

## Sorcerer

**Prerequisites:** 90 total ranks in elemental spells, 18 PWR

Powerful mages can step on the Way of the Sorcerer. Once magician's connection with elemental energy of the world exceeds certain level, he begins to feel presence of elemental plane, world of elementals and genies. If his magical power is high enough, he can rip open the portal to plane of his primary element.

Portal takes 4 rounds and 10 EU to create and appears as 4' radius circle in the air. Once created it will last for 1 minute. Portal from plane will be created in exact spot where entrance portal used to be. When this method is used to enter plane for the first time, exit portal cannot be created until Guardian allows it. After first time, portal will lead to one memorized location on elemental plane.

### Baptism of Power

Normal elemental energy is not the only type of energy existing in the world of elementals. There is something more, something much more potent hidden inside raging storms. Arriving on the plane mage will find himself in safe haven among space of raging elemental energy. They find out that they are standing on the shore of boundless sea of shining blue-purple liquid.

At this time, attracted by unknown presence, Guardian in charge of the Plane appears. Mages are presented with the choice: they can leave the plane, giving up the chance to become sorcerer or embrace the primordial essence of elemental sea.

Mage is warned that new power will come at the cost:

- Essence changes mage's entire being, including soul. Intricate tattoo-like lines appear on sorcerer's body, mainly on forearms, chest and around eyes. These lines glow whenever elemental magic is used. His soul gains swirling elemental patterns.
- Soul of the sorcerer is now part of elemental plane and do not belong to any "Young One" ("Gods" implied). After sorcerer's permanent death, he is reborn on the elemental plane as creature of comparable power level (but not under player's control).
- Sorcerer cannot store divine units through any means. It is still possible to cast divine spells, but energy must come from external source.
- While psionic and nomadic powers can still be used, cost of buying up psionic disciplines and nomadic incants cannot be reduced to less than double.
- Elemental energy of normal planes is not rich enough for sorcerer to effectively regain units. Unit regeneration rate is  $\frac{1}{4}$  of normal. This can change at GM discretion if plane is above or below normal parameters (with Jaern as standard) or sorcerer is resting in special locations.
- Modifying basic properties and limitations of Elemental Essence is impossible. As Primordial energy of the multiverse, core principles of Elemental Essence cannot be changed by any other influence. Sorcerer can however give up his ability to control it to return himself to the state before becoming one.

### Primordial Energy

Should mage choose to accept and enter the sea, he is assaulted by furious torrents of energy. This is the Trial of Control. Only powerful will survive.

1. *Make graduating PWR check (optional).*
2. *Roll 1d100.*
3. *If roll is lower than 70-10\*(number of dice made on PWR check), mage's body and soul are destroyed.*
4. *If mage is not dead, proceed to next stage.*

The pain is extreme as if magician's being slowly ripped apart and then reconstructed. Through this excruciating process, primordial energy imprints itself on mage's body and soul. Slowly pain fades away and under Guardian's guidance magician starts his meditation, attempting to take control over this new energy that is now essential part of his body. The whole process takes up to two months.

1. *Make graduating check against average of INT and WIL.*
2. *Divide 60 by number of dice made.*
3. *Resulting number will be minimum number of days transformation takes. Since this is a long process, effects such as Luck or Fate of One do not have any effect on the roll.*

One that entered as a mage emerged as a sorcerer. From this point he is fully attuned to the elemental plane. Sorcerer can open a portal back to whatever plane he entered from before. But it is not the only thing changed. New sorcerer also begins his journey on the path to mastery over Elemental Essence.

## Using Elemental Essence

Properties of Elemental Essence (EE) are different from normal elemental energy. While fire and water energies are different from each other, EE stays the same for all sorcerers. Reason behind it is that Elemental Essence is primal energy four elements originated from. Only through its decay earth, fire, air and water elements were born.

Basic properties:

- Elemental Essence can only be regained while on elemental plane and cannot be affected by magical effects that grant energy such as Abate Fatigue, Call Energy, etc.;
- Initially, EE pool is equal to unmodified PWR/2 and regeneration rate is PWR/4 per rest period. Size of the pool cannot be affected with Power Battery or Matrix Gems;
- Like other types of units EE can be drained. However, if creature draining it is not another sorcerer, it will take 1d6 points of pure magic damage per EE point drained. This applies to items such as terrisium manacles as well, which might destroy it (refer to section 33.3.8 for item destruction through damage).

Because Elemental Essence is the origin of all elements, it is very flexible in its uses. Some examples include enhancing and altering sorcerer's body, protecting from outside influences, direct use for attacks or even modifying standard elemental spells.

- Unless stated otherwise, EE cost of using any ability of Sorcerer is **3\*(Tier of the ability) EE** and it takes sorcerer's full action like casting elemental spells. Elemental Essence abilities follow normal elemental magic rules for dropping spells apart from using EE instead of EU.
- Abilities of the sorcerer are used in a fashion like elemental spells. These abilities require both hands and verbal chanting to activate. All chanting is done in Primordial. It is possible to use standard casting modifying skills to alter the process.
- Abilities of the sorcerer can be plugged with Spell Plugging skill. This will require 4 die check when plugging into your own pool and 5 die check if plugging into pool of another sorcerer.
- Unless ability states otherwise, sorcerer cannot use more EE than his PWR attribute in one round. This limit however is not shared with standard elemental units per round limit.

## Acquiring Abilities

All abilities are split into four base groups based on area of application and each group is divided into 5 tiers of power. Groups are described in detail in later sections. Each group has base cost 1000, but instead of straightforward leveling of elemental spell groups, buying up sorcerer's groups is similar to psionic disciplines. Sorcerer starts from Tier 1 ability and can buy up another Tier 1 ability from same group or go for Tier 2 abilities. To access higher Tiers, buying up at least 1 ability from lower Tier is required. **These abilities require one to know how to handle Elemental Essence and cannot be bought by non-Sorcerers. However, all sorcerers buy these abilities at base cost regardless of sorcerer's initial background.**

## Limitations on acquiring abilities

While there is no hard limit on how many abilities sorcerer can purchase, there are limits on how many abilities can be memorized at the time based on tier and sorcerer's INT attribute:

- **Tier 1:** (INT + 2 per Exc INT) divided by two
- **Tier 2:** (INT + 2 per Exc INT) divided by four
- **Tier 3:** (INT + 2 per Exc INT) divided by six
- **Tier 4:** (INT + 2 per Exc INT) divided by eight
- **Tier 5:** (INT + 2 per Exc INT) divided by ten

Limitations of each tier **do not** affect other tiers, so Sorcerer with INT attribute of 16 may memorize 8 Tier 1, 4 Tier 2, 2 Tier 3, 2 Tier 4 and 1 Tier 5 abilities for total of 15 abilities. Sorcerer can change memorized abilities during full rest period. Characters with *Photographic Memory* perk may add 1 to each of Tier 1, 2 and 3 limits.

## Interaction with other types of magic

Sorcery abilities are considered a subtype of elemental magic. Elemental Revocation as well as other counterspell effects will affect these abilities with each ability counting as rank (10 + Tier) elemental spell. Abilities of the sorcerer **cannot be deferred using Elemental Defer or made into magic item.**

## Elemental Essence Affinity

It is not considered group in traditional sense and it is more an ability to access powers from other groups as well as store and regain more EE.

Base cost: 2000

**Rank 1:** Tier 1 abilities

**Rank 2:** Tier 2 abilities, overall EE pool is increased to (unmodified PWR)

**Rank 3:** Tier 3 abilities, regeneration rate of EE is increased to  $PWR/3 + 1$  per Exc PWR

**Rank 4:** Tier 4 abilities

**Rank 5:** Tier 5 abilities, overall EE pool is increased to (unmodified PWR)\*2 + 2 per Exc PWR

**Rank 6+:** For every rank after 5, increase overall EE pool by 5

## Basic Groups

These groups are available to every sorcerer

- **Energy Control** - perception, analysis and manipulation of magical energies
- **Offence** - using Elemental Essence for devastating attacks. Strength of these abilities highly depend on sorcerer's PWR attribute
- **Defense** - using Elemental Essence for defending against outside influences as well as supporting the sorcerer in combat
- **Spell Alteration** - alteration of normal spell casting process using Elemental Essence, most of them are casted in conjunction with casting standard elemental spells

## Sorcery Art

Once all four groups are bought up to Tier 5 (at least one ability on each Tier) sorcerer can be considered an experienced wielder of Elemental Essence and can develop his own Art as his specialization. Abilities of the Art can be considered variations of Spell Alteration sorcery, but because of the focus on handful of elemental spells, these abilities can change and twist effects and applications of original spells in a more significant way.

Sorcerer may choose one elemental group he/she has bought up to rank 16 and develop a Sorcery Art that interacts with and alters spells from chosen group with use of Elemental Essence. This choice can only be made once. The research cost is 1000 eeps per ability (Art with 5 abilities will cost 5000 eeps to research), cost can be split with another sorcerer who chose same elemental group. Sorcerer does not have to research all five Tiers of abilities, but abilities of lower Tiers must be researched to access higher Tiers.

## Energy Control

These abilities focus on advanced perception, analysis and manipulation of elemental energies of nature.

### Tier 1

#### Magic Intuition

Cost: 3 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 10 minutes  
Area: self  
Effect: hints

This ability provides sorcerer with greater insight into nature of spells he sees casted. For the duration of this ability sorcerer takes 1 die off all Identify Spell check.

#### See Energy and Power

Cost: 3 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 10 minutes  
Area: LOS 100'  
Effect: gain vision

It is extremely hard to contain all of energy inside one's body. Some of it will inevitably leak out. It is even more true for Elemental Essence. This ability allows sorcerer to detect traces of energy coming from creatures around him to find out amount of EU and, if target is another sorcerer, EE rounded up to nearest 20 and 5 units respectively. In addition, for the duration of this ability sorcerer can see magical capacity of creatures around him as glow. This allows him to find out PWR attributes of creatures around him unless they use some method to hide it. However, invisible creatures will not show up under this effect.

#### Detect Enchanted

Cost: 3 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 10 minutes  
Area: LOS 60'  
Effect: see enchanted

For the duration of this ability, enchanted items glow for the sorcerer. Strength of the glow depends on strength of the enchantment.

#### Energy Crystallization

Cost: 3 EE  
Time to Cast: special  
Resist Check: none  
Target: caster  
Duration: 24 hours until used  
Area: self  
Effect: energy crystal

During full rest period, if the sorcerer would regain more elemental units than can be contained in his unit pool, he may choose to store those units in a form of blue glowing crystal. Later if he needs those units he may smash the crystal to regain them. Only one crystal can be created at the same time. Maximum number of units that can be contained is equal to sorcerer's PWR attribute plus 2 per Exceptional PWR. Crystal exists until next rest period or for 24 hours whichever comes first.

### Tier 2

#### Magic Perception

Cost: 6 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 10 minutes  
Area: 60' radius  
Effect: see energy

This ability allows the sorcerer to replace his normal vision with "magical eyes" for duration. He perceives the world within 60' around him as black void with blue glowing silhouettes of enchanted items and creatures with magical energy. This allows sorcerer to see invisible or ethereal creatures, but only if they have magical energy or wear magic items. However, creatures without those will be completely invisible to him with appropriate penalties. This effect will work even if he loses normal eyesight.

While this is active he can attempt Identify Spell checks on active spell effects on creatures or objects, but not magic items. Number of effects he can see through is 1, but can be increased if he spends additional EE at rate of 2EE per layer of effects.

### Essence Crystallization

Cost: none  
Time to Cast: special  
Resist Check: none  
Target: caster  
Duration: 24 hours until used  
Area: self  
Effect: energy crystal

This ability functions as *Energy Crystallization*, but is used to contain Elemental Essence. Maximum amount for each crystal depends on sorcerer's rank of *Elemental Essence Affinity* and EE regeneration rate.

### Essence Fission

Cost: none  
Time to Cast: special  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: EE to EU

The sorcerer applies his instincts to slowly control the decay process of Elemental Essence. While being undisturbed, he may convert 1 point of Elemental Essence into 2 EU over the course of 5 minutes. The process is extremely tiresome for sorcerer's mind. He can convert EE equal to his WIL attribute per use of this ability. Once done or if interrupted he may not attempt this ability again before full rest period.

## Tier 3

### Energy Flow Sense

Cost: 9 EE  
Time to Cast: 4 rounds  
Resist Check: none  
Target: caster  
Duration: 10 minutes  
Area: 10 met radius  
Effect: see the flow

This ability functions similarly to *Magic Perception*. However instead of focusing on small details, sorcerer observes much larger picture. While it is impossible for him to detect magic on individual creatures and items, he can see and feel the flow of elemental energy in the world around him. He may try to understand unique elemental laws of planes he travels to and find out anomalies by making a progressive check against his INT attribute. Amount of information sorcerer can get is up to GM's discretion. It is possible to use this ability in conjunction with *Magic Perception* to gain effects of both.

### Energy Concealment

Cost: 9 EE  
Time to Cast: 4 rounds  
Resist Check: none  
Target: caster  
Duration: 6 hours  
Area: self  
Effect: hide magic

Sorcerer creates a barrier of Elemental Essence to hide any other magic on himself or his equipment. His unit pools and PWR attribute cannot be detected (he doesn't glow under Detect Energy, Detect Power or similar effects). Those with See magic or similar effects see bright barrier of rank 13 spell effect but not effects underneath. This effect does not prevent revocation attempts on concealed effects nor does it protect the barrier from being revoked.

### Energy Radiation

Cost: 9 EE  
Time to Cast: 1 minute  
Resist Check: none  
Target: caster  
Duration: 10 minutes  
Area: 100' radius  
Effect: traces of energy

For the duration of this ability sorcerer can see areas where elemental magic was casted or area that was affected by elemental magic in the last week. This allows sorcerer to attempt Identify Spell skill check on elemental spells he didn't see being cast with his own eyes. This doesn't allow to identify active spell effects on creatures or magic items. If multiple spells affected or were casted in the same area, sorcerer detects strongest effect casted and may spend additional EE at the rate of 2 EE per layer to see other effects.

## Tier 4

### Essence Fusion

Cost: none  
Time to Cast: special  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: EU to EE

Regular elemental energy is just a product of Elemental Essence decay and powerful sorcerer can attempt to reverse the process. While being undisturbed, he may convert 10 elemental units into 1 point of Elemental Essence over the course of 10 minutes. The process is extremely tiresome for sorcerer's mind. He can gain EE equal to his WIL attribute or his EE regeneration rate according to *Elemental Essence Affinity* (whichever is lower) per use of this ability. Once done or if interrupted he may not attempt this ability again before full rest period.

### True Instinct

Cost: 12 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: the answer

Sorcerer gains ultimate insight into spell casting process. For the duration of this ability the sorcerer succeeds in all *Identify Spell* checks.

### Spell Defender

Cost: 12 EE  
Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: protect energy

The sorcerer shields energy of one magical effect on himself from Revocation attempts. As this ability is used, the sorcerer chooses one currently active spell effect on himself. The chosen effect cannot be revoked unless this ability is revoked first. This ability can be used more than once for different spell effects.

## Tier 5

### Elemental Sight

Cost: 15 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: 100' radius  
Effect: vision of the sorcerer

The ultimate form of *Magic Perception* technique. In addition to all effects of Magic Perception this ability allows sorcerer to target spells directly through magical plane ignoring any non-magical obstacles. This does not change any other parameters of the spell, so spells with physical projectiles that fly from caster to target (Minibolt, Blood Spike, Lightning Bolt, etc.) will hit physical objects in the path.

### Environmental Absorption

Cost: 15 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 10 minutes  
Area: self  
Effect: absorb energy

The sorcerer enters deep trans for 10 minutes and uses Elemental Essence to create a force of attraction in his body. For the duration of this ability, he absorbs 5 EU from surrounding environment per minute of meditation. The ability ends if sorcerer's meditation is interrupted.

### True Concealment

Cost: 15 EE  
Time to Cast: 4 rounds  
Resist Check: none  
Target: caster  
Duration: 6 hours  
Area: self  
Effect: hide magic

The ultimate form of Energy Concealment. The sorcerer manipulates Elemental Essence inside him and environmental elemental energy around him. He blends all traces of spell effects, magic from magic items and energy within himself into natural energy of the surroundings. Sorcerer's unit pools, PWR attribute and magic items cannot be detected as per Energy Concealment. However, unlike lower tier effect, no detectable barrier is present. Instead, area within 100' of the sorcerer becomes more magical.

## Offence

These abilities rely on Elemental Essence to directly assault enemies of the sorcerer.

Some of abilities of this group do not have specific EE cost assigned to them. For those abilities sorcerer chooses amount of EE he wants to channel up to his PWR attribute, if number of EE points exceeds 12, experience cost is added. For every point after 12 add 100 to 1200 to calculate final cost.

*Sorcerer chooses to use 15 EE for Primordial Burst. Experience point cost will be  $(1200 + (15 - 12)*100)$  experience points.*

### Tier 1

#### Elemental Aura

Cost:	3 EE	This ability creates violent torrents of energy around sorcerer's body, dealing 1d6 points of pure magic damage to creatures within melee of him and adding 1d6 points of pure magic damage to his natural attacks. Any creature that grapples or is grappled by the sorcerer takes double the damage per round. Unlike Fire Aura creature ability, sorcerer cannot exclude creatures from damage.
Time to Cast:	1 round	
Resist Check:	none	
Target:	caster	
Duration:	1 minute	
Area:	self	
Effect:	damaging aura	

#### Primordial Wave

Cost:	special	The sorcerer gathers Elemental Essence inside him and release it as devastating wave in all directions around him. Every creature touched by the wave takes 1d6 points of pure magic damage for every point of EE sorcerer spends on this ability with a resistance check of five dice against their PWR attribute for half damage. Creatures behind objects are protected from the wave (if there are solid objects in the way and no line of sight between sorcerer and creature, creature is not affected).
Time to Cast:	2 rounds	
Resist Check:	5d6 vs PWR halves	
Target:	caster	
Duration:	instantaneous	
Area:	80' radius	
Effect:	wave of energy	

#### Primordial Blast

Cost:	special	The sorcerer gathers Elemental Essence inside him and release it as powerful bolt of energy targeted at creature within range. Target hit by the blast takes 1d6 points of pure magic damage for every point of EE sorcerer spends on this ability with a resistance check of four dice against their PWR attribute for half damage.
Time to Cast:	1 round	
Resist Check:	4d6 vs PWR halves	
Target:	LOS 120'	
Duration:	instantaneous	
Area:	single creature	
Effect:	bolt of energy	

### Tier 2

#### Primordial Strike

Cost:	special	<b>This ability is used in conjunction with simple attack.</b> In addition to his normal damage sorcerer deals 1d6 points of pure magic damage for every point of EE he spends on this ability. If affected creature makes a resistance check of six dice versus their PWR attribute, this additional damage is halved.
Time to Cast:	1 round*	
Resist Check:	6d6 vs PWR halved	
Target:	touch	
Duration:	instantaneous	
Area:	single creature	
Effect:	devastating blow	

#### Oppressive Presence

Cost:	6 EE	The sorcerer releases Elemental Essence to create an aura around him. Elementals, Genies and other creatures of elemental energy must succeed at a resistance check of five dice versus their CSE attribute if they wish to attack the sorcerer without being attacked first.
Time to Cast:	1 round	
Resist Check:	5d6 vs CSE negates	
Target:	caster	
Duration:	10 minutes	
Area:	self	
Effect:	untouchable	

### Elemental Prison

Cost: 6 EE  
Time to Cast: 2 rounds  
Resist Check: 6d6 vs PWR negates  
Target: touch  
Duration: 1 minute  
Area: single creature  
Effect: imprison

The sorcerer surrounds the target with impenetrable barrier of Elemental Essence. If target fails a resistance check of six dice against their PWR attribute, it is effectively frozen in place, unable to move or escape through any means. The creature cannot affect outside world and cannot be affected by outside influences. Every 5 rounds target may attempt the resist check again to escape.

## Tier 3

### Primordial Beam

Cost: special  
Time to Cast: 1 round  
Resist Check: 4d6 vs PWR halved  
Target: LOS 120'  
Duration: instantaneous  
Area: 10' wide line  
Effect: damaging beam

The sorcerer gathers Elemental Essence to then fire it as a beam of pure energy. Every creature hit by the beam takes 1d6 points of pure magic damage for every point of EE the sorcerer spends on this ability with a resistance check of four dice against their PWR attribute for half damage.

### Energy Demolition

Cost: 9 EE  
Time to Cast: 1 round\*  
Resist Check: special  
Target: LOS 60'  
Duration: instantaneous  
Area: single creature  
Effect: Interrupt casting

**This ability is used in reaction to elemental spell being casted within range.** Torrent of Elemental Essence assaults the target causing it to lose control over elemental energy. If target loses in contested PWR check against the sorcerer, its spell fails (units are wasted, but experience points are not) and elemental energy backfires dealing (rank of attempted spell/2)d6 points of pure magic damage to the creature.

This ability is very taxing for the sorcerer and takes his next round of action (he may fifth).

### Energy Ignition

Cost: 9 EE  
Time to Cast: 2 rounds  
Resist Check: 6d6 vs PWR negates  
Target: caster  
Duration: instantaneous  
Area: 60' radius  
Effect: burn energy

The sorcerer calls to Elemental Essence within him and releases it as invisible wave of energy. The wave ignites elemental energy in those around him. Every creature hit with the ability (except the sorcerer himself) must make a resist check of six dice against their PWR attribute or lose 6d6 EU as well as taking same amount of pure magic damage. Affected creatures cannot cast elemental spells for their next round of action as energy inside them is still in turmoil.

## Tier 4

### Draining Strikes

Cost: 12 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: drain

The sorcerer creates suction force for elemental energy. With every successful touch he drains 1d8 EU from his opponent and adds drained units to his own unit pool. If touched creature is another sorcerer, he also drains 1 point of EE.

### Primordial Burst

Cost: special  
Time to Cast: 1 round  
Resist Check: 4d6 vs PWR halved  
Target: LOS 120'  
Duration: instantaneous  
Area: 30' radius  
Effect: energy explosion

The sorcerer channels Elemental Essence into the targeted area to cause massive explosion. Every creature hit by the explosion takes 1d6 points of pure magic damage for every point of EE the sorcerer spends on this ability with a resistance check of four dice against their PWR attribute for half damage.

### **Aura of Elemental Sovereign**

Cost: 12 EE  
Time to Cast: 2 rounds  
Resist Check: 4d6 vs CSE negates  
Target: caster  
Duration: 1 minute  
Area: 100' radius  
Effect: domination

Powerful variation of Oppressive Presence. Every elemental, genie or being of elemental energy entering the radius must make a resistance check. If resistance check is failed, they are forced to submit to the sorcerer and must follow his orders for duration. If order is suicidal, they make attempt the resist again to break from control.

## **Tier 5**

### **Omnisplitting Claws**

Cost: 15 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: energy claws

The sorcerer releases Elemental Essence as claw-like protrusions from his arms. These claws deal 1d12 points of pure magic damage per hit and are enchanted to +(natural PWR/3). Due to claws not being physical in nature, bonus damage from skills and spells that add physical damage does not apply to caster's attacks.

### **Primordial Storm**

Cost: special  
Time to Cast: 2 rounds  
Resist Check: 4d6 vs PWR halved  
Target: caster  
Duration: 4 rounds  
Area: 100' radius  
Effect: storm of energy

Being one of the most destructive abilities sorcerer can possess, this technique unleashes full devastating power of unrestrained Elemental Essence by creating terrifying storms of energy around the sorcerer. Every creature in the area takes 1d6 points of pure magic damage every round for every point of EE the sorcerer spends on this ability with a resistance check of four dice against their PWR attribute for half damage. The sorcerer himself is not affected, but at the same time cannot exclude creatures from this effect. This effect does not follow the caster.

### **Displacement Wave**

Cost: 15 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 4 rounds  
Area: 100' radius  
Effect: anti-casting zone

The sorcerer releases significant amount of Elemental Essence as an energy wave to displace all other magical energies from the area of effect. Active magical effects still exist, but no other spells can be casted by anybody within the area for duration. Area of effect does not move with the sorcerer. This effect cannot be revoked, plugged or dropped.

## Defense

These abilities focus on using Elemental Essence to defend against outside influences as well as supporting sorcerer in combat.

### Tier 1

#### Otherworldly Armor

Cost: 3 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: not of this world

Pure Elemental Essence is substance of elemental planes. The sorcerer can use this ability to become creature of elemental plane for the duration. This grants him Spirit Armor 5 and all magic affects him as if he was a creature not native to the plane. As ability that establishes stronger connection with different plane, this technique cannot be used in planar locked locations. Defense values provided by this ability do not stack with other sources of magical DVs.

#### Phase Shift

Cost: 3 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: magical being

Elemental Essence fills body of the sorcerer changing his nature to one of magical being. While remaining somewhat physical, his body shifts into magical plane. Because of this all magic affects him as if he was ethereal (spells dealing physical damage must be fully finessed for magic to hurt him). However normal weapons affect him as if he was fully physical.

#### Energy Stabilization

Cost: 3 EE  
Time to Cast: 1 round\*  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: reduce damage

This ability is activated as sorcerer is being hit by source of pure magic damage. The damage is reduced to half and any applicable resistance check will further reduce it to quarter. This can apply to single source of damage per round.

#### Energy Shielding

Cost: 3 EE  
Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: 2 hours  
Area: self  
Effect: shield units

For the duration of this ability, sorcerer's EU and EE pools are protected from being drained through magical effects (spells, environment, items, etc.). This does not prevent the sorcerer from using units on his own spells and abilities.

### Tier 2

#### Dome of Protection

Cost: 6 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 4 rounds  
Area: 10' radius  
Effect: interference

Elemental Essence fills the area within 10' of the sorcerer, making a protective dome (sphere if made midair). Creatures within the dome take one die off all spell resist checks as well as reduce damage from those effects by 3 while inside. This effect does not stack with other forms of resistances. Dome does not move with the user and stays where it was created.

#### Elemental Shield

Cost: 6 EE  
Time to Cast: 1 round\*  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: absorb damage

As a reaction to incoming damage, the sorcerer can create a protective bubble of energy around himself. The barrier will absorb up to (PWR) points of damage from a single source during enemy's round of action. This takes sorcerer mental action for his next round.

### Resistance Promotion

Cost: 6 EE  
Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: promote resistance

For the duration of this ability, in addition to providing resistance from damage, Resist (Element) creature ability provides resistance from all effects coming from associated element (Earth - Earth, Fire - Fire, Lightning - Air, Cold - Water). The sorcerer will take dice off even if effect is not damaging. Resistances and immunities granted by magical effects are not affected by this ability.

## Tier 3

### Elemental Immunity

Cost: 9 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: immunity

The sorcerer may use Elemental Essence to completely attune his body to his primary element. For the duration of this ability he is completely immune to type of damage normally associated with his first element (Earth - Earth, Fire - Fire, Air - Electricity, Water - Cold). Sorcerer can use this ability second time to make himself immune to his second element as well.

### One with Energy

Cost: 9 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 10 minutes  
Area: self  
Effect: being of energy

The sorcerer utilizes Elemental Essence to completely reconstruct his body and enter plane of magic. For the duration he is considered ethereal.

### Energy Barrier

Cost: special  
Time to Cast: 2 rounds  
Resist Check: none  
Target: caster  
Duration: 2 hours  
Area: 20' radius  
Effect: wall of energy

The sorcerer forms and solidifies Elemental Essence to create a solid barrier in the area shaped according to his will. For every point of EE sorcerer spends on this ability (up to his PWR) barrier gains 10 DP. The barrier lasts until destroyed or until this ability is over.

## Tier 4

### Energy Restoration

Cost: 12 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: EU to DP

Augmented with Elemental Essence, sorcerer's body can be restored directly using elemental units. For the duration of this ability, the sorcerer may convert up to double his PWR stat EU into DP at the rate of 1 DP per 2 EU as mental action. However other forms of healing are only half as effective.

### Well of Power

Cost: 12 EE  
Time to Cast: 4 rounds  
Resist Check: willing target  
Target: multitouch  
Duration: 6 hours  
Area: touched creatures  
Effect: empower

Primordial energy surges out of sorcerer's body to empower PWR/6 willing touched allies. Affected creatures gain Exceptional PWR (stacks up to 2, but not with magical sources) for 6 hours. If an ally affected by Well of Power casts any form of Divine Magic, the effect of this ability drops for that ally.

### Energy Absorption

Cost: 12 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: absorb energy

This ability allows sorcerer to absorb part of energy of elemental spells he is being hit with. The sorcerer regains EU equal to half rank of harmful elemental spell affecting him. Effects of spells do not change.

## Tier 5

### Elemental Restoration

Cost: 15 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 4 rounds  
Area: self  
Effect: healed by element

This is the ultimate form of *Element Immunity*. The sorcerer achieves highest levels of attunement with his primary element. For the duration of this ability, instead of taking damage from attuned element, he heals for half the damage he would take. Resistances do not reduce this healing. Other forms of healing do not have any effect while this ability is active apart from *Energy Restoration*.

### Energized Vitality

Cost: 15 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 4 rounds  
Area: self  
Effect: union of energies

Energy is the source of all life and this ability returns sorcerer's vitality to its energy origin. For the duration, his DP and EU pools are united into one pool, used for same purposes as DP and EU pools. No effects that can restore DP or EU are effective apart from other abilities of the sorcerer. Active spell effects that modify max DP pool are not effective during this ability. At the end of duration, each pool has half the current total, within restrictions of their maximums.

### Energy Backlash

Cost: 15 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minute  
Area: self  
Effect: backlash

For the duration of this ability the sorcerer may cause spells that hit him to deal backlash damage to original casters of these spells. Effects of spells do not change, but caster of the spell takes (rank of spell/3)d6 of magical damage unless excluded by the sorcerer.

## Spell Alteration

Abilities of this group focus on altering normal elemental spell casting process through use of Elemental Essence as additional energy source. Most of these abilities are used in conjunction with casting of standard elemental spells and do not have casting time on their own. Only one of spell altering abilities can be used on the single spell. Unless stated otherwise, altered spell can be plugged, but will require spending EE in addition to EU every time it renews. For purpose of counterspelling and revocation, spells altered with these abilities are considered rank (rank of original spell + Tier of modifying ability).

### Tier 1

#### Forceful Insight

Cost: special  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: modify overload

**This ability is used in conjunction with overload attempt.** For every 3 EE sorcerer spends on this ability (up to normal PWR limit), overload check can be modified by 1. The amount of EE spent must be stated **prior** to the overload roll. *Magically Inclined* perk modifier can stack with this ability, but Luck Amulets cannot.

#### Disguise Energy

Cost: 3 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: confuse

**This ability is used in conjunction with casting of elemental spell.** Elemental Essence modifies energy trace of the spell, causing it to appear as spell of sorcerer's choice for all forms of detection. Identify Spell check can be used to see through, but opponent suffers 2 die penalty to attempt. Magical detections do not get the check to ignore this effect. This ability does not modify actual effect of the spell.

#### Energize

Cost: 3 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: ghostbuster

**This ability is used in conjunction with casting of elemental spell.** Altered spell is considered fully finessed for magic and can affect ethereal creatures. However, this does not count towards normal finesse limit, so sorcerer may finesse spell for other parameters such as targeted distance, duration or area of effect.

### Tier 2

#### Distant Spell

Cost: 6 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: double reach

**This ability is used in conjunction with casting of elemental spell.** This ability doubles targeted distance of LOS elemental spell. Multiplier is applied after all finesses and will add to other multipliers (Long Eyes multiplier will be additionally increased by 2).

#### Energy Exclusion

Cost: special  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: exclude creatures

**This ability is used in conjunction with casting of elemental spell.** This ability allows sorcerer to exclude creatures from being affected by Area of Effect spells. For every 6 EE (up to PWR) sorcerer can exclude one creature.

### Energy Transmutation

Cost: 6 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: change damage type

**This ability is used in conjunction with casting of elemental spell.** This ability changes damage type of elemental spell to one associated with sorcerer's second element (Earth - earth, Fire - fire/heat, Air - lightning, Water - cold). For example, fire sorcerer can change Fireball damage type into lightning and Lightning Bolt into fire/heat.

### Total Focus

Cost: 6 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 30 minutes  
Area: self  
Effect: concentration

This ability attunes mind of the sorcerer for easier release of energy. For the duration, he takes one die off Verbal, Non-verbal and One-handed Casting checks.

## Tier 3

### Potency

Cost: 9 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: ignore resistances

**This ability is used in conjunction with casting of elemental spell.** This ability allows modified spell to pierce through 2 ranks of resistances that would normally apply. This does not stack with other effects that pierce through resistances.

### Extended Duration

Cost: 9 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: double duration

**This ability is used in conjunction with casting of elemental spell.** This ability doubles the duration of any elemental spell. Finesses for duration are applied before the multiplier.

### Amplification

Cost: 9 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 1 minutes  
Area: self  
Effect: increase damage

Sorcerer fuel all of his spells using his innate magical abilities. For the duration of this ability all damaging elemental spells casted by the sorcerer gain a bonus of PWR/5 to damage. Additional damage shares damage type with original spell and is applied before any normal resistance checks.

*Sorcerer with 20 PWR under this ability that casts Minibolt will deal 1d6+4 lightning damage instead of normal 1d6.*

### Residual Magic

Cost: 9 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: aftermaths

**This ability is used in conjunction with casting of instantaneous elemental damaging spell.** This ability causes altered spell to deal half of the original damage next round in addition to normal damage. Creatures only need to make one resistance check, it will apply to both instances of damage.

*Sorcerer alters Fireball with Residual Magic. On the round of casting Fireball deals 32 damage. On the following round creatures hit by original Fireball take 16 damage.*

## Tier 4

### Empowering Essence

Cost: 12 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: full finesse

**This ability is used in conjunction with casting of elemental spell of rank 12 and below.** Spell altered with this ability is considered fully finessed. Distribution of finesses is up to the sorcerer.

### Widened Magic

Cost: 12 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: double area

**This ability is used in conjunction with casting of elemental spell.** This ability doubles the affected area for Area of Effect elementals spells. Finesses are applied before the multiplier. For spells that affect the volume, one dimension is multiplied.

### Emulation

Cost: 12 EE  
Time to Cast: special  
Resist Check: special  
Target: special  
Duration: special  
Area: special  
Effect: copy spell

Use of this ability allows the sorcerer to cast any rank eight and below elemental spell he is familiar with using only Elemental Essence. All of the aspects of the copied spell are retained. Because the caster is not using elemental units, the copied spell cannot be finessed.

## Tier 5

### Speed Casting

Cost: 15 EE  
Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 4 rounds  
Area: self  
Effect: quick spells

For the duration of this ability, sorcerer's mind and body are even more attuned for elemental magic. He can cast 2 round spells in one round or cast elemental spell rank 7 and below using his fifth action (only applies to spells with casting time of one round). PWR limit on units spent per round applies.

### Devastating Power

Cost: 15 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: destructive spell

**This ability is used in conjunction with casting of elemental damaging spell.** Use of Elemental Essence makes original spell much more destructive. The number of damage dice for original spell is increased by 50% (rounding down) and resist check is increased by one die.

### Energy Enrichment

Cost: 15 EE  
Time to Cast: none  
Resist Check: none  
Target: caster  
Duration: instantaneous  
Area: self  
Effect: provide medium

**This ability is used in conjunction with casting of elemental spell.** While being present in no-magic or casting restricted zone (but not when restricted by active spell effect on the caster), sorcerer may use Elemental Essence to forcibly cast single elemental spell. This ability lasts for one round and if magic restrictions are still active, altered spell effect disappear. Because of that, this ability is most effective to use for instantaneous spells.