

Fighter of Elements Invented by Yotam

I shall give credits to my friend Ben who suggested this prestige class to put in my game. This class is built for sorcerers and psions. This prestige class is for arcane spellcasters who do not use a book and for psionic characters.

'The ruling of the mind is embedded in my soul, or like I love to say, my soul is imbedded in the ruling of their mind...'

From the words of Acarus Promadeos.

The Fighter of King Alamoro, Acarus was on the horse and ready to set for battle. A big pain hit Acarus in his chest and he found himself seeing all elements of any named kind. From now on, Acarus had the ability to summon elementals and as he advanced in levels, the ability to turn into them.

For the last 5 years, Acarus was building the organization called the 'Fighters of Elements'. Acarus expanded the organization in a small pace and kept the organization's secrets to himself and his assistants.

Adventures:

The Fighters of Elements go on adventures for the purpose of widening their psionic\arcane ability. They go out on adventures with those who will to be amongst an outlaw.

Characteristics:

Fighters of Elements are tough and are fighters for just but not order. These people are some kind of paladins but are very different in many ways.

Races:

The Fighters of Elements blend in a wide range of races and they are not any particular race.

Game Rule Information

The following statistics are for the Fighter of Elements:

Alignment: Chaotic Good only with no exceptions.

Hit Die: d8

Requirements

To qualify to become a Fighter of Elements the character must fulfill the following requirements.

Alignment: Chaotic Good

Base Attack Bonus: +4

Skills: Ride +8 Ranks, Psicraft\Spellcraft +8 ranks

Feats: Dodge, Ambidexterity, Any metapsionic\magic feat

Spell Casting: The character being able to cast a 4th level spell or power without a source of handwriting.

Class: Sorcerer, Psion, Bard or Psychic Warrior, Ex-Paladin

Class Skills

The Fighter of Elements class skills (and the key ability for each skill) are;

Dechiper Script (Int), Hide (Dex) Escape Artist (Dex), Pickpocket (Dex), Psicraft (Int), Ride (Dex), Spellcraft (Int), and *Use Psionic\Magic Device (Cha)

* Exclusive Skill

See Chapter 4 in the *Core Rulebook 1* for skill descriptions.

Skill Points at each additional Level: 6 + Int modifier

Class Features

All of the following are class features of the Fighter of Elements

Weapon and Armour Proficiency: A Fighter of Elements gains proficiency with 2 exotic weapons of their choice.

The Fighter of Elements does not gain any proficiency in armour or shield.

Note that wearing armour heavier than leather imposes a penalty to the ranger skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a -1 penalty for every 5 lbs. of armour or equipment carried.

Call Elements: At 1st Level the Fighter of Elements gains the ability of Call Elements. This ability makes the Fighter of Elements capable of calling an element from thin air, thin earth, thin water or thin fire. Because this ability is very much too strong, there is one restriction. At every level, the Fighter of Elements can call a number of elements in a period of 3 days equal to his level multiplied by 2 (max 20).

Smite Evil: Once per day, a Fighter of Elements at 1st level or higher may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 point of extra damage for each level of possession.

Elemental Rage: Similar to the barbarian rage, this rage has some traits of its own. First of all, whenever the rage is activated, it summons an immediate elemental (see call elements for details). The kind of the elemental is randomly determined by the environment: Air- in a meadow or some other open space, Earth- in a forest, Water- next to a water source, Fire- next to a fire source. Second, instead of 2 additional hp points to the wounds section, the Fighter of Elements gains the language of the summoned elemental (this language is temporary). The elemental stays as long as the rage is in work.

Starting at second level, the Fighter of Elements can rage once per day. At 5th Level, 2 times a day and at 9th Level, 3 times a day.

Elemental Shape: Starting at 3rd level, the Fighter of Elements can become an elemental. This ability is similar to the druids wild shape ability. At 3rd level, this ability can be cast/manifested only once every three days. At 6th level, this ability can be manifested once per day. At 8th level, two times per day and at 10th level, three times per day.

Small Elemental Horde: Starting from 4th level, this ability can be activated two times per day. Small elemental horde summons a horde of 1d12 small elementals. For details about the random summon, read elemental rage.

Sword of Earth: The sword of earth ability can be activated once in a week and when activated, it lasts 2d12 hours. The sword of earth ability gives the sword the ability:

- To increase the damage in an additional 1d4
- To be able to attack the earth and hit an opponent in a 20 ft. cone (which eliminates the 1d4 additional damage)

Sword of Water: The sword of water is similar to the sword of earth except in its abilities that are listed below:

- Increase the damage in an additional 1d8
- Able to attack the water and hit an opponent in 20 ft cone of humid area (which eliminates the 1d8 additional damage)
- Gives the owner a 20% concealment from all ranged weapons and water element effects

Sword of Fire: The sword of fire is similar to the sword of water except in its abilities that are listed below:

- Increase the damage in additional 2d4
- Able to attack a fire source and hit an opponent in a 20 ft. cone from the fire (which eliminates the additional 2d4)
- Gives the owner a 30% concealment from all ranged weapons and fire element effects
- Owner able to activate a spell-like ability similar to the *true seeing* spell

Sword of Air (Sword of the Lord): The sword of air is similar to the sword of fire except in its abilities that are listed below:

- Increase the damage in additional 1d10
- Able to attack any designated target in nature and hit an opponent in a 30 ft. radius from the target (which turns the 1d10 to 1d6)
- Gives the owner a 40% concealment from all ranged weapons and all element effects
- Owner able to activate a spell-like ability similar to the *true seeing* spell
- Owner able to activate a spell-like ability similar to the cleric *air walk* spell

Table: Fighter of Elements

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells/Powers Per Level
1 st	+1	+2	+0	+0	Smite Evil, Call Elements	+1 level of Psion or Sorcerer
2 nd	+1	+3	+0	+0	Elemental Rage 1/day	+1 level of Psion or Sorcerer
3 rd	+2	+3	+1	+1	Elemental Shape 1/3 days	+1 level of Psion or Sorcerer
4 th	+3	+4	+2	+2	Small Elemental Horde	+1 level of Psion or Sorcerer
5 th	+3	+4	+2	+2	Elemental Rage 2/day	+1 level of Psion or Sorcerer
6 th	+4	+5	+3	+3	Elemental Shape 1/day	+1 level of Psion or Sorcerer
7 th	+5	+5	+4	+4	Sword of Earth	+1 level of Psion or Sorcerer
8 th	+5	+6	+4	+4	Sword of Water, Elemental Shape 2/day	+1 level of Psion or Sorcerer
9 th	+6	+6	+5	+5	Sword of Fire, Elemental Rage 3/day	+1 level of Psion or Sorcerer
10 th	+7	+7	+6	+6	Sword of Air, Elemental Shape 3/day	+1 level of Psion or Sorcerer