

Elementalist

Elementalists study one of the basic elements of magic—earth, fire, ice, lightning, water, and wind—learning to harness its power. Eventually, they transcend their mortal forms and become elemental beings.

The elementalist is an archetype of the black mage class.

Limit Break (Su): At 1st level, the elementalist receives the Limit Break (Unresistable Elemental Spell).

Unresistable Elemental Spell (Su): This Limit Break allows the elementalist to cast any spell of his chosen element and be unresistable. For a duration of 1 round + 1 round per four black mage levels after 1st, the target(s) of the spell does not get any elemental resistance and/or immunity, and they do not apply spell resistance. This limit break requires only a swift action.

This ability replaces one of the black mage's standard limit breaks.

Elemental Specialization (Ex): At 1st level, an elementalist specializes in the element of her choosing. Doing so makes her "strong" against her element but "weak" against her element's weakness (as outlined in the Elements page.) Elemental weaknesses/strengths incur the standard penalties/benefits, but the elementalist is also allowed to lower incoming elemental damage on herself from 1.5x/0.5x to 1.0x/0.25x for elemental weaknesses and strengths respectively should she succeed on her saving throw. The elementalist also increases her saving throw DC by 1 when casting spells of her element.

This ability replaces the black magery gained at 1st level.

Elemental Focus (Su): Also at 1st level, the elementalalist must select one element as picked by her elemental specialization. Those spells of that element type cost 1 MP less (to a minimum of 1). In addition, any spell she casts from the opposite elemental school (as outlined in the Elements page.) costs 1 more MP than normal.

This ability replaces spell proficiency.

Resistance to Elements (Ex): As an elementalist gains levels, she becomes more resistant to her chosen element. At 2nd level, she gains Elemental Resistance 2 against this chosen element. This resistance increases by 2 every two levels after 2nd level. At 20th level, an elementalist gains immunity to her chosen element.

This ability replaces all instances of elemental shield.

Immunity to Sleep (Ex): At 3rd level, as an elementalist continues to transcend her mortal form, she gains immunity to sleep effects.

This ability replaces dark affliction.

Elemental Fury (Ex): At 7th level, an elementalist may use her specialized elemental magic with greater efficiency. Whenever the elementalist casts a spell with an elemental descriptor that matches their elemental specialization, that spell deals +1 point of damage per die rolled.

This ability replaces arcane knowledge.

Limitless Fury (Ex): At 10th level, an elementalist is able to increase the range of her specialized elemental spells. She may use any spell of her element and increase its range by 1.5 times. Spells with a "Touch," "Personal," or "Melee" range are unaffected.

This ability replaces doublecast.

Darkvision (Ex): At 11th level, an elementalalist gains darkvision out to 120 feet.

This ability replaces loremaster.

Elemental Movement (Su): At 15th level, an elementalalist gains an elemental movement. This enhancement is based on her chosen element type. Earth grants a burrow speed of 30 feet, fire grants an increase of 30 feet to base land speed, ice grants icewalking (works like the *wall climb* spell, but the surfaces the elementalalist climbs must be icy. The elementalalist can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice, lightning grants the ability to teleport up to his movement speed, and water grants a swim speed of 60 feet, wind grants a fly speed of 90 feet (average maneuverability).

This ability replaces sudden metamagic.

Rage of the Elements (Su): At 18th level, as a swift action, the elementalalist may use this ability to increase the damage of her next elemental spell by 1.5 and her saving throw DC by 1 point per two black mage levels. The elementalalist can only use this ability three times per day.

This ability replaces 1 MP spell.

Elemental Surge (Su): At 19th level, up to three times per day, she may quicken any spell up to 6th level as if the Quicken Spell feat was used without paying the additional MP cost.

This ability replaces shaped area.

Elemental Perfection (Su): At 20th level, an elementalalist, through extensive study of elemental secrets, completely transcends her mortal form to become an elemental creature. Her subtype changes to elemental. She no longer needs to eat, sleep, or breathe (though she must still rest to regain MP). She gains an elemental creature's immunity to bleed, paralysis, poison, sleep effects, and stunning, and she is no longer subject to critical hits or flanking. She also does not take additional damage from precision-based attacks, such as sneak attack. An elementalalist gains the speed and movement modes, natural attacks, special attacks, and special qualities of a Medium elemental of the type appropriate to her elemental specialty, as noted in the FFd20 Monster Compendium, except that the save DC against her elemental attack form, if any, is 20 + her Constitution modifier.

Upon achieving this state, an elementalalist's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elementalalist, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elementalalist's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance bonus on all Charisma-based skill and ability checks when interacting with creatures that share her elemental subtype (earth, fire, ice, lightning, water, or wind), and with other elementalists who have chosen her element. Unlike a normal elemental, an elementalalist retains a soul separate from her body. She can be raised from the dead as normal for a creature of her previous type.

This ability replaces black wizard.