

Internal Elementalist Base List

Cold's Influence

lv	Spell	Area of Effect	Duration	Range	Type
1	Heart of Ice I	self	1 min/lvl	self	U
2	Cold Blooded I	self	1 min/lvl	self	U
3	Self Control II*	self	1 round/lvl	self	U
4	Buoyancy	self	1 min/lvl	self	U
5	Cold's Durability I	self	1 round/lvl	self	U
6	Self Control IV*	self	1 round/lvl	self	U
7	Heart of Ice II	self	1 min/lvl	self	U
8	Cold Blooded II	self	1 min/lvl	self	U
9	Cold's Influence I*	self	1 round/lvl	self	U
10	Influences II	self	1 min/lvl	self	U
11	Cold's Durability II	self	1 round/lvl	self	U
12	Self Control VI*	self	1 round/lvl	self	U
13	Heart of Ice III	self	1 min/lvl	self	U
14	Cold Blooded III	self	1 min/lvl	self	U
15	Armoring Ice	self	1 round/lvl	self	U
16	Cold's Influence II*	self	1 round/lvl	self	U
17	Self Control VIII*	self	1 round/lvl	self	U
18	Cold's Durability III	self	1 round/lvl	self	U
19	Heart of Ice True	self	1 min/lvl	self	U
20	Influences III	self	1 min/lvl	self	U
25	Cold Blooded True	self	1 min/lvl	self	U
30	Influences True	self	1 min/lvl	self	U
50	Cold's Influence True*	self	1 round/lvl	self	U

9. Cold's Influence I*: As Heart of Ice I, Self Control II, and Cold's Durability I, all functioning at the same time.
10. Influences II: This spell allows the caster to take on the influences of two elements for the duration. One of the elements influencing the caster must be Cold/Ice.
11. Cold's Durability II: As Cold's Durability I, but caster gains AT 10, and -3 Initiative.
12. Self Control VI*: As Self Control II, but caster gains +6 self Discipline.
13. Heart of Ice III: As Heart of Ice I, but RR bonus is +30.
14. Cold Blooded III: As Cold Blooded I, but bleeding is reduced by 3 hits per round.
15. Armoring Ice: This spell allows the caster to take on the hard but brittle nature of elemental Ice. All Slash and Puncture criticals are reduced by two severities (A = A-50, B = A-25). Crushing and impact attacks are not reduced.
16. Cold's Influence II*: As Heart of Ice II, Self Control IV, and Cold's Durability II, all functioning at the same time.
17. Self Control VIII*: As Self Control II, but caster gains +8 self Discipline.
18. Cold's Durability III: As Cold's Durability I, but caster gains AT 18 and -8 initiative.
19. Heart of Ice True: As Heart of Ice I, but caster gains +50 RR.
20. Influences III: This spell allows the caster to take on the influences of three elements for the duration. One of the elements influencing the caster must be Cold/Ice.
25. Cold Blooded True: As Cold Blooded I, but bleeding is reduced by 5 hits per round.
30. Influences True: This spell allows the caster to take on the influences of two opposing (scourge) elements for the duration. One of the elements must be Cold/Ice.
50. Cold's Influence True*: As Heart of Ice III, Self Control VI, and Cold's Durability III, all functioning at the same time

Spell Notes:

The caster can only have one of the Heart of Ice, Self Control, or Cold's Durability spells functioning at any one time. The only way to combine more than one of these is through the Cold's Influence spells. This represents the casters ability to *either* concentrate his efforts to increase one attribute, or to generalize and increase all three.

The Cold's Durability spells only approximate the stated armor type. For the purposes of all critical hits, all body areas are considered armored. This 'armor' does not require any skill for maneuvers, and does not interfere with spell casting. This armor does slow the caster some, making him easier to hit, as represented on the attack charts.

The caster may not have Influences from different elements active at the same time, unless the appropriate Influences spell has been cast.

A caster may never have active influences from opposing elements (scourge elements if using the Elemental Companion) at the same time, without the use of the Influences True spell. Doing so will immediately cause spell failure, with a modification to the roll of +1 per level of *each* spell, using the Elemental Attack spell column.

1. Heart of Ice I: Caster takes on the emotionless nature of elemental Ice. Caster gains +10 RR vs. all spells that manipulate emotions (fear, charm, etc.). This spell also helps resist against Seduction and similar skills.
2. Cold Blooded I: Caster uses the nature of elemental Ice to slow his blood flow from bleeding wounds. For the duration of this spell, all bleeding wounds bleed at one fewer hits per round than normal. When this spell expires, bleeding will resume at its normal rate.
3. Self Control II*: Caster takes on the inflexible self control of elemental Ice. Caster gains +2 to his self Discipline stat bonus for the duration.
4. Buoyancy: Caster gains the natural buoyancy of elemental Ice. The caster will float in water, and has a +25 to all swimming maneuvers on the surface. The caster will be at -25 to any attempt to dive beneath the surface.
5. Cold's Durability I: Caster's body takes on the toughness of elemental Ice. His skin is treated as AT 5 for the duration. However, the slow nature of cold gives the caster -1 to all Initiative rolls.
6. Self Control IV*: As Self Control II, except +4 to self Discipline.
7. Heart of Ice II: As Heart of Ice I, but RR bonus is +20.
8. Cold Blooded II: As Cold Blooded I, but bleeding is reduced by 2 hits per round.