

FABULA ULTIMA ◆ CORE RULEBOOK

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
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
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	10	SELF	SCENE

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 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.

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.

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.