



Starchasers Elementalist

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Generator: Whenever an Elementalist uses The Force to substitute for a technological effect, they gain 1 Motivation.

Zapper: Whenever an Elementalist uses The Force to cause elemental damage to another character, they gain 1 Motivation. They only gain 1 Motivation per attack per Combat.

Force Powers

Burn..... ○○○○○○

Freeze..... ○○○○○○

Zap..... ○○○○○○

Magnetize..... ○○○○○○

Elemental Defaults

Powerful Elemental	
Precise EL	
Distant EL	
Area EL	

Ultimate Move

Force Tempest: As an Action, the Elementalist can spend 4 Motivation to cause a violent elemental storm within an area in Short range. This storm has a AOE(4) radius and does Force Rating + Powerful EL in heat, cold, bludgeoning, piercing, slashing and/or ionic damage to all targets within range.

lvl xp total

Features

1	60	- Learn Force Power - Force Power Skill Point
2	90	- Force Power Skill Point - Force Power Skill Point
3	120	- Learn Force Power - Force Power Skill Point
4	150	- Force Power Skill Point - Force Power Skill Point
5	180	- Learn Force Power - Force Power Skill Point
6	240	- Force Power Skill Point - Force Power Skill Point
7	330	- Force Power Skill Point - Force Power Skill Point
8	420	- Powerful EL - Precise EL
9	510	- Distant EL - Area EL
10	600	- Force Tempest - Increase Maximum Force Rating by 1

Base Abilities

Spark: As an Action, the Elementalist can spend 1 Motivation to create a small spark within Close range. This spark can potentially ignite any combustible gasses or objects in the area.

Warm/Cool: As an Action, the Elementalist can spend 1 Motivation to increase or decrease the temperature in Close range by 5 Celsius degrees. Usually this only creates a narrative effect, but on planets with extreme weather using this ability a few times will be enough to prevent damage from exposure (reducing the difficulty to avoid taking Environmental Damage by 1 each time).