

Elementalist (p35)

Creation Summary (p24)

Attack	11	Magical Attack	15	Initial Equipment
Defence	5	Magical Defence	5	Lantern, flint-and-tinder, sword (d8, 4), staff (d6, 3),
Stealth	13	Evasion	3	shield, 2d10 florins, padded leather armour (AF 2).
Perception	5	Health Points	1d6+4	
		Magic Points	3/1/1	

Advancement Summary (p130)

+1	Attack, Defence, Stealth, and Perception	Ranks 4, 7, 10, etc.
+1	Health Points	Even Ranks
+1	Magical Defence and Magical Attack	Each Rank
+1	Additional Magical Defence and Magical Attacks	Ranks 7 and 12
+1	Evasion	Ranks 5, 9, and 13

Armour Proficiencies (p71)

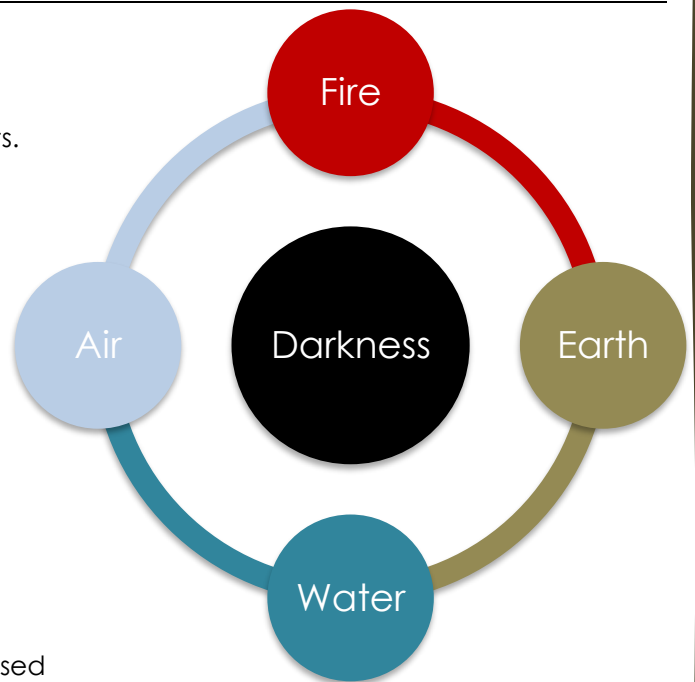
Mail hauberk:	-1 Attack and Defence 10% spell miscast
Mail armour:	-3 Attack and Defence 20% spell miscast
Plate armour:	-4 Attack and Defence 30% spell miscast

Elemental Speciality (p35)

Elementalists choose a primary element and receive the two neighbouring elements as secondary elements.

Darkness cannot be taken as a secondary element.

An elementalist that specialises in Darkness may choose any two secondary elements.



Raw Power (p36)

- May be used in armour or whilst paralysed.
- **Speed:** 10 + MP
- **Range:** 10m per MP
- **Damage:** 2d6 per MP

Elemental Resistance (p37)

- +4 Magical Defence and Evasion against attacks based on favoured element.
- +2 Magical Defence and Evasion against attacks based on secondary elements.

Elemental Focus (p37)

An elementalist must have an item through which to focus their elemental spells else they cost double the MP. This is not starting equipment and must be purchased or obtained as part of the game:

- Earth:** Vine root staff (5 florins)
- Air:** Aeolian Harp (10 crowns)
- Water:** Crystal phial of pure spring water (1 crown)
- Fire:** Piece of volcanic rock carried as an amulet (5 florins)
- Darkness:** Orb of Darkness (cannot be purchased)