

Internal Elementalist

The Internal Elementalist is a Semi spell user who combines the realm of Arms with the realm of Essence. Their base spells allow them to take on various aspects of the Elements, although they find it difficult to combine aspects of different elements simultaneously.

When the first crossbow bolt struck the coach, Daavin could see he was outnumbered. With a quick incantation he assumed the rapid nature of Elemental Light. The bandits seemed to slow down. Daavin dodged the incoming bolts, knowing the bandits would be far too slow to reload crossbows before he was among them. Letting go the influence of Light, he reached for Fire's rage. He may lose, but at least he can deny his enemy any joy in victory.

Prime Stats: Empathy and Constitution

Internal Elementalist Spell Lists

The Internal Elementalist has six base lists. The full descriptions of all the spells on these lists can be found at the Guild Companion.

Cold's Influence: Allows the caster to take on the self control and durability of Elemental Cold.

Earth's Influence: Allows the caster to take on the resilience, strength, and stamina of Elemental Earth.

Fire's Influence: Allows the caster to take on the presence, aggression, and unpredictability of Elemental Fire.

Light's Influence: Allows the caster to take on the speed and movement abilities of Elemental Light.

Water's Influence: Allows the caster to take on the fluid nature of Elemental Water.

Wind's Influence: Allows the caster to take on the agile nature of Elemental Wind.

Profession Bonuses:

Athletic Group.....+10 Combat Maneuvers...+10
Awareness Group.....+5 Power Awareness.....+5
Body Development..+10 Weapon Group.....+10

Skills and Skill Categories

Armor – Heavy	10	Outdoor-Animal	2/7
Armor – Light	8	Outdoor-Environment	2/7
Armor – Medium	9	Power Awareness	3/8
Artistic – Active	2/5	Power Manipulation	6/12
Artistic – Passive	2/5	Power Point Dev.	8
Athletic – Brawn	2/7	Science – Basic	2/5
Athletic – Endurance	2/7	Science – Specialized	8
Athletic – Gymnastic	2/7	Self Control	2/7
Aware – Perception	4/12	Special Attacks	6
Awareness – Searching	2/6	Special Defenses	40
Awareness – Senses	3/7	Subterfuge – Attack	8
Body Development	6/14	Subterfuge-Mechanics	4
Combat Maneuvers	5/12	Subterfuge – Stealth	2/7
Communications	3/3/3	Technical – General	3/7
Crafts	4/10	Technical-Professional	8
Directed Spells	10	Technical – Vocational	5/12
Influence	2/6	Urban	3/7
Lore – General	1/3	Weapon Category 1	3/7
Lore – Magical	2/7	Weapon Category 2	4
Lore – Obscure	3/7	Weapon Category 3	7
Lore – Technical	2/7	Weapon Category 4	8
Martial Arts – Strikes	3	Weapon Category 5	10
Martial Arts – Sweeps	3	Weapon Category 6	15
		Weapon Category 7	15

Everyman Skills: None

Occupational Skills: None

Restricted Skills: Channeling

Spell Development

Base List (all)	6/6/6	Closed List (1-5)	10/10
Open List (1-10)	8/8	Closed List (6-10)	12
Open List (11-15)	12	Closed List (11-15)	25
Open List (16-20)	18	Closed List (16-20)	40
Open List (21+)	25	Closed List (21+)	60

Training Packages

Adventurer	29	Highwayman	26
Amateur Mage	33	Hunter	34
Animal Friend	30	Knight	48
Assassin	38	Loremaster	24
Berserker	35	Martial Artist	38
Burglar	28	Mercenary	46
City Guard	25	Merchant	24
Cloistered Academic	27	Performer	29
Con Man	22	Philosopher	36
Crafter	24	Sailor	20
Crusading Academic	32	Scout	26
Cut Purse	28	Shaman Priest	32
Detective	27	Soldier	36
Diplomat	29	Spy	29
Doctor	26	Traveler	25
Explorer	33	Wanderer	31
Guardian	50	Weapon Master	68
Herbalist	23	Zealot	28

**See section 9.2 of Gamemaster Law for guidelines on assigning costs to training packages not listed here.*