

ELEMENTALIST

Elementalist and Armour

Armour	Attack/Defence	Stealth	Miscast %
Mail Hauberk	-1	-3	10 %
Mail	-3	-4	20%
Plate	-4	-6	30%

A character miscasting a spell must pay **twice** the normal Magic Point cost of the spell. Instead of getting the spell he wanted, he rolls randomly among all the spells of the same level, to see which spell

Rank 1: roll 1d3(see which Element)

Rank 2: roll 1d2(see what level) then 1d3(see which Element)

Rank 3: roll 1d3(see what level) then 1d3(see which Element)

Rank 4: roll 1d4(see what level) then 1d3(see which Element)

Rank 5: roll 1d5*(see what level) then 1d3(see which Element)

Rank 6: roll 1d6(see what level) then 1d3(see which Element)

etc

Spell Expiry Roll

Start of Every Round	Per minute
Roll 2D6: 12=Spell Ends	Roll 1D100: 76%+ Spell Ends.

If you cancel the spells early, you get HALF magic points back.

Elemental Equipment

Must carry the following item, or spells cost 2x MP than normal (not including Raw power):-

Element	Equipment	Market Price
Earth	Vine Root (Staff)	5F
Air	Aeolian harp	10G
Water	Crystel phial of pure spring water	1G
Fire	Piece of Volcanic rock carried as an amulet	5F
Darkness	Orb of Darkness	Can NOT be bought. Must be made by a rank 8 Elementalist

*1d6-1 and reroll a 1

Elemental Resistance

+4 Magical Defence & Evasion If attacked by Primary Element

+2 Magical Defence & Evasion If attacked by Secondary Element

Raw Power (not effected by Armour)

Indirect attack spell:

Speed: 10 + 1 per Magic point spent

Range: 10 x Magic points spent

Damage: 2d6 per Magic point spent

Also can use raw power as indicated below:-

MPS	Air Ability
1	Blow out a candle
2	Provide a slow wind for a ship for 1 Hr
3+	Provide a fast wind for a ship for 1 Hr
MPS	Earth Ability
1	Fill in a small hole
2	Fill in a shallow hole
3+	Fill in a full sized grave
MPS	Fire Ability
1	Light a candle
2	Light a bonfire or campfire
3+	Light a bonfire or campfire made for wet wood
MPS	Water Ability
1	Produce a litre of drinking water in an empty flagon
2	Cause a dry well to provide water for 1hr or so
3+	Cause a dry well to provide water again, permanently
MPS	Darkness Ability
1	Extinguish a candle
2	Extinguish a small campfire
3+	Extinguish a bonfire