

Internal Elementalist Base List

Fire's Influence

lv	Spell	Area of Effect	Duration	Range	Type
1	Fire's Aggression I*	self	1 round/lvl	self	U
2	Fire's Rage I*	self	1 round/lvl	self	U
3	Fire's Unpredictability I	self	1 min/lvl	self	U
4	Fire's Presence V	self	1 round/lvl	self	U
5	Fire's Aggression III*	self	1 round/lvl	self	U
6	Fire's Rage II*	self	1 round/lvl	self	U
7	Fire's Unpredictability II	self	1 min/lvl	self	U
8	Fire's Influence I*	self	1 round/lvl	self	U
9	Fire's Indiscretion I *	self	1 round	self	U
10	Influences II	self	1 min/lvl	self	U
0					
1	Fire's Aggression V*	self	1 round/lvl	self	U
1					
1	Fire's Rage III*	self	1 round/lvl	self	U
2					
1	Fire's Unpredictability III	self	1 min/lvl	self	U
3					
1	Fire's Presence X	self	1 round/lvl	self	U
4					
1	Fire's Indiscretion II *	self	1 round	self	U
5					
1	Fire's Aggression X*	self	1 round/lvl	self	U
6					
1	Fire's Influence II*	self	1 round/lvl	self	U
7					
1	Fire's Rage True*	self	1 round/lvl	self	U
8					
1	Fire's Unpredictability Tr	self	1 min/lvl	self	U
9					
2	Influences III	self	1 min/lvl	self	U
0					
2	Fire's Presence True	self	1 round/lvl	self	U
5					
3	Influences True	self	1 min/lvl	self	U
0					
5	Fire's Influence True*	self	1 round/lvl	self	U
0					

1. Fire's Aggression I*: The caster takes on some of the natural aggressiveness of elemental Fire, and gains +1 to Initiative.
2. Fire's Rage I*: The caster takes on the destructive nature of elemental Fire. The caster gains +10 OB in melee, but -5 DB. (This cannot reduce the caster's DB below zero.)
3. Fire's Unpredictability I: The caster takes on the unpredictable nature of elemental Fire. Any scrying, prediction, or anticipation magic must resist vs. the spell caster's level before revealing any useful information. Failure of the prediction spell to resist by more than 25 means incorrect information is learned, possibly granting the caster of this spell a bonus. (For example, a mentalism caster in melee with the Fire Mage casts Anticipate Melee. His Anticipation spell fails its RR by 40. The GM rules this gives the Fire Mage +15 to his OB.)
4. Fire's Presence V: The caster takes on the passionate nature of Fire, increasing his Presence bonus by +5 for the duration of the spell. This also lends +5 to all skill rolls from the Influence category (in addition to any benefit from the increased Presence stat).
5. Fire's Aggression III*: As Fire's Aggression I, but the caster gains +3 to Initiative.
6. Fire's Rage II*: As Fire's Rage I, but bonuses are +20 and -10.
7. Fire's Unpredictability II: As Fire's Unpredictability I, but the incoming spell resists at -10.

8. Fire's Influence I*: As Fire's Aggression I, Fire's Unpredictability I, and Fire's Presence V, all functioning at the same time.
9. Fire's Indiscretion I*: The caster takes on the unselective destructive nature of Fire. He can divide his melee OB against any number of targets, and he gains +15 OB against each target. However, he must choose his targets randomly among all targets in melee range - including allies.
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 Fire.
11. Fire's Aggression V*: As Fire's Aggression I, but the caster gains +5 to Initiative.
12. Fire's Rage III*: As Fire's Rage I, but bonuses are +30 and -15.
13. Fire's Unpredictability III: As Fire's Unpredictability I, but the incoming spell resists at -25.
14. Fire's Presence X: As Fire's Presence V, but caster's Presence bonus is increased by +10, and Influence skills gain an additional +10. With this spell in effect, it is almost impossible for the caster not to be the center of attention.
15. Fire's Indiscretion II *: As Fire's Indiscretion I, but caster gains +25 against each target, but must attack *all* foes within melee range.
16. Fire's Aggression X*: As Fire's Aggression I, but the caster gains +10 to Initiative.
17. Fire's Influence II*: As Fire's Aggression III, Fire's Unpredictability II, and Fire's Presence X, all functioning at the same time.
18. Fire's Rage True*: As Fire's Rage I, but bonuses are +50 and -25.
19. Fire's Unpredictability True: As Fire's Unpredictability I, but all scrying, prediction, or anticipation spells fail automatically.
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 Fire.
25. Fire's Presence True: As Fire's Presence V, but caster's Presence bonus is increased by +15, and Influence skills gain an additional +15. The caster's Presence will become so powerful he will appear to be a minor deity.
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 Fire.
50. Fire's Influence True*: As Fire's Aggression V, Fire's Unpredictability III, and Fire's Presence True, all functioning at the same time.

Spell Notes:

The caster can only have one of Fire's Aggression, Fire's Unpredictability, or Fire's Presence functioning at any one time. The only way to combine more than one of these is through the Fire'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 caster may not have influences from different elements active at the same time unless he has cast the appropriate Influences spell.

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.

The Fire's Rage spells reduce any DB from the caster himself. This includes quickness, adrenal defense, talents like "instinctive defense," shields, and parry. This does not include magic items, armor quality bonuses, or ongoing spell effects that function without input from the caster (blur, aura, etc...).