

SEASON 1: ELEMENTALS

Season 1 isn't just a new chapter. It's a reckoning. The Empire is crumbling, torn apart by the elements, driven to chaos by forces no one can control. Only the chosen few, the ones with the right skills and the right drive, can stand against it. Will you rise to the challenge, or be consumed by it?

Elemental Abilities

Earth:

In a plane of naught but rock, light rarely gleams off of crystal. You see the world through the shades of the earth, and are gifted with the chance to bring gemstone into the radiance of the Material.

Sprouting Stone -

You gain Tremor sense up to 4 squares. As a bonus action, you may choose to cover your weapon in sharp, crystalline gems, causing the weapon to deal your PRO additional piercing damage for 1 minute. Instead, when a creature you can see moves via walking SPD within 4 squares of you, you may use your reaction to imprison them in crystal. You deal your PRO piercing damage to them and force them to make a CON Save (DC= 11 +your PRO). On a failure, they become restrained until the start of their next turn. You may use these abilities an amount of times equal to your PRO per Long Rest.

Water:

The endless depths of ocean bite with the chill of death. The crushing currents rip and bludgeon. You bring the icy tide, crashing upon the material plane and dragging its prey into the black abyss.

Tide Walker -

You gain resistance to Cold damage and a swim SPD equal to your walking SPD. As a bonus action, you may imbue yourself with the strength of the current until the end of your turn. In this state, you may move through enemy spaces and do not trigger opportunity attacks. When you enter an enemy's space, the creature must succeed a STR save (DC= 11 +your PRO) or be knocked prone and take your PRO Cold damage. If you end your turn in an enemy space, you are moved to the nearest unoccupied space. Each creature can only be subject to this ability once during your turn. You may use this ability an amount of times equal to your PRO per Long Rest.

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Air:

The eternal sky blanketed by fluffy white cloud. The echoes of thunder, and the hot flashes of lightning. You know the majesty of the long horizon, and the danger behind its beauty. Thus, you soar with grace through our skies, but crash with fury upon our soil.

Air Strike -

Your SPD is increased by 1. As a bonus action, you may grant yourself a fly SPD equal to your walking SPD until the end of your turn. When you do, you may choose to deal your PRO Lightning or Thunder damage to all adjacent creatures when you end your turn. You may do this an amount of times equal to your PRO, and gain all uses back on a Long Rest.

Fire:

The ever burning inferno is all consuming, yet the paradoxical, original flame needs no fuel. Still, given the chance, it will rage and destroy until all is ashes. You are the first sparks of the blaze. Pray you can control its hunger.

Gnawing Flames -

You gain resistance to fire damage. Once per Long Rest, when you reach 0 HP, all other creatures within 1 square take your level fire damage. Whenever you deal damage to an enemy, you may choose to use your reaction to deal your PRO additional fire damage. The target must make a DEX save (DC= 11 + your PRO). On a failure the target ignites. It takes your PRO fire damage at the start of each of its turns, and has its AC reduced by 1. At the end of each of its turns, the creature may make another save, ending the effect on a success. You may use this ability an amount of times equal to your PRO per Long Rest.

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SEASON 1

STR **5**
DEX **3**
CON **3**
INT **1**
WIS **4**
CHA **1**



SMÉT
THE POISONOUS BOSS

LEVEL	1
ANCESTRY	Gnome
CLASS	Monk
BACKGROUND	Mountebank
HOMELAND	Sterck

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SEASON 1

STR **4**
DEX **1**
CON **3**
INT **-1**
WIS **1**
CHA **1**



VIZIË

LEVEL	1
ANCESTRY	Dragonborn
CLASS	Barbarian
BACKGROUND	Mariner
HOMELAND	Bef'Zuraak

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SEASON 1

STR **1**
DEX **1**
CON **2**
INT **4**
WIS **2**
CHA **3**



ESAE

LEVEL	1
ANCESTRY	Dwarf
CLASS	Wizard
BACKGROUND	Veteran
HOMELAND	Corinon

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SEASON 1

STR **0**
DEX **-1**
CON **3**
INT **0**
WIS **4**
CHA **0**



DWIFEX

LEVEL	1
ANCESTRY	Human
CLASS	Cleric
BACKGROUND	Waif
HOMELAND	Corinon

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