

FABULA ULTIMA ◆ PLAYTEST MATERIALS v1.11

ELEMENTALIST

Permanently increase your maximum Mind Points by 5.

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

CATASTYMS



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 total Mind 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 |
|------------------|-----|-------------------|----------|
| ELEMENTAL SHROUD | 5×T | UP TO 3 CREATURES | SCENE |
| ELEMENTAL WEAPON | 10 | ONE WEAPON | SCENE |
| FLARE | 20 | ONE CREATURE | INSTANT |

You weave magical energy and protect the targets from the fury of the elements. Choose a damage type: **air**, **bolt**, **earth**, **fire** or **ice**. Until this spell ends, each target gains Resistance against the chosen damage type.

You imbue a weapon with elemental energy. Choose a damage type: **air**, **bolt**, **earth**, **fire**, or **ice**. 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 **free attack** with it as part of the same action. This spell can only be cast on a weapon equipped by a willing creature.

You channel a single ray of fire towards your foe, its temperature so high that it will pierce through most defenses. The target suffers **HR + 25** **fire** 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 |
|----------------|------|-------------------|----------|
| FULGUR | 10×T | UP TO 3 CREATURES | INSTANT |
| GLACIES | 10×T | UP TO 3 CREATURES | INSTANT |
| ICEBERG | 20 | ONE CREATURE | INSTANT |
| IGNIS | 10×T | UP TO 3 CREATURES | INSTANT |
| RIFT | 20 | ONE CREATURE | INSTANT |
| SOARING STRIKE | 10 | SELF | INSTANT |
| TERRA | 10×T | UP TO 3 CREATURES | INSTANT |
| THUNDERBOLT | 20 | ONE CREATURE | INSTANT |
| VENTUS | 10×T | UP TO 3 CREATURES | INSTANT |
| VORTEX | 20 | ONE CREATURE | INSTANT |

You weave electricity into a wave of crackling bolts. Each target hit by this spell suffers **HR + 15** **bolt** damage.

Opportunity: Each target hit by this spell suffers dazed.

You coat your foes under a thick layer of frost. Each target hit by this spell suffers **HR + 15** **ice** damage.

Opportunity: Each target hit by this spell suffers slow.

A pillar of ice magic envelops your foe, suddenly dropping their body temperature to a critical level. The target suffers **HR + 25** **ice** damage. Damage dealt by this spell ignores Resistances.

You unleash a searing barrage against your foes, conjuring flames out of thin air. Each target hit by this spell suffers **HR + 15** **fire** damage.

Opportunity: Each target hit by this spell suffers shaken.

The target suffers **HR + 25** **earth** damage. Damage dealt by this spell ignores Resistances.

The wind carries your strikes across the battlefield. You may immediately perform a **free attack** with a **melee** weapon you have equipped. This attack may target creatures that can only be targeted by **ranged** attacks. If you used a weapon belonging to the **brawling**, **spear**, or **swords** 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.

Spires of jagged rock erupt from the ground beneath your foes, closing around them. Each target hit by this spell suffers **HR + 15** **earth** damage. This spell cannot target creatures who are flying, floating, falling, or otherwise in mid-air.

Opportunity: Each target hit by this spell performs one fewer action on their next turn (to a minimum of 0 actions).

You send lightning striking at your foe. The target suffers **HR + 25** **bolt** damage. Damage dealt by this spell ignores Resistances.

You summon the power of winds against your enemy. Each target hit by this spell suffers **HR + 15** **air** damage.

Opportunity: Each **flying** target hit by this spell is forced to land immediately.

The target suffers **HR + 25** **air** damage. Damage dealt by this spell ignores Resistances.