

# Internal Elementalist Base List

## Earth's Influence

| lv | Spell                   | Area of Effect | Duration    | Range | Type |
|----|-------------------------|----------------|-------------|-------|------|
| 1  | Earth's Resilience X    | self           | 1 min/lvl   | self  | U    |
| 2  | Earth's Might V*        | self           | 1 round/lvl | self  | U    |
| 3  | Earth's Stamina         | self           | 1 min/lvl   | self  | U    |
| 4  | Earth's Armor IV        | self           | 1 min/lvl   | self  | U    |
| 5  | Earth's Resilience XX   | self           | 1 min/lvl   | self  | U    |
| 6  | Earth's Might X*        | self           | 1 round/lvl | self  | U    |
| 7  | Earth's Armor VIII      | self           | 1 min/lvl   | self  | U    |
| 8  | Earth's Influence I*    | self           | 1 round/lvl | self  | U    |
| 9  | Earth's Resilience XXX  | self           | 1 min/lvl   | self  | U    |
| 10 | Influences II           | self           | 1 min/lvl   | self  | U    |
| 0  |                         |                |             |       |      |
| 1  | Earth's Might XV*       | self           | 1 round/lvl | self  | U    |
| 1  |                         |                |             |       |      |
| 1  | Earth's Armor XII       | self           | 1 min/lvl   | self  | U    |
| 2  |                         |                |             |       |      |
| 1  | Earth's Endurance       | self           | 1 min/lvl   | self  | U    |
| 3  |                         |                |             |       |      |
| 1  | Earth's Resilience XL   | self           | 1 min/lvl   | self  | U    |
| 4  |                         |                |             |       |      |
| 1  | Earth's Might XX*       | self           | 1 round/lvl | self  | U    |
| 5  |                         |                |             |       |      |
| 1  | Earth's Armor XVI       | self           | 1 min/lvl   | self  | U    |
| 6  |                         |                |             |       |      |
| 1  | Earth's Influence II*   | self           | 1 min/lvl   | self  | U    |
| 7  |                         |                |             |       |      |
| 1  | Earth's Fortitude       | self           | 1 min/lvl   | self  | U    |
| 8  |                         |                |             |       |      |
| 1  | Earth's Armor XX        | self           | 1 min/lvl   | self  | U    |
| 9  |                         |                |             |       |      |
| 2  | Influences III          | self           | 1 min/lvl   | self  | U    |
| 0  |                         |                |             |       |      |
| 2  | Earth's Resilience True | self           | 1 min/lvl   | self  | U    |
| 5  |                         |                |             |       |      |
| 3  | Influences True         | self           | 1 min/lvl   | self  | U    |
| 0  |                         |                |             |       |      |
| 5  | Earth's Influence True* | self           | 1 round/lvl | self  | U    |
| 0  |                         |                |             |       |      |

1. Earth's Resilience X: The caster takes on the essential toughness of elemental Earth. The caster gains 10 extra hit points. When the spell expires, the hits are lost. Any damage sustained affects the extra hits first, and disappear with the spell. The caster loses some sensitivity and all maneuvers involving the sense of touch are at -10.
2. Earth's Might V\*: The caster gains +5 Strength bonus by taking on the strength of elemental Earth. However, Earth's strength is slow, and causes the caster to also take a -1 penalty to his Quickness.
3. Earth's Stamina: The caster's body absorbs the power of elemental Earth. For the duration of this spell, the caster can trade one power point for 5 exhaustion points at any time. Once this spell is cast, using this ability takes no extra action percentage or concentration.
4. Earth's Armor IV: The caster's skin takes on the durability and hardness of elemental Earth. The caster's skin is treated as Armor Type 4 for the duration. This spell gives no bonus if the caster is already wearing armor.
5. Earth's Resilience XX: As Earth's Resilience X, but the caster gains 20 additional hits.
6. Earth's Might X\*: As Earth's Might V, but the caster gains +10 Strength bonus and -3 Quickness penalty. In addition, the caster may wield two-handed weapons in 1 hand at a penalty of -20 while this spell is in effect, and one handed weapons do 1.5

times normal damage but have their breakage numbers increased by 1.

7. Earth's Armor VIII: As Earth's Armor III, but the caster gains Armor Type 8 for the duration.
8. Earth's Influence I: As Earth's Resilience X, Earth's Might V, and Earth's Armor III, all functioning at the same time.
9. Earth's Resilience XXX: As Earth's Resilience X, but the caster gains 30 additional hits.
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 Earth.
11. Earth's Might XV\*: As Earth's Might V, but the caster gains +15 Strength bonus and -5 Quickness bonus. In addition, the caster may wield two-handed weapons in 1 hand at no penalty, and one handed weapons do 2 times normal damage but have their breakage numbers increased by 3 and any strength checks reduced by -10.
12. Earth's Armor XII: As Earth's Armor III, but the caster gains Armor Type 12 for the duration.
13. Earth's Endurance: For the duration of this spell, the caster expends half the normal amount of exhaustion for any action performed.
14. Earth's resilience XL: As Earth's Resilience X, but the caster gains 40 additional hits.
15. Earth's Might XX\*: As Earth's Might V, but the caster gains +20 Strength bonus and -8 Quickness bonus. In addition, the caster may wield two-handed weapons in 1 hand delivering 1.5 times normal damage. One handed weapons do 2 times normal damage. All weapons must roll for breakage at -25 any time they hit for more than their normal maximum damage.
16. Earth's Armor XVI: As Earth's Armor III, but the caster gains Armor Type 16 for the duration.
17. Earth's Influence II: As Earth's Resilience XX, Earth's Might X, and Earth's Armor VIII, all functioning at the same time.
18. Earth's Fortitude: For the duration of this spell, the caster does not expend exhaustion for any activity.
19. Earth's Armor XX: As Earth's Armor III, but the caster gains Armor Type 20 for the duration.
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 Earth.
25. Earth's Resilience True: As Earth's Resilience X, but the caster gains 2 additional hits per level.
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 Earth.
50. Earth's Influence True: As Earth's Resilience XXX, Earth's Might XV, and Earth's Armor XII, all functioning at the same time.

### Spell Notes:

The caster can only have one of the Earth's Resilience, Earth's Might, or Earth's Armor, spells functioning at any one time. The only way to combine more than one of these is through the Earth'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 Earth's Armor spells only approximate the stated armor type. For the purposes of critical hits, all body areas are considered covered. 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.