

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 by which 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 targeting a **single creature**, if the spell has a **total Mind Point cost** of **SL × 10** or lower and you have one or more **bow**, **brawling**, **dagger**, **flail**, **spear** or **sword** weapons equipped, you may choose one of those weapons.

If you do, your Magic Check for the spell will use the chosen weapon's Accuracy Check formula; for instance, the Magic Check for an Elementalist spell cast through a **bronze sword** will be **DEX + MIG + 1** instead of **INS + WLP**.

ELEMENTALIST SPELLS			
SPELL	MP	TARGET	DURATION
○ ELEMENTAL SHROUD	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: air , bolt , earth , fire or ice . Until this spell ends, each target gains Resistance against the chosen damage type.			
○ ELEMENTAL WEAPON	10	ONE WEAPON	SCENE
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.			
○ FLARE	⚡ 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 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
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.			
○ GLACIES	⚡ 10×T	UP TO 3 CREATURES	INSTANT
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.			
○ ICEBERG	⚡ 20	ONE CREATURE	INSTANT
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.			
○ IGNIS	⚡ 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 HR + 15 fire damage. Opportunity: Each target hit by this spell suffers shaken.			
○ SOARING STRIKE	10	SELF	INSTANT
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 or spear 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.			
○ TERRA	⚡ 10×T	UP TO 3 CREATURES	INSTANT
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).			
○ THUNDERBOLT	⚡ 20	ONE CREATURE	INSTANT
You send lightning striking at your foe. The target suffers HR + 25 bolt damage. Damage dealt by this spell ignores Resistances.			
○ VENTUS	⚡ 10×T	UP TO 3 CREATURES	INSTANT
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.			
○ VORTEX	10	SELF	SCENE
A roaring gale surrounds you, blowing away arrows and bullets. Until this spell ends, you gain a +2 bonus to your Defense against ranged attacks.			