

## Elemental Shaper

**Hit Die:** 1d4

**Class Skills:** As Wizard

**Skill Points:** As Wizard

### Class Features

**Proficiencies:** All simple weapons only.

**Energy Points:** Elemental shapers use energy points to shape the elements. They gain a base number of energy points as show on the Table 1 below. They gain bonus energy points base on their primary score as shown on the Table 2 further down. In the event that the character has two basic masteries he must decide to use which ability score to calculate his bonus energy points. This decision cannot be changed later. Energy points are regained in the beginning of every day, but requires an eight uninterrupted hours of rest period prior to that.

Element	Primary Ability Score
Air	Dexterity
Earth	Constitution
Fire	Strength
Negative	Intelligence
Positive	Charisma
Water	Wisdom

Level	BAB	Fort	Will	Reflex	Energy Points	Special
1	+0	+0	+2	+0	3	2 Masteries
2	+1	+0	+3	+0	5	Mastery
3	+1	+1	+3	+1	8	
4	+2	+1	+4	+1	14	Mastery
5	+2	+1	+4	+1	19	
6	+3	+2	+5	+2	29	Mastery
7	+3	+2	+5	+2	37	
8	+4	+2	+6	+2	51	Mastery
9	+4	+3	+6	+3	63	
10	+5	+3	+7	+3	81	Mastery
11	+5	+3	+7	+3	97	
12	+6/+1	+4	+8	+4	115	Mastery
13	+6/+1	+4	+8	+4	131	
14	+7/+2	+4	+9	+4	149	Mastery
15	+7/+2	+5	+9	+5	165	
16	+8/+3	+5	+10	+5	183	Mastery
17	+8/+3	+5	+10	+5	199	
18	+9/+4	+6	+11	+6	217	Mastery
19	+9/+4	+6	+11	+6	233	
20	+10/+5	+6	+12	+6	249	Mastery

Ability Score	By Level																			
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
10 – 11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12 – 13	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
14 – 15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
16 – 17	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
18 – 19	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
20 – 21	2	5	7	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
22 – 23	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
24 – 25	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
26 – 27	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
28 – 29	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
30 – 31	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
32 – 33	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93	99	104	110
34 – 35	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	108	114	120

**Masteries and Effects:** Each elemental shaper starts with 2 masteries at 1<sup>st</sup> level, one of which must be a Basic Mastery. They gain additional masteries as they level up. Each mastery can only be taken once, unless otherwise specified.

Each time you wish to make use of a mastery, simply add the energy point cost and spend that amount in energy points to release the effect. Releasing any elemental effect takes a standard action that provokes an attack of opportunity. Effects and masteries are treated as spells with regards to magical effects like anti-magic field, wild magic and spell resistance etc. Effective caster levels are elemental shaper levels. Every effect will have an energy descriptor.

Masteries are categorized into sub-categories, but the elemental shaper is free to choose from the entire list.

Basic Masteries	
Air	Effect: Ray of force damage Range: 30ft (from self) Target: 1 enemy Base damage: 1d3 Save: Reflex half. DC is 10 + ½ total energy points spent + primary ability modifier. Energy points: 0
Earth	Effect: Ray of force damage Range: 30ft (from self) Target: 1 enemy Base damage: 1d3 Save: Reflex half. DC is 10 + ½ total energy points spent + primary ability modifier. Energy points: 0
Fire	Effect: Ray of force damage Range: 30ft (from self) Target: 1 enemy Base damage: 1d3 Save: Reflex half. DC is 10 + ½ total energy points spent + primary ability modifier. Energy points: 0
Negative	Effect: Ray of force damage Range: 30ft (from self) Target: 1 enemy Base damage: 1d3 Save: Reflex half. DC is 10 + ½ total energy points spent + primary ability modifier. Energy points: 0
Positive	Effect: Ray of force damage Range: 30ft (from self) Target: 1 enemy Base damage: 1d3 Save: Reflex half. DC is 10 + ½ total energy points spent + primary ability modifier. Energy points: 0
Water	Effect: Ray of force damage Range: 30ft (from self) Target: 1 enemy Base damage: 1d3 Save: Reflex half. DC is 10 + ½ total energy points spent + primary ability modifier. Energy points: 0

Effect Masteries	
Increase Damage Die	Prerequisite: Any one basic mastery type. Effect: Increase the number of damage dice by 1. Energy Point: 1 Special: You can increase the number of damage dice higher. Every extra die costs 1 extra energy point. Does not increase damage dice of effects that does not deal damage. For effects that deal secondary, you have to choose to which effect the increase damage applies.
Increase Base Damage	Prerequisite: Any one basic mastery type. Effect: Increase the base damage by one step. (d3 → d4 → d6 → d8 → d10 → d12) Energy Point: 2 Special: You can increase the base damage further. Every step up costs 2 extra energy points. Does not increase damage dice of effects that does not deal damage. For effects that deal secondary, you have to choose to which effect the increase damage applies.
Increase Range	Prerequisite: Any one basic mastery type. Effect: Increase the range by 10ft. Energy Point: 1 Special: You can increase the range further. Every 10ft increase costs 1 extra point.
Change Effect (Line)	Prerequisite: Any one basic mastery type. Effect: Your effect changes to a line 60ft. Energy Point: 3

	Special: To increase the length, you must have the Increase Range mastery. Since this mastery allows you to hit multiple targets, using the Extra Target mastery is not economical.
Extra Target	Prerequisite: Any one basic mastery type. Effect: Your effect affects jumps from the primary target, to the next nearest target (separate range touch attack roll needed) dealing half damage, round down. Secondary targets must be within 30ft of primary target. Energy Point: 2
Change Effect (Burst)	Prerequisite: Any one basic mastery type. Effect: Your effect changes to a burst 30ft radius. Energy Point: 3 Special: To increase the length, you must have the Increase Range mastery. Since this mastery allows you to hit multiple targets, using the Extra Target mastery is not economical. Using this mastery without increasing the range may put you in danger. Area of effect will not change.
Overpowering Effect	Prerequisite: Any two masteries. Effect: After totaling the save DC, add 2 to the result. Energy Point: 4 Special: You can increase the DC further. Adding 2 to the DC will cost 4 extra energy points.
Quicken Effect	Prerequisite: Overpowering Effect Mastery and 1 other Effect Mastery. Effect: You can release effects as a free action. Energy Point: 6

<b>Elemental Masteries (Air)</b>	
Change Damage Type	Prerequisite: Basic Mastery (Air) Effect: You can change your damage type to electrical damage. You can choose to change half the damage to electrical damage or all the damage to electrical damage. This choice must be made before releasing the elemental effect. Your effects gain the [electricity] and/or [force] descriptor. Energy Point: 2
Whispering Message	Prerequisite: Basic Mastery (Air) Effect: You can give up your damage die to transmit a message (15 words or less) to an ally within the same plane as you. Energy Point: 2 Special: For every 2 extra energy points spent, you can lengthen the message by 5 words.
Flight	Prerequisite: Basic Mastery (Air), Featherfall and 1 other mastery. Effect: You can give up your damage die to gain a flight speed equal to your land speed with good maneuverability for 2 rounds. Energy Point: 4 Special: For every 2 extra energy points spent, you can extend your flight duration by 2 rounds.
Featherfall	Prerequisite: Basic Mastery (Air) Effect: You can give up your damage die to lower your falling damage by 20ft. Energy Point: 2 Special: Any effect modified by this mastery is automatically quickened without further energy point costs. You can lower your falling damage further by 20ft for every 2 extra energy points used.
Control Winds	Prerequisites: Basic Mastery (Air), Featherfall and 1 other mastery Effect: You can give up your damage die to control winds up to Strong force for 8 rounds. You are automatically unaffected by this effect. You affect an area of 30ft radius and centered on you. Energy Point: 4 Special: To step up the wind force category by 1 step, you must spend extra 2 energy points. For every 2 extra energy points spent, you can increase the duration by 4 rounds. (Please refer to DMG 3.5 page 95 for Wind Effects) For every additional 4 energy points spent, you may increase the area of effect by 10ft.
Lightning Storm	Prerequisite: Basic Mastery (Air) and 2 other Air Elemental Masteries. Effect: You can give up your range to deal energy damage to enemies around you in a 15ft radius. Energy Point: 6 Special: For every extra 6 energy points spent, you may increase the area of effect by 10ft radius.
Control Speed	Prerequisite: Basic Mastery (Air) and 1 other mastery Effect: You can give up your damage die to increase or decrease a target's land or flight speed by 5ft for 4 rounds. Enemies are allowed a reflex save to negate the effect. Energy Point: 6 Special: For every extra 6 energy points spent, you may increase or decrease a target's land or flight speed by 5ft more or less. For every 2 extra energy points spent, you can increase the duration by 4 rounds.
Deflection	Prerequisite: Basic Mastery (Air) and 2 other Air Elemental Masteries. Effect: You can give up your damage die to grant all allies within 5ft of you to gain a +1 deflection bonus to AC for 4 rounds. Energy Point: 6 Special: For every extra 6 energy points spent, you may increase the deflection bonus by 1. For every 2 extra energy points spent, you can increase the duration by 4 rounds.
Bend Light	Prerequisite: Basic Mastery (Air) and 1 other Air Elemental Mastery Effect: You may give up your damage die to become invisible (Treat as the Improved Invisibility spell) for 2 rounds. Energy Point: 6 Special: For every 4 energy points spent, you may increase the duration by 2 rounds.

<b>Elemental Masteries (Earth)</b>	
Earth Armor	Prerequisite: Basic Mastery (Earth) and 1 other mastery.

	<p>Effect: You can give up your damage die to grant yourself a +1 natural armor bonus to AC for 4 rounds.</p> <p>Energy Point: 4</p> <p>Special: For every extra 4 energy points spent, you may increase the deflection bonus by 1. For every 2 extra energy points spent, you can increase the duration by 4 rounds.</p>
Petrify	<p>Prerequisite: Basic Mastery (Earth) and 2 other Earth Elemental Masteries.</p> <p>Effect: You can give up your damage die to petrify a single target for 4 rounds. The target is entitled to a fortitude save to negate the effect.</p> <p>Energy Point: 6</p> <p>Special: For every additional 6 energy points spent, you may increase the duration by 2 rounds.</p>
Tremor	<p>Prerequisite: Basic Mastery (Earth)</p> <p>Effect: You may give up your damage die to cause a localized tremor for 2 rounds. Everyone within 10ft of you must attempt at a reflex save or be knocked prone for 1 round. New reflex saves must be attempted every round for anyone within the area of effect.</p> <p>Energy Point: 4</p> <p>Special: For every additional 4 energy points spent, you may increase the duration by 2 rounds. For every additional 4 energy points spent, you may increase the area of effect by 10ft.</p>
Wall of Stone	<p>Prerequisite: Basic Mastery (Earth), and 1 other mastery</p> <p>Effect: You can give up your damage die to raise a wall of stone for 4 rounds. The wall can only be raised from solid ground example, stone ground or dirt. The wall will have an initial length if 15ft length, 5ft width, 10ft height and 5ft thickness.</p> <p>Energy Point: 4</p> <p>Special: For every additional 4 energy points spent, you may increase the duration by 4 rounds. For every additional 2 energy points spent, you may increase one of the wall's dimensions by 10ft.</p>
Locate Minerals/Metals	<p>Prerequisite: Basic Mastery (Earth)</p> <p>Effect: You may give up your damage die and range to detect minerals or metals around you in a 10ft radius instantly.</p> <p>Energy Point: 2</p> <p>Special: For every additional 2 energy points spent, you may increase the area of effect by 10ft.</p>
Earth Walk	<p>Prerequisite: Basic Mastery (Earth) and 1 other Earth Elemental Mastery.</p> <p>Effect: You gain the ability to walk through non-magical stone or dirt without hindrance for 2 rounds. If you are still within solid rock or dirt when the effect ends, you begin to suffocate.</p> <p>Energy Point: 4</p> <p>Special: For every additional 4 points spent, you may increase the duration by 2 rounds.</p>
Stability	<p>Prerequisite: Basic Mastery (Earth)</p> <p>Effect: You may give up your damage die and range to grant everyone within 10ft a +1 bonus to saving throws against effects that alter your footing like bull rush or tremor or earthquakes for 4 rounds.</p> <p>Energy Point: 4</p> <p>Special: For every additional 4 energy points spent, you may increase the duration by 2 rounds. For every additional 4 energy points spent, you may increase the area of effect by 10ft.</p>

<b>Elemental Masteries (Fire)</b>	
Change Damage Type	<p>Prerequisite: Basic Mastery (Fire)</p> <p>Effect: You can change your damage type to fire damage. You can choose to change half the damage to fire damage or all the damage to fire damage. This choice must be made before releasing the elemental effect. Your effects gain the [fire] and/or [force] descriptor.</p> <p>Energy Point: 2</p>
Ignite	<p>Prerequisite: Basic Mastery (Fire)</p> <p>Effect: All targets that suffered hit point damage from your effects must roll a reflex save or catch fire for 2 rounds. Ignite deals 1d3 fire damage each round. Targets suffering under this effect may attempt a new reflex save each round to put out the clinging flames. Immersing in water also puts out the flames.</p> <p>Energy Cost: 2</p> <p>Special: For every additional 2 points spent, you may increase the duration by 2 rounds.</p>
Fire Shield	<p>Prerequisite: Basic Mastery (Fire) and 1 other mastery</p> <p>Effect: You may give up your range to form a ring of flames around your body for 2 rounds. Any target that successfully hits you suffers fire damage. This shield lasts 2 rounds. This effect also destroys all non-magical arrows and bolts aimed at the shaper.</p> <p>Energy cost: 4</p> <p>Special: For every additional 4 points spent, you may increase the duration by 2 rounds.</p>
Light	<p>Prerequisite: Basic Mastery (Fire)</p> <p>Effect: You may give up your damage die to create non-flammable light source from your body for 2 rounds. This light can be dismissed before the duration ends. The light illuminates 15ft radius around you.</p> <p>Energy Point: 2</p> <p>Special: For every additional 4 energy points spent, you may increase the duration by 2 rounds. For every additional 4 energy points spent, you may increase the area of effect by 10ft.</p>
Heat	<p>Prerequisite: Basic Mastery (Fire) and 1 other Fire Elemental Mastery.</p> <p>Effect: You may give up your damage die and range to grant everyone within 10ft radius Fire Resistance 5 for 2 rounds. At the same time, characters that benefit from this effect can ignore the effects of non-magical cold weather conditions for the same duration.</p> <p>Energy Point: 4</p> <p>Special: For every additional 4 energy points spent, you may increase the duration by 2 rounds. For every additional 4 energy points spent, you may increase the area of effect by 10ft.</p>
Wall of Fire	<p>Prerequisite: Basic Mastery (Fire) and 1 other mastery</p> <p>Effect: You can raise a wall of fire for 4 rounds. The wall can only be raised from solid ground example, stone ground or dirt. The wall will have an initial length if 15ft length, 5ft width, 10ft height and 5ft thickness.</p> <p>Energy Point: 6</p> <p>Special: For every additional 4 energy points spent, you may increase the duration by 4 rounds. For every additional 2 energy points spent,</p>

	you may increase one of the wall's dimensions by 10ft.
Self-destruct	Prerequisite: Basic Mastery (Fire), Fire Shield and 1 other Fire Elemental Mastery. Effect: You may give up your range to deal twice the amount of damage you normally would do to everyone within 20ft radius. All creatures may attempt a reflex throw for half damage. You die in the process. Energy Point: 6 Special: For every 6 energy points spent, you may increase the area of effect by 20ft.

<b>Elemental Masteries (Negative)</b>	
Change Damage Type	Prerequisite: Basic Mastery (Negative) Effect: You can change your damage type to negative energy damage. You can choose to change half the damage to negative energy damage or all the damage to negative energy damage. This choice must be made before releasing the elemental effect. Your effect loses all descriptors. Any effect modified by this mastery (that deals hit point damage to living creatures) heals undead. Energy Point: 2
Shadow Armor	Prerequisite: Basic Mastery (Negative) Effect: You may give up your range and damage die to gain total concealment for 2 rounds. Energy Point: 4 Special: For every additional 4 energy points spent, you may increase the duration by 2 rounds.
See No Evil	Prerequisite: Basic Mastery (Negative) Effect: Your effect blinds your targets for 2 rounds. All targets may attempt a will save to negate this effect. Only 1 saving throw attempt (the first attempt) is allowed. Energy Point: 2 Special: For every additional 4 energy points spent, you may increase the blindness duration by 2 rounds
Chilling Shadows	Prerequisite: Basic Mastery (Negative) Effect: Your effect deals 2 points of strength damage to your targets for 2 rounds. All targets may attempt a will save to negate this effect. Only 1 saving throw attempt (the first attempt) is allowed. Energy Point: 2 Special: For every additional 4 energy points spent, you may increase the strength sap duration by 2 rounds. For every additional 4 energy points spent, you may increase the strength damage by 2 points.
Energy Drain	Prerequisite: Basic Mastery (Negative) , Chilling Shadows and 2 other masteries. Effect: Your effect deals 1 negative level to your targets for 2 rounds. All targets may attempt a will save to negate this effect. Only 1 saving throw attempt (the first attempt) is allowed. Energy Point: 6 Special: For every additional 6 energy points spent, you may increase the negative level duration by 2 rounds. For every additional 6 energy points spent, you may increase the number of negative levels dealt by 1.
Rooted in Fear	Prerequisite: Basic Mastery (Negative) and 1 other mastery Effect: Your effect causes your target to be paralyzed for 2 round. Your targets get a will saving throw to negate the effects. Energy Point: 4 Special: For every additional 4 energy points spent, you may increase the paralysis duration by 2 rounds.
Serve the Darkness	Prerequisite: Basic Mastery (Negative) and 2 other masteries Effect: Your effect causes your target to be animated as an undead creature permanently. Your target must be killed by an effect modified by this mastery to be animated. You may animate them as any undead creature with total ECL no higher than your own hit die. Energy Point: 6
Arise from Death	Prerequisite: Basic Mastery (Negative), Serve the Darkness and 2 other Negative Elemental Masteries. Effect: You may give up your range to deal twice the amount of damage you normally would do to everyone within 20ft radius. All creatures may attempt a reflex throw for half damage. You die in the process and reanimates 1 hour later as a lich with ½ hitpoints. This mastery will cause you to lose 4 hit dice worth of class levels and benefits. Everytime you use this mastery, you lose another 4 hit dice but you will always com back 1 hour later as a lich. Energy Point: 8 Special: For every 8 energy points spent, you may increase the area of effect by 20ft.

<b>Elemental Masteries (Positive)</b>	
Change Damage Type	Prerequisite: Basic Mastery (Positive) Effect: You can change your damage type to positive energy damage. You can choose to change half the damage to positive energy damage or all the damage to positive energy damage. This choice must be made before releasing the elemental effect. Your effect loses all descriptors. Living creatures are not affected by any hit point damage dealt by the modification of this mastery. Energy Point: 2
Restore Hit Points	Prerequisite: Basic Mastery (Positive) Effect: You can use this mastery to modify any effect to restore a like amount of hit points to a living target instantly. Effects modified by this mastery does not affect undead. Energy Point: 4
Restore Essence	Prerequisite: Basic Mastery (Positive), Restore Hit Points and 1 other Positive Elemental Mastery. Effect: You may give up your damage die to remove 1 negative level from a single target instantly. Energy Point: 6 Special: For every additional 4 energy points spent, you may remove an additional 1 negative level.
Positive Energy Aura	Prerequisite: Basic Mastery (Positive) and 1 other mastery Effect: You may give up your range and damage die to grant yourself fast healing 1 for 2 rounds. Energy Point: 4 Special: For every additional 4 energy points spent, you may increase the duration by 2 rounds. For every additional 4 energy points spent,

	you may increase the fast healing factor by 1.
Positive Energy Burst	Prerequisite: Basic Mastery (Positive), Positive Energy Aura and 2 other Positive Elemental Masteries. Effect: You may give up your range to restore twice the like amount of hit points to all living creatures within 20ft radius. Undead creatures are not affected. You die in the process. Energy Point: 8 For every additional 8 energy points spent, you may increase the area of effect by 20ft.
Blind	Prerequisite: Basic Mastery (Positive) Effect: Your effect blinds your targets for 2 rounds. All targets may attempt a will save to negate this effect. Only 1 saving throw attempt (the first attempt) is allowed. This effect causes the target's eyes to glow like a candle. Energy Point: 2 Special: For every additional 4 energy points spent, you may increase the blindness duration by 2 rounds
Creativity	Prerequisite: Basic Mastery (Positive) Effect: You may give up your damage die to grant a creature a +2 circumstance bonus to all intelligence, wisdom and charisma based skills for 2 rounds. Energy Point: 4 For every additional 4 energy points spent, you may increase the circumstance bonus by +2. For every additional 4 energy points spent, you may increase the duration by 2 rounds.
Athletic	Prerequisite: Basic Mastery (Positive) Effect: You may give up your damage die to grant a creature a +2 circumstance bonus to all strength, dexterity and constitution based skills for 2 rounds. Energy Point: 4 For every additional 4 energy points spent, you may increase the circumstance bonus by +2. For every additional 4 energy points spent, you may increase the duration by 2 rounds.

<b>Elemental Masteries (Water)</b>	
Change Damage Type	Prerequisite: Basic Mastery (Water) Effect: You can change your damage type to cold damage. You can choose to change half the damage to cold damage or all the damage to cold damage. This choice must be made before releasing the elemental effect. Your effects gain the [cold] and/or [force] descriptor. Energy Point: 2
Rain	Prerequisite: Basic Mastery (Water) Effect: You may give up your range and damage die to cause light rain to fall around you (20ft radius) for 2 rounds. This effect puts out all non-magical fire and the water collected is drinkable. Look under Dungeon Master's Guidebook page 94 for rain conditions. Energy Point: 4 Special: For every additional 4 energy points spent, you may increase the area by 20ft. For every additional 4 energy points spent, you may increase the duration by 2 rounds.
Cleanse	Prerequisite: Basic Mastery (Water) and 1 other mastery. Effect: You may give up your range and damage die to remove a poison or disease from a target touched instantly. Energy Point: 4 Special: For every additional 4 energy points spent, the number of poison or disease you can remove increases by 1.
Surge	Prerequisite: Basic Mastery (Water) and 1 other Water Elemental Mastery Effect: You may give up your damage die to raise or lower the water level in an existing body of water by 5ft in an area of 20ft radius for 2 rounds. If you lower the water level to 0ft, then you cannot raise the water level of the same location after that. In the event that you raise the water level by 10ft or more, you may cause a tidal wave on all sides of the area after the effect ends. Energy Point: 6 Special: For every 4 additional energy points spent, you may raise or lower the water level by an additional 5ft. For every 4 additional energy points spent, you may increase the area of effect by 10ft. For every additional 4 energy points spent, you may increase the duration by 2 rounds.
Remove Moisture	Prerequisite: Basic Mastery (Water) and 2 other Water Elemental Masteries. Effect: You may give up your damage die to deal 2 points of strength, dexterity and constitution damage for 2 rounds. Energy Points: 6 Special: For every 6 additional energy points spent, you may increase the duration by 2 rounds. For every additional 6 energy points spent, you may increase either the strength, dexterity or constitution damage by 2.
Water Walk	Prerequisite: Basic Mastery (Water) and 1 other mastery. Effect: You may give up your range and damage die to grant a target the ability to breath underwater and the ability to move unimpeded underwater for 2 rounds. Energy Point: 4 Special: For every additional 4 energy points spent, you may increase the duration by 2 rounds.
Freeze	Prerequisite: Basic Mastery (Water) and 1 other mastery. Effect: You may give up your damage die to freeze a target for 2 rounds. The target is completely encased in ice and cannot be harmed except by bludgeoning weapons or magical effects that mimic bludgeoning effects. Energy Point: 4 Special: For every additional 4 energy points spent, you may increase the duration by 2 rounds.

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