts where you strike.

Fire, Magic, Ranged, Strike

Ranged 10

Main action

One creature or object

Power Roll + Reason:

- ≤11** 2 + fire damage; push 2
- 12-16** 5 + fire damage; push 3
- 17+** 7 + fire damage; push 4

HEROIC ABILITIES

You channel a variety of heroic abilities, all of them fueled by your essence.

3-Essence Ability

Choose one heroic ability from the following options, each of which costs 3 essence to use. (Quick Build: The Flesh, a Crucible.)

Behold the Mystery (3 Essence)

You open a rift into the void to harry your foes.

Area, Magic, Ranged, Void

3 cube within 10

Main action

Each enemy in the area

Power Roll + Reason:

- ≤11** 2 psychic damage
- 12-16** 4 psychic damage
- 17+** 6 psychic damage

Persistent 1: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

The Flesh, a Crucible (3 Essence)

Fire engulfs your target and continues to churn.

Fire, Magic, Ranged, Strike

Ranged 10

Main action

One creature or object

Power Roll + Reason:

- ≤11** 5 + fire damage
- 12-16** 8 + fire damage
- 17+** 11 + fire damage

Persistent 1: If the target is within distance at the start of your turn, you can make the power roll again without spending essence (no action required).

Invigorating Growth (3 Essence)

Mushrooms erupt from a foe, sapping their vitality to spread strengthening spores.

Green, Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Reason:

- ≤11** 4 + poison damage
- 12-16** 7 + poison damage
- 17+** 11 + poison damage

Effect: Mushrooms cover the target's body. While the mushrooms are on the target, you and any ally adjacent to the target gain 1 surge whenever the target takes damage. The mushrooms can be removed by the target or an adjacent creature as a main action.

Ripples in the Earth (3 Essence)

Like a stone was dropped into a pond, waves in the earth radiate from you.

Area, Earth, Magic

2 burst

Main action

Each enemy in the area

Power Roll + Reason:

- ≤11** 3 damage
- 12-16** 5 damage
- 17+** 8 damage; **M<STRONG**, prone

Effect: You must be touching the ground to use this ability. Additionally, you can choose a square of ground in the area that is unoccupied or is occupied by you or any ally. A pillar of earth rises out of the ground in that square, with a height in squares up to your Reason score. The pillar can't collide with any creatures or objects, nor can it force creatures raised by it to collide with other creatures or objects.

5-Essence Ability

Choose one heroic ability from the following options, each of which costs 5 essence to use. (*Quick Build*: Conflagration.)

Conflagration (5 Essence)

A storm of fire descends upon your enemies.

Area, Fire, Magic, Ranged

3 cube within 10

Main action

Each enemy in the area

Power Roll + Reason:

4 fire damage

6 fire damage

10 fire damage

Persistent 2: At the start of your turn, you can use a maneuver to use this ability again without spending essence.

Instantaneous Excavation (5 Essence)

The surface of the world around you opens up to swallow foes.

Earth, Magic, Ranged

Ranged 10

Maneuver

Special

Effect: You open up two holes with 1-square openings that are 4 squares deep, which can be placed on any mundane surface within distance. You can place these holes next to each other to create fewer holes with wider openings. When the holes open, make a separate power roll for each creature on the ground above a hole and small enough to fall in. (You can't score a critical hit with this ability because it uses a maneuver.)

Power Roll + Reason:

The target can shift 1 square from the edge of the hole to the nearest unoccupied space of their choice.

The target falls into the hole.

The target falls into the hole and can't reduce the height of the fall.

Persistent 1: At the start of your turn, you open another hole, making a power roll against each creature who could fall into the hole when it opens without spending essence.

No More Than a Breeze (5 Essence)

The material substance of a creature shreds away at your command.

Magic, Ranged, Void

Ranged 10

Maneuver

Self or one ally

Effect: Until the start of your next turn, the target can move through solid matter; they ignore difficult terrain, and their movement can't provoke opportunity attacks. If the target ends their turn inside solid matter, they are forced out into the space where they entered it and this effect ends.

Persistent 1: The effect lasts until the start of your next turn.

Test of Rain (5 Essence)

You call down a rain that burns your enemies and restores your allies.

Area, Green, Magic, Ranged

3 cube within 10

Main action

Each enemy in the area

Power Roll + Reason:

4 acid damage

6 acid damage

10 acid damage

Effect: You can end one effect on yourself that is ended by a saving throw or that ends at the end of your turn. Each ally in the area also gains this benefit.

2nd-Level Features

As a 2nd-level elementalist, you gain the following features.

Perk

You gain one crafting, lore, or supernatural perk of your choice. See [Chapter 7: Perks](#).

2nd-Level Specialization Feature

Your elemental specialization grants you a feature, as shown on the 2nd-Level Elemental Specialization Features table.

◆ 2nd-Level Elemental Specialization Features ◆

Specialization	Feature
Earth	Disciple of Earth
Fire	Disciple of Fire
Green	Disciple of the Green
Void	There Is No Space Between

DISCIPLE OF EARTH

Your body is strengthened by your mind's connection to the element of permanence. You have a +6 bonus to Stamina, and you gain an additional +3 bonus to Stamina whenever you gain a level past 2nd.

DISCIPLE OF FIRE

Your connection to fire allows you to protect yourself from it, even as you rip away the protections of others. You have fire immunity equal to 5 plus your level. Additionally, fire damage you deal ignores a target's fire immunity.

At the start of a combat encounter, you gain a number of surges equal to your Victories. Whenever you spend a surge to deal extra damage, you can make that damage fire damage.