

Ebner Wishfall - Elementalism

Ebner focuses on the manipulation of the magical forces of nature. He associates himself with the elements of earth and water, seeing all things as dependent on them.

Some of your spells cause you to become **Fatigued**. You must take one less **Swift Action** or **Core Action** during your turn until you recover by rolling a **CON** ☑ penalized by the spell's Resistance value. This requires a **Free Action** but may not be attempted until your turn, next round.

Building a Spell

Every spell needs one Realm effect, a target or area, a Range, and a Duration. To build one, walk these seven steps:

- Pick the Realm. Alter, Blast, Conjure, Dispel, Gate, Heal, Shield, Summon, or Transform.
- Pick the target. A foe, a friend, or an area. Use an Area of Effect modifier (Blast and Heal) or a Magistrata effect (Gate and Transform).
- Add Magistrata effects. These boost the potency of the spell. (Optional)
- Add other modifiers. Some are realm-specific. (Optional)
- Set the Duration. Add Persistent to extend it. (Optional)
- Add resistance modifiers. Makes the spell harder to resist. (Optional)
- Set the Range. Reach, Self, Touch, or a variant.

Realms Available to Ebner

Alter: Grant or remove a skill. Raise or lower an attribute by 4. With Exhausting, by 5.

Blast: Deal 4d4 damage, or 4d6 with Exhausting. Add Water damage (Aquata) or Earth damage (Cleig). Hit multiple targets with Arc, Area of Effect, or Explosive.

Dispel: Do damage to magic spells (Ablate) or cause them to fail altogether (Disrupt).

Shield: Protect a target from external damage by increasing the target's DEF from a specified source.

Summon: Call a creature to aid you.

Transform: Change a target into something else. You may also change its state from Inert to Energetic or vice versa.

Modifiers Available to Ebner

Aquata ② - Applies water damage, Maiming opponents (-2 ToHit & ½ Movement rate). Add **Frozen** ② for an additional -1 ToHit until the spell is broken.

Cleig ② - Applies earth damage, hurling targets to the ground, causing Falling damage, and rendering them Prone and unable to fly until the spell is broken.

Wyrd ① - Change the statistic used to break your spell after its successful application.

Exhausting ① - Increases spell potency, causing you to become Fatigued until you succeed a penalized CON ☑.

Persistent ② - Doubles the spell's duration.

Reach ① - Cast at targets up to 20 ft. away (at 4th Level).

Self ① - Direct the spell at yourself.

Touch ① - Be in range and pass a 10+ ToHit ☑ to apply. Add **Weapon** ② to apply the spell to a weapon. The spell triggers when you hit with it.

Arc ② - Spell leaps randomly to targets within 50 ft. Each jump halves the previous damage. Add **Chosen** ② to pick the targets that can be hit. **(Blast Only)**

Area of Effect ① - Apply the spell to an area. Targets may Dive for Cover to try to avoid the spell altogether. Add **Chosen** ② to pick the targets that can be hit. **(Blast Only)**

Explosive ② - Apply diminishing damage over a radiating area. **(Blast Only)**

Protection ③ - Increase the target's DEF against a sources damage Type: Air, Corrosives, Divine, Earth, Electricity, Fire, Magical, Ordinary, Spirit, Sonic, Toxic, Unholy, or Water damage. **(Shield Only)**

Fortify ⑥ - Fortify a target by increasing its DEF against any external source of damage except those against which Shield does nothing: Bleed, Offerings, and Feedback. **(Shield Only)**

Change State ② - Energize or Deenergized a target. Add **Chosen** ② to inflict damage based on level, not size. **(Transform Only)**

Base Spell ☑: 10+ **Resistance:** ① ÷ 3, round down
A Spell ☑ is forced when a spell's power is greater than 8. Penalties may apply. The GM will tell you when to roll.

Alter

Spells of this Realm directly increase or decrease Attributes or instill or remove Skills & Abilities. Magical energy is manipulated to fundamentally, if partially, change the target.


FROZEN HEART


Type: Water **Use:** Core Action
Duration: 4 Rounds **Resistance:** -2 CON
Range: 20 ft.

Decrease the target's **Constitution** by 4 and Maim (-2 ToHit & ½ Movement rate) the target until the spell is Broken with a -2 CON ☑.

Quire: Dwindle 2, Aquata 2, Wryd (CON) 1, Reach 1.


INTERROGATE


Type: Magical **Use:** Core Action
Duration: 8 Rounds **Resistance:** -2 WIL
Range: Self

Imbue yourself with **Interrogate** (1,500 XP).

Quire: Imbue 6, Persistent 2, Self 0.


VIGILANCE


Type: Magical **Use:** Core Action
Duration: 4 Rounds **Resistance:** -0 WIL
Range: Touch

Increase the target's **Perception** by 4.

Quire: Magnify 2, Touch 0.


TAKE FLIGHT


Type: Magical **Use:** Core Action
Duration: 8 Rounds **Resistance:** -2 WIL
Range: 20 ft.

Imbue a target with **Flight** (1,000 XP).

Quire: Imbue 4, Persistent 2, Reach 1.


SPEECHLESS


Type: Magical **Use:** Core Action
Duration: 8 Rounds **Resistance:** -1 WIL
Range: 20 ft.

Purge **Speak: Tradespeake** (500 XP) from a target.

Quire: Purge 2, Persistent 2, Reach 1.

Blast

Energy is meant to destroy! Blast spells can be described as you wish: an eldritch force that dances over the target's surface as it blisters, an evil putrescence erupting from its target's skin, or perhaps a bolt of azure energy shearing through it with a dazzling flash!



ELEMENTAL BURST




Type: Special
Duration: 4 Rounds
Range: 20 ft.

Use: Core Action
Resistance: Special



Inflict **4d4 damage** | **4d6 damage** to all targets within or entering the area affected by a Tier 1 Burst. When this spell is cast, pick one...

- Element:** Water **Resistance:** -2 | -2 CON
 The targets are Maimed (-2 **ToHit** & ½ Movement rate) until the spell is Broken with a -2 WIL ☑.
- Element:** Earth **Resistance:** -2 | -2 SPD
 The targets are hurled toward the ground, suffering Falling damage congruent with the distance fallen (minimum 1d6) and are Earthbound until the spell is Broken with a -2 WIL ☑. Armor does not apply against this damage.

With a successful Resistance ☑, the target suffers half-damage, rounded down, and no other effects.

Upon successfully casting this spell, you become Fatigued until you recover with a -2 CON ☑.

Quire: Blast , Area of Effect: Burst (Tier 1) , Aquata -or- Cleig , Reach , **Exhausting** .



FORCE BOLT



Type: Magical
Duration: Instant
Range: 20 ft.

Use: Core Action
Resistance: Special

Inflict **4d4 damage** to the target. With a successful **Resistance** ☑, the target suffers only half-damage, rounded down.

Quire: Blast , Reach .



ICY LASH



Type: Water
Duration: 4 Rounds
Range: 20 ft.

Use: Core Action
Resistance: -2 CON

Inflict **4d4 damage** to the target, and the target is Maimed (-3 **ToHit** & ½ Movement Rate) until the spell is Broken with a -2 WIL ☑.

Quire: Blast , Aquata  [Freeze] , Reach .



ELEMENTAL ARC




Type: Special
Duration: 4 Rounds
Range: 20 ft.

Use: Core Action
Resistance: Special



Inflict **4d4 damage** | **4d6 damage** to the initial target. This spell leaps randomly to valid targets within 50 ft. of the initial target, applying all effects but inflicting only half of the damage applied to the previous target, rounded down. This spell keeps leaping until no more effects can be applied. No target can be hit more than once. You choose the group of valid targets by either including or excluding a number of targets, up to your Level (4). When this spell is cast, pick one effect...

- Element:** Water **Resistance:** -2 | -2 CON
 The targets are Maimed (-2 **ToHit** & ½ Movement rate) until the spell is Broken with a -2 WIL ☑.
- Element:** Earth **Resistance:** -2 | -2 SPD
 The targets are hurled toward the ground, suffering Falling damage congruent with the distance fallen (minimum 1d6) and are Earthbound until the spell is Broken with a -2 WIL ☑. Armor does not apply against this damage.

With a successful Resistance ☑, the target suffers half-damage, rounded down, and no other effects.

Upon successfully casting this spell, you become Fatigued until you recover with a -2 CON ☑.

Quire: Blast , Aquata -or- Cleig , Arc  [Chosen , Touch , **Exhausting** .

Dispel

Destroy existing spells or impede spellcasting. Dispel has two effects: Ablate, which destroys the building blocks of a spell; and Disrupt, which makes a spell more difficult to cast.

Once per turn you may use a **Free-action** to make a **-4 INT** ☑ (13+) to reveal the Realms of all perceptible spells affecting a single target you can see.



BASIC ABLATE



Type: Magical **Use:** **Core Action**
Duration: Instant **Resistance:** Nil (-0)
Range: 20 ft.

Deal **4 damage** to a persistent spell.

Quire: Ablate , Reach .



ERODE MAGIC



Type: Magical **Use:** **Core Action**
Duration: Instant **Resistance:** Nil (-1)
Range: 20 ft.

Deal **7 damage** to a persistent spell. **Upon successfully casting this spell, you become Fatigued until you recover with a -1 CON** ☑.

Quire: Ablate , **Exhausting** , Reach .



BASIC DISRUPT



Type: Magical **Use:** **Interrupt**
Duration: Instant **Resistance:** -1 WIL
Range: 20 ft.

Apply a **-2 Spell Disruption** against a single spell as it is being cast.

Quire: Disrupt , Reach .



INTERVENING ELEMENT




Type: Special **Use:** **Core Action**
Duration: 4 Rounds **Resistance:** Special
Range: 20 ft.

Apply a **-2 | -3 Spell Disruption** against all spells originating from the target. When this spell is cast, pick one...

- Element:** Water **Resistance:** -2 | -2 CON
 The targets are Maimed (-2 **ToHit** & ½ Movement rate) until the spell is Broken with a -2 CON ☑.
- Element:** Earth **Resistance:** -2 | -2 SPD
 The targets are hurled toward the ground, suffering Falling damage congruent with the distance fallen (minimum 1d6) and are Earthbound until the spell is Broken with a -2 CON ☑. Armor does not apply against this damage.

You suffer a **-0 Spell Disruption** for this spell's duration.

Quire: Disrupt , Aquata **-or-** Cleig , Wryd (CON) , Reach , **Exhausting** .

Shield

This Realm protects the target from external damage by increasing the target's DEF against damage from a specified source. Internal sources of damage such as Feedback and Offerings are not affected by Shield spells.

* When casting spells with dedicated weapon types in **Blue**, you may declare any one of the following, instead: **Axes, Bows, Clubs, Flails, Knives, Shields, Spears, Swords, Thrown, Triggered, Natural Weaponry: Body, Natural Weaponry: Force, or Natural Weaponry: Unarmed.**

* When casting spells with dedicated damage types in **Orange**, you may declare any one of the following, instead: **Air, Corrosive, Divine, Earth, Electricity, Fire, Magical, Ordinary, Spirit, Sonic, Toxic & Bleeding, Unholy, or Water.**



PROOF AGAINST SWORDS

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Type: Magical

Use: Core Action

Duration: 4 Rounds

Resistance: -1 WIL

Range: 20 ft.

Increase the target's DEF by 4 vs. **Swords***.

Quire: Shield 2, Reach 1.



BITE BREAK

5

Type: Magical

Use: Core Action

Duration: 8 Rounds

Resistance: -1 WIL

Range: Self

Increase your DEF by 5 vs. **Natural Weaponry: Body*** (Bite, Claws, Gore, & Tail). Upon successfully casting this spell, you become **Fatigued** until you recover with a -1 CON ☹.

Quire: Shield 2, Exhausting 1, Persistent 2, Self 0.



PROTECTION

6

Type: Magical

Use: Core Action

Duration: 4 Rounds

Resistance: -2 WIL

Range: 20 ft.

Increase the target's DEF by 4 vs. **Magical damage***.

Quire: Shield 2, Protection 3, Reach 1.



ELEMENTAL SHIELD

6

Type: Special

Use: Core Action

Duration: 4 Rounds

Resistance: Special

Range: Self

Increase your DEF by 4 vs. **Bows***. When this spell is cast, pick one...

- Element:** Water **Resistance:** -2 CON
The target is Maimed (-2 ToHit & ½ Movement rate) until the spell is Broken with a -2 WIL ☹.
- Element:** Earth **Resistance:** -2 SPD
The target is hurled toward the ground, suffering Falling damage congruent with the distance fallen (minimum 1d6) and is Earthbound until the spell is Broken with a -2 WIL ☹. Armor does not apply against this damage.

With a successful **Resistance** ☹, the attacker suffers only half-damage, rounded down and no other effects.

Quire: Shield 2, [Reactive 2], Aquata -or- Cleig 2, Self 0.



FORTIFICATION

8

Type: Magical

Use: Core Action

Duration: 4 Rounds

Resistance: -2 WIL

Range: Touch

Increase the target's DEF by 4.

Quire: Shield 2, Fortify 6, Touch 0.

Summon

Summoning is the use of magical energy to call creatures to act on your behalf and to command in combat.


MOUNTAIN LION


Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-2)
Range: Touch

Call a **Mountain Lion** and offer it a tribute of a **live rabbit**. If you do not offer tribute, then a -2 **Influence: Beasts (7+)** vs. WIL ☑ is required to gain influence over the creature. (The Mountain Lion has a base WIL ☑ of 13+.)

Quire: Summon (Mountain Lion) 8, Touch 0.


JACKRABBIT


Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: Touch

Call a **Jackrabbit** and offer it a tribute of a **handful of carrot greens**. If you do not offer tribute, then a -1 **Influence: Beasts (6+)** vs. WIL ☑ is required to gain influence over the creature. (The Jackrabbit has a base WIL ☑ of 18+.)

Quire: Summon (Jackrabbit) 3, Touch 0.


CROW


Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: 20 ft.

Call a **Crow**, through whom you can sense the world, and offer it a tribute of a **juicy morsel of flesh**. If you do not offer tribute, then a -1 **Influence: Beasts (6+)** vs. WIL ☑ is required to gain influence over the creature. (The Crow has a base WIL ☑ of 17+.)

Quire: Summon (Crow) 1 [Far Sight 2], Reach 1.


BADGER


Type: Ordinary **Use:** Sole Action
Duration: 4 Rounds **Resistance:** Nil (-1)
Range: Touch

Call a **Badger** and offer it a tribute of a **live Tiny mammal**. If you do not offer tribute, then a -1 **Influence: Beasts (6+)** vs. WIL ☑ is required to gain influence over the creature. (The Badger has a base WIL ☑ of 11+.)

Quire: Summon (Badger) 5, Touch 0.

Transform

Transform spells change an object's shape or state. Transform can change a pumpkin into stone, that stone into a dog, that dog into a ball of fire, and that ball of fire into a gold coin.



BE A DEER

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Type: Ordinary **Use:** Core Action
Duration: 4 Rounds **Resistance:** -2 | -2 WIL
Range: 20 ft.

Turn a **Small** | **Medium** **animate** target into a fawn | **deer**.

Quire: Transform: Small  | **Medium** , Reach .



ELEMENTAL TRANSFORM

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Type: Special **Use:** Core Action
Duration: 4 Rounds **Resistance:** Special
Range: Touch

Turn a **Diminutive** | **Small** target into something of the same size. When this spell is cast, pick one...

- Element:** Water **Resistance:** -1 | -2 CON
The target is Maimed (-2 **ToHit** & ½ Movement rate) until the spell is Broken with a -2 WIL ☹.
- Element:** Earth **Resistance:** -1 | -2 SPD
The target is hurled toward the ground, suffering Falling damage congruent with the distance fallen (minimum 1d6) and is Earthbound until the spell is Broken with a -2 WIL ☹. Armor does not apply against this damage.

Quire: Transform: Diminutive  | **Small** , Aquata -or- Cleig , Touch .



ICY WEAPON



Type: Water **Use:** Core Action
Duration: 4 Rounds **Resistance:** -2 CON
Range: 20 ft.

Turn a **Diminutive** weapon into an icy weapon. On a successful Hit, the weapon inflicts an additional **1d3 damage**, and the target is Maimed (-2 **ToHit** & ½ Movement rate) until the spell is Broken with a -2 WIL ☹. **The material created by this spell radiates light.**

Quire: Transform: Diminutive , Change State , Aquata , Reach .



SPLASH



Type: Ordinary **Use:** Core Action
Duration: 8 Rounds **Resistance:** -1 WIL
Range: 20 ft.

Turn two **Tiny** targets into water. **Upon successfully casting this spell, you become Fatigued until you recover with a -1 CON ☹.**

Quire: Transform: Tiny , Exhausting , Persistent , Reach .