

# ELEMENTALIST

Permanently increase your maximum Mind Points by 5.

You may perform Rituals whose effects fall within the **Ritualism** discipline.

## CATACLYSM

○○○

When you cast a spell with a **duration** of "Instantaneous", 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 you increased its total MP cost.

## ELEMENTAL MAGIC

○○○○○○○○○○○○

Each time you acquire this Skill, learn one Elementalist spell.  
Offensive Elementalist spells use **INS + WLP** for the Magic Check.

## MAGICAL ARTILLERY

○○○

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

○○○○

When you cast an offensive spell that targets a single creature and has a totalMind Point cost of **SL × 20** or lower, you may choose one **non-arcane** weapon among those you have equipped. If you do, your Magic Check for the spell uses the chosen weapon's Accuracy Check formula; if that formula includes **Dexterity**, the Magic Check also gains a bonus equal to **SL**.

For instance, casting an Elementalist spell through a **bronze sword** when you have Skill Level 2 in **Spellblade** will cause the Magic Check to be **DEX + MIG + 3** instead of **INS + WLP**.

### ELEMENTALIST SPELLS

SPELL	MP	TARGET	DURATION
<input type="radio"/> <b>ELEMENTAL SHROUD</b>	5×T	UP TO 3 CREATURES	SCENE
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.			
<input type="radio"/> <b>ELEMENTAL WEAPON</b>	10	ONE WEAPON	SCENE
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. This spell can only be cast on a weapon equipped by a willing creature.			
<input type="radio"/> <b>FLARE</b>	⚡ 20	ONE CREATURE	INSTANT
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. Damage dealt by this spell ignores Resistances.			

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

### ELEMENTALIST SPELLS, CONTINUED

SPELL	MP	TARGET	DURATION
<input type="radio"/> <b>FULGUR</b>	⚡ 10×T	UP TO 3 CREATURES	INSTANT
You weave electricity into a wave of crackling bolts. Each target hit by this spell suffers <b>HR + 15 bolt</b> damage. <b>Opportunity:</b> Each target hit by this spell suffers dazed.			
<input type="radio"/> <b>GLACIES</b>	⚡ 10×T	UP TO 3 CREATURES	INSTANT
You coat your foes under a thick layer of frost. Each target hit by this spell suffers <b>HR + 15 ice</b> damage. <b>Opportunity:</b> Each target hit by this spell suffers slow.			
<input type="radio"/> <b>ICEBERG</b>	⚡ 20	ONE CREATURE	INSTANT
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. Damage dealt by this spell ignores Resistances.			
<input type="radio"/> <b>IGNIS</b>	⚡ 10×T	UP TO 3 CREATURES	INSTANT
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. <b>Opportunity:</b> Each target hit by this spell suffers shaken.			
<input type="radio"/> <b>RIFT</b>	⚡ 20	ONE CREATURE	INSTANT
The target suffers <b>HR + 25 earth</b> damage. Damage dealt by this spell ignores Resistances.			
<input type="radio"/> <b>SOARING STRIKE</b>	10	SELF	INSTANT
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. If you used a weapon belonging to the <b>brawling</b> , <b>spear</b> , or <b>swords</b> Category for this attack, it deals 5 extra damage. If you hit a flying target with this attack, you may force them to land immediately.			
<input type="radio"/> <b>TERRA</b>	⚡ 10×T	UP TO 3 CREATURES	INSTANT
Spire 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. <b>Opportunity:</b> Each target hit by this spell performs one fewer action on their next turn (to a minimum of 0 actions).			
<input type="radio"/> <b>THUNDERBOLT</b>	⚡ 20	ONE CREATURE	INSTANT
You send lightning striking at your foe. The target suffers <b>HR + 25 bolt</b> damage. Damage dealt by this spell ignores Resistances.			
<input type="radio"/> <b>VENTUS</b>	⚡ 10×T	UP TO 3 CREATURES	INSTANT
You summon the power of winds against your enemy. Each target hit by this spell suffers <b>HR + 15 air</b> damage. <b>Opportunity:</b> Each <b>flying</b> target hit by this spell is forced to land immediately.			
<input type="radio"/> <b>VORTEX</b>	⚡ 20	ONE CREATURE	INSTANT
The target suffers <b>HR + 25 air</b> damage. Damage dealt by this spell ignores Resistances.			