

Internal Elementalist Base List

Light's Influence

L	vi	Spell	Area of Effect	Duration	Range	Type
1		Light Speed I *	self	C	self	U
2		Aura I*	self	1 round/lvl	self	U
3		Light's Quickness V*	self	1 round/lvl	self	U
4		Leaving	self	-	20'/level	U
5		Light Speed II *	self	C	self	U
6		Aura II*	self	1 round/lvl	self	U
7		Light's Quickness X*	self	1 round/lvl	self	U
8		Long Door	self	-	10'/level	U
9		Light's Influence I*	self	1 round/lvl	self	U
10		Influences II	self	1 min/lvl	self	U
11		Light's Impulse I	self	1 min/lvl	self	U
12		Light Speed III*	self	C	self	U
13		Aura III*	self	1 round/lvl	self	U
14		Light's Quickness XV*	self	1 round/lvl	self	U
15		Teleport	self	-	1 mile/lvl	U
16		Light Speed IV*	self	C	self	U
17		Light's Influence II*	self	1 round/lvl	self	U
18		Aura True*	self	1 round/lvl	self	U
19		Light's Impulse II	self	1 min/lvl	self	U
20		Influences III	self	1 min/lvl	self	U
21		Light Speed True*	self	C	self	U
22		Influences True	self	1 round/lvl	self	U
23		Light's Influence True*	self	1 round/lvl	self	U

1. Light Speed I*: The caster internalizes the near-instant travel aspect of elemental Light. When using this spell, the caster makes numerous, very short, jumps, instantly moving a few inches farther ahead. These jumps are too short to allow the caster to move through objects, but they have the effect of increasing the caster's base movement rate. Each jump is accompanied by a brief, stuttering flash of light, making this a very subtle spell. The caster's base rate is increased by 10' per round when using this spell.
2. Aura I*: The caster takes on the dazzling nature of elemental Light. The caster shines brightly, lighting a 10' radius around him and is more difficult to look at directly, giving him a +10 DB vs. any non-area attack.
3. Light's Quickness V*: The caster takes on the rapid nature of Elemental Light. The caster gains +5 Quickness Bonus.
4. Leaving: Using the rapid movement ability of elemental Light, the caster is able to transport himself instantly up to 20 feet per level. There can be no intervening barriers that the caster could not move through in a direct line between the two points. For this spell, a wall of darkness or anything that similarly blocks light counts as a solid barrier.
5. Light Speed II *: As Light Speed I, but the increase is 20' per round.
6. Aura II*: As Aura I, but the bonus is +20, and the spell lights a 20' radius around the caster.

7. Light's Quickness X*: As Light's Quickness V, but bonus is +10.
8. Long Door: As Leaving except for range, and this spell allows the caster to move through intervening barriers if an exact distance is specified. However, if there is no way for *any* light to reach the destination, this spell will fail and the caster will be stunned for 1d10 rounds.
9. Light's Influence I*: As Aura I, Light's Quickness V, and Light Speed 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 Light.
11. Light's Impulse I: This spell allows the caster to react instantly to an unexpected situation. For the duration of this spell, the caster can cast his next spell as an instantaneous spell. After the caster casts his next spell, this spell is cancelled.
12. Light Speed III *: As Light Speed I, but increase is 30' per round.
13. Aura III*: As Aura I, but the bonus is +30 and the spell lights a 30' radius around the caster. Any opponent looking directly at the caster must resist at +20, or be blinded for 1 round per 10 failure.
14. Light's Quickness XV*: As Light's Quickness V, but bonus is +15.
15. Teleport: Using the rapid movement aspect of Light, the caster instantly transports himself between two points. The caster must know his destination, or the spell will be very dangerous. The following chances for failure exist: *Never seen place* (but has had described) = 50%; *Been briefly* (one hour or less) = 25%; *Studied* (been in for 24 hours) = 10%; *Studied carefully* (7 days) = 1%; *Lived in* (for at least one year) = .01%. In the case of failure, first determine the direction of the error (randomly). The amount of error is then determined by making a d100 (opened) to determine the distance of the error in feet.
16. Light Speed IV *: As Light Speed I, but increase is 40' per round.
17. Light's Influence II*: As Aura II, Light's Quickness X, and Light Speed II, all functioning at the same time.
18. Aura True*: As Aura III, but the bonus is +40 and the spell lights a 40' area around the caster. Any resistance roll vs. blinding is at -10.
19. Light's Impulse II: As Light's Impulse I, but remains active for the first two spells.
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 Light.
25. Light Speed True*: As Light Speed I, but increase is 50' 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 Light.
50. Light's Influence True*: As Aura III, Light's Quickness XV, and Light Speed III, all functioning at the same time.

Spell Notes:

The caster can only have one of the Aura, Light's Quickness, or Light Speed spells active at any one time. The only way to combine more than one of these is through the Light'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 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.