

## Elemental Knight

*Elemental knights are born with elemental energies surging through their blood and discover the secret of reconciling and focusing this primal power into the arcane.*

The elemental knight is an archetype of the red mage class, available only to nu mou red mages.

**Elemental Arcana (Su):** At 3rd level, elemental knights may select the following ruby arcana available only to them.

*Assault Synergy (Su):* As a swift action, the elemental knight can expend 1 round of duration from elemental assault to add +1d6 points of energy damage to an offensive spell he casts that round. The spell must have the earth, fire, ice, lightning, water, or wind descriptor. This extra energy damage matches the energy damage of the spell. At 10th level, he may expend 2 rounds instead of 1 to add +2d6 points of energy damage to the spell.

*Energy Reflection (Su):* This functions like the reflection ruby arcana, except it only works on spells that deal earth, fire, ice, lightning, water, or wind damage. As long as the elemental knight spends at least 1 point from his arcane pool to activate this arcana, he may expend rounds of elemental assault as if they were arcane pool points. For example, the elemental knight could spend 1 arcane pool point and 3 rounds of elemental assault to reflect a spell of 4th-level or lower. The elemental knight must be at least 12th level before selecting this arcana.

*Energy Resistance Boost (Su):* As a swift action, the elemental knight can expend 1 point from his arcane pool or 1 round of elemental assault to increase all energy resistances by +5 for 1 round.

**Elemental Assault (Su):** At 5th level, as a swift action, an elemental knight can shroud his arms in earth, fire, ice, lightning, water, or wind energy. This lasts for one round per level, and can be dismissed as a free action. These rounds do not have to be consecutive. Unarmed strikes with his arms or hands (or attacks with weapons held in those hands) deal +1d6 points of damage of the appropriate energy type. In addition, also at 5th level, as a swift action, an elemental knight may expend rounds of duration from this ability. For every 4 rounds expended, he gains 1 arcane pool point.

This ability replaces quick cast.

**Ruby Arcana:** The following ruby arcana complement the elemental knight archetype: empowered magic, pool strike, spell shield.