

Chapter 17

Elementalist DME Users: Raw Power flowing through them

Origins

The Elementalist has been part of Orin's Gate history long before they could even control it innately or through cybernetic means. Elementalist are fundamentally, those that have learned to channel DME into the raw expressions of power that are the elements themselves. Found in almost every military organization, they are the secret weapons of every army. Most of the worlds most powerful and deadly DME abilities can be attributed to one of these DME users.

It is said that the first Elementalists were great scientists, researching how to make DME into the raw elements. As implants, Cybernetics, and inborn DME users became more frequent, the science of the elemental DME powers drifted away. Most Elementalists come from a long genetic background of being altered at some point in their distant past. These descendants have an inherent touch with DME that others typically do not. In the place of science and intellect was the raw power of one's personality and inner being, and the endurance of their physical forms that allowed them to draw on these massive and awe inspiring powers. Now, passions seem to drive the Elementalist more than knowledge, though advancements from other groups are still made.

Elementalists come from varied backgrounds, from wealthy families that send them through schooling, to the Wilds where those with the recent inborne gifts manifest. Regardless of their beginnings, those that can progress further then the fundamentals of DME are quickly placed in the upper echelons of their societies as renown DME users to be feared and respected.

When tapping into their talents with DME, Elementalists draw on a deep reservoir of power. They have a deep and profound connection to DME that many others do not, and they can continue to draw on DME even when others have collapsed from exhaustion.

Playing an Elementalist

Elementalists are some of the highest damage dealers in Orin's Gate and can do highly specific or wide-ranging effects. They also have a wide variety of effect-based powers that can assist the party. Elementalists also have a special pool of points they can draw on to expand their abilities or activate more DME slots without tapping into their normal slots.

Elementalists can be highly complicated to play and tend to be frail. Typically, the Elementalist is found at the back of the group, far away from direct combat. Elementalists rely on others to field the damage for them, while they dish it out from the back lines.

Elementalist: Base Features

The Base features are things that the class gains if they start at 1st level as an Elementalist. Some of these features are gained after each level up within the class.

Hit Points

Hit Dice: 1d6 per Elementalist level.

Hit Points at 1st Level: 6+ your Constitution modifier.

Hit Points at Higher Levels: 1d6+ your Constitution modifier per Elementalist level after 1st.

Proficiencies

- **Armor:** None
- **Weapons:** Daggers, darts, slings, quarterstaves, spears
- **Tools:** None
- **Saving Throws:** Wisdom and Charisma
- **Skills:** Choose two from Cultures, Deception, DME, Insight, Intimidation, Persuasion

Equipment

any weapon listed above and a dagger

(a) an Adventurers pack or (b) a dungeoneer's pack

A component pouch

Alternatively, you can ignore the equipment from your class and background and start with 260 Bekkr.

Level	Prof	Features	Well Points	Tricks	DME Level
1	2	DME Pool, Tricks, Elemental Origin	-	3	1
2	2	DME Well Points	2	3	2
3	2	Advanced DME Control	3	3	3
4	2	ASI	4	3	4
5	3	Elemental Origin	5	3	5
6	3	Elemental Origin	6	3	6
7	3		7	3	7

8	3	ASI	8	3	8
9	4	Elemental Origin	9	3	9
10	4	Advanced DME Control	10	4	10
11	4		11	4	11
12	4	ASI	12	4	12
13	5		13	4	13
14	5	Elemental Origin	14	4	14
15	5	Elemental Origin	15	4	15
16	5	ASI	16	4	16
17	6	Advanced DME Control	17	5	17
18	6	Elemental Origin	18	5	18
19	6	ASI	19	5	19
20	6	Well Restoration	20	5	20

Elementalist: Class Features

The Class features section allow you to further customize the base class of the Adept through level up features. Each time a character levels within the Adept class, they can potentially gain minor to major benefits, so consult these pages each time you level up your character.

DME Pool (Level 1)

At 1st level you know 3 first level DME Powers. Elementalists are use Charisma as their modifier. Every time you level you can add 1 DME Power to your list. You can pick from any powers that have the Elemental tag associated with them. Your DME save DC= 8+ your proficiency bonus+ your CHA modifier. DME Attack modifier= your proficiency bonus+ your CHA modifier. As an Elementalist, your class level is your DME user level.

Tricks (Level 1)

At 1st level, you know 3 tricks of your choice from the Elemental category DME list. You learn additional tricks of your choice at higher levels, as shown in the Tricks Known column of the Elemental table.

Elemental Origin (Level 1, 6, 14, 18)

Choose a Sage origin. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level. The Origins are: Assassin, Healing, Engineered Bloodline, Oceanic and Wild.

DME Well (Level 2)

At 2nd level, you gain Well points, which allow you to create a variety of special effects. Starting at level 2, you have 2 Well points, and you gain one additional point every time you level up in this class, to a maximum of 20 at level 20. You regain all spent Well points when you finish a long rest. You can use your Well points to gain additional DME Slots or sacrifice DME Slots to gain additional Well points. You learn other ways to use your Well points as you reach higher levels.

- **Converting a DME Slot to Well Points:** As a bonus action on your turn, you can expend one DME slot and gain several Well points equal to the slot's level.
- **Creating DME Slots:** You can transform unexpended Well points into one DME slot as a bonus action on your turn. The created DME slots vanish at the end of a long rest. The Creating DME Slots table shows the cost of creating a DME slot of a given level. You can create powers slots no higher in level than 5th.
 - **Slot Level/Cost**
 - 1st/2
 - 2nd/3
 - 3rd/5
 - 4th/6
 - 5th/7

Advanced DME Control (Level 3, 10, 17)

At 3rd level, you gain two of the following options of your choice. You gain another one at 10th and 17th level. You can use only one option on a power when you activate it, unless otherwise noted.

- **Careful:** When you use a power that forces other creatures to make a saving throw, you can protect some of those creatures from the powers full force. To do so, you spend 1 Well point and choose a number of those creatures up to your base stat modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the power.
- **Distant:** When you use a power that has a range of 5 feet or greater, you can spend 1 Well point to double the range of the power. When you activate a power that has a range of touch, you can spend 1 Well point to make the range of the power to 30 feet.
- **Empowered:** When you roll damage for a power, you can spend 1 Well point to reroll several of the damage dice up to your base stat modifier (minimum of one). You must use the new rolls. You can use Empowered option even if you have already used a different option during the activating of the power. If you use this on a Trick, you can force the target to take ½ damage on tricks instead of none on a successful save.

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- **Extended:** When you activate a power with a duration of 1 minute or longer, you can spend 1 Well point to double its duration, to a maximum duration of 24 hours.
- **Heightened:** When you activate a power that forces a creature to make a saving throw to resist its effects, you can spend 3 Well points to give one target of the power disadvantage on its first saving throw made against the power.
- **Quickened:** When you activate a power that has an activation time of 1 action, you can spend 2 Well points to change the Activation time to 1 bonus action for this Activation.
- **Twinned:** When you activate a power that targets only one creature and doesn't have a range of self, you can spend several Well points equal to the powers level to target a second creature in range with the same power (1 Well point if the power is a Trick). To be eligible for Twinned option, a power must be incapable of targeting more than one creature at the powers current level.

Ability Score Improvement (Level 4)

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Well Restoration (Level 20)

At 20th level, you regain your base stat modifier in Well Points after a short rest. If you roll initiative and you have no Well points, you gain back your base stat modifier in Well points as well.

Origin: Assassins

Elementalists that were born into the order of the Assassins have a long and unique history. Though much of it is kept under wraps, it was pioneered by government world powers to deal with hard to reach targets and marks. When this came to light and the program was dissolved, the information on this went missing. Rumor has it that when the Trust split and the Schism was formed, the Schism began research into this Elemental Origin heavily. After hundreds of years, those that descended from the genetic manipulations of their forefathers have also been found to have the same inherent gifts, even if not associated with a Dark Guild.

Eyes of the Dark (Level 1)

Starting at 1st level you have darkvision with a range of 120 feet. You also learn the Darkness power which doesn't count against your number of Sage powers known. In addition, you can activate it by spending 2 Well Points or by expending a power slot. If you activate it with Well points, you can see through the darkness created by the power.

Strength of Shadows (Level 1)

Starting at 1st level, when damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + damage taken). On a success you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 Hit Points by radiant damage or by a critical hit. After the saving throw succeeds you can't use this feature again until you finish a long rest.

Expanded DME Powers (Level 5, 9, 15)

At 5th Level, Assassin Elementalists gain access to DME powers from the category of Dimensional. They can pick any trick or ability from this list up to 2nd Circle. At 9th level DME powers can be picked up to 3rd Circle, and at 15th level powers can be picked up to 4th level.

Darkness is my Weapon (Level 6)

At level 6, you gain the ability DME Weapon. You can activate it 1 time per long rest without spending any points or power slots. It is not concentration when you create it in this way. If you wish, you can spend additional Well points to augment the weapon to higher levels. Standard rules for Well points apply.

Shadow Walk (Level 14)

At 14th level when you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

Umbral Form (Level 18)

Starting at 18th level, you can spend 6 Well Points as a bonus action to cloak yourself in shadow. You become hard to see and attack, and any investigation or perception checks to find you are with disadvantage. In this form, you have resistance to all damage except Thunder, Psychic, and radiant damage, as well as any area of effect blast. You can move through other creatures' spaces as if they were difficult terrain. You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

Origin: Healing

Healing Origin Elementalists are rare to be found, as they were not as frequent to be genetically enhanced. Still, it is not unheard of for an Elementalist to present with unique powers that they can activate from time to time.

Healing Powers (Level 1)

You gain access to and can select from any of the powers from the Healers list of powers. Additionally, at level 1, you can pick 1 of the following powers to be selected from, which does not count against your starting powers. Cure Wounds, Enhance Foodstuffs, or False Life.

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Fortified (Level 1)

Starting at 1st level, if you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short or long rest.

Expanded DME Powers (Level 5, 9, 15)

At 5th Level, Healing Elementalists gain access to DME powers from the category of Organic. They can pick any trick or ability from this list up to 2nd Circle. At 9th level DME powers can be picked up to 3rd Circle, and at 15th level powers can be picked up to 4th level.

Empowered Healing (Level 6)

Starting at 6th level, whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a power restores, you can spend 1 Well point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

Healers Speed (Level 14)

At level 14, you gain the power Haste, and you can activate it without expending a power slot. You can do this 1 time per long rest.

Extreme Recovery (Level 18)

At 18th level, as a bonus action when you have less than half of your hit points remaining, you can regain several hit points equal to half your hit point maximum. Once you use this feature, you can't use it again until you finish a long rest.

Origin: Engineered Bloodline

Engineered Ancestor (Level 1)

At 1st level, you choose one type of terrain your family line was made for. The damage type associated with each terrain is used by features you gain later. The figures below show in order: Terrain/Color/damage feature

- Swamp: Acid (Orange)
- Desert: Lightning (Yellow)
- Tropics: Radiant (Gold)
- Volcanic: Fire (Red)
- Frozen Tundra: Cold (Blue)

Engineered Resistance (Level 1)

At 1st level, your hit points maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Because of this feature, your skin-tone takes on a sheen with this color to one degree or another, most notably around the eyes. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Expanded DME Powers (Level 5, 9, 15)

At 5th Level, Healing Elementalists gain access to DME powers from the category of Enhancement. They can pick any trick or ability from this list up to 2nd Circle. At 9th level DME powers can be picked up to 3rd Circle, and at 15th level powers can be picked up to 4th level.

Engineered Affinity (Level 6)

Starting at 6th level, when you use a power that deals damage of the type associated with your ancestry, add your base stat modifier to that damage. The damage bonus applies to one damage roll of a power, not multiple rolls. At the same time, you can spend 1 Well point to gain resistance to that damage type for 1 hour.

Engineered Boon (Level 14)

At 14th level, you gain a special power. You can activate it at will without the cost of a power slot. If you do already have the power, you can pick a different power of equal or below level to replace it, but the activation feature stays with the power listed below. Regardless of what the power states, you can activate this ability as an action. The power is always activated at 5th level.

- Swamp: Circle of Death
- Desert: Elemental Chains (Lightning)
- Tropics: Radiant Strike
- Volcanic: Fireball
- Frozen Tundra: Flash Frozen

Engineered Presence (Level 18)

Beginning at 18th level, as an action, you can spend 5 Well points to draw on this power and exude an aura of awe or fear (your choice) up to 60 feet. For 1 minute or until you lose your concentration, each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

Origin: Oceanic

The Oceanic bloodlines have only been discovered within the past few hundred years. It is unknown how they came to be but the current theory is

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that the Azumayan people initially started this line of engineering to allow their non oceanic mates the ability to join them under the waves. Another theory is that experiments were done with the Azumayan people to allow them the ability to breath water instead of holding their breath. Regardless of their past connections, it is those born with the Oceanic bloodline have a deep connection to the water.

Borne to the Sea (Level 1)

Your ancestors came from a sea fairing people that altered your genes to be the ultimate survivor of the waters. At 1st level, you gain the ability to breathe underwater, and you have a swim speed equal to your walking speed.

From Water we are Made (Level 1)

At 1st level, when you hit a creature with a Trick attack or when a creature fails a saving throw against your Trick, you can deeply affect the target until the end of your next turn or until you affect a different creature. Once per turn when you activate a power, you can trigger the affect if that power deals cold or lightning damage to the affected target or forces it to move. Doing so subjects the target to the appropriate additional effect below, and then the affect ends if the power isn't a Trick (you choose the effect to use if more than one effect applies):

- Cold Damage: If the affected target takes cold damage from your power, the target's speed is also reduced by 15 feet until the end of your next turn. If the power already reduces the target's speed, use whichever reduction is greater.
- Lightning Damage: If the affected target takes lightning damage from your power, the target takes additional lightning damage equal to your Charisma modifier.
- Forced Movement: If the target is moved by your power, increase the distance it is moved by 15 feet.

Expanded DME Powers (Level 5, 9, 15)

At 5th Level, Healing Elementalists gain access to DME powers from the category of Resonance. They can pick any trick or ability from this list up to 2nd Circle. At 9th level DME powers can be picked up to 3rd Circle, and at 15th level powers can be picked up to 4th level.

Oceanic Defenses (Level 6)

At 6th level, you gain resistance to fire damage. You also gain the ability to defend yourself with a shield of water. When you are hit by an attack that causes you to take bludgeoning, piercing, or slashing damage, you can use your reaction to reduce that damage by an amount equal to your Sage level plus your Charisma score, and then you can move up to 30 feet without provoking opportunity attacks. Once you use this special feature, you can't use it again until you finish a short or long rest.

Tidal Call (Level 14)

At 14th level, you gain the powers Tidal Wave and Tsunami. You can activate the Tidal wave power without any cost or spend 7 Well points to activate the Tsunami power without using a power slot. You can use this ability 1 time per long rest.

Watery Resistances (Level 18)

Starting at 18th level, you gain the following benefits while in the water:

- You no longer need to eat, drink, or sleep.
- A critical hit against you becomes a normal hit.
- You have resistance to bludgeoning, piercing, and slashing damage.

Origin: Wild

Wild Origin Elementalists are the newest of all the Elementalists to appear. They have only been discovered within the past 20 years or so. The current theory is that they were born from the strange influx DME storms that have been happening both in the Wilds, at Sea, and even in the fringe towns and villages. Those that come out of the storms are never the same. In the case of the Elementalist, the Wild Elementalist has little control over how DME acts on them.

Wild Surges (level 1)

You are born from a long line of Sages that have been affected by the DME storms and surges throughout the world. Because of this, your control over DME is just as wild. At 1st level, whenever you roll a natural 1 or natural 20, roll on the Wild Surges effect. You also must roll a d20 every time you use a power at 1st level or beyond, and if you roll a 1 or 20, an effect happens. If it is a concentration ability, it lasts without you concentrating on it, and you must save from its effects.

- 01-02: Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
- 03-04: For the next minute, you can see any invisible creature if you have line of sight to it.
- 05-08: You activate Fireball as a 3rd-level power centered on yourself.
- 09-12: You activate Tracer Missile as a 5th-level power.
- 13-14: You activate Confusion centered on yourself.
- 15-16: For the next minute, you regain 5 hit points at the start of each of your turns.
- 17-20: You activate Uncontrolled Laughter on yourself.
- 21-24: Creatures have disadvantage on saving throws against the next power you activate in the next minute that involves a saving throw.
- 25-26: For the next minute you have advantage on Wisdom (Perception) checks.
- 27-28: For the next minute, all your powers with an activation time of 1 action are a 1 bonus action instead.

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- 29-30: You teleport up to 60 feet to an unoccupied space of your choice that you can see.
- 31-32: You are transported to the Ethereal Plane until the end of your next turn.
- 33-38: Maximize the damage of the next damaging power you use.
- 39-42: You regain 2d10 hit points, or 1d6 Well Points
- 43-44: For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.
- 45-48: You activate Levitate on yourself.
- 49-52: A DME Shield shimmers over you for the next minute, granting you a +2 bonus to AC and immunity to Tracer missiles.
- 53-54: You are immune to being intoxicated by alcohol for the next 5d6 days.
- 55-56: Your hair falls out.
- 57-58: For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.
- 59-60: You regain your lowest-level expended power slot.
- 61-62: For the next minute, you must shout when you speak.
- 63-64: You activate Fog Cloud centered on yourself.
- 65-66: Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.
- 67-68: You are frightened by the nearest creature until the end of your next turn.
- 69-70: Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or activates a power.
- 71-72: You gain resistance to all damage for the next minute.
- 73-74: A random creature within 60 feet of you becomes Sickened for 1d4 hours.
- 75-80: You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.
- 81-82: You can take one additional action immediately.
- 83-84: Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.
- 85-86: You activate Mirror Image.
- 87-88: You activate Fly on a yourself.
- 89-90: You activate Greater Invisibility on yourself for the next 1d4 turns.
- 91-94: You activate Death Ward on Yourself
- 95-96: All creatures centered on you within 30 feet are vulnerable to a damage type of your choice for the next minute.
- 97-98: You activate silence on yourself
- 99-00: You regain all expended Well points.

Tides of Chaos (Level 1)

Starting at 1st level, you can gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, you roll on the Wild Surge table immediately afterwards.

Expanded DME Powers (Level 5, 9, 15)

At 5th Level, Healing Elementalists gain access to DME powers from ANY category. They can pick any trick or ability from this list up to 2nd Circle. At 9th level DME powers can be picked up to 3rd Circle, and at 15th level powers can be picked up to 4th level.

Controlled Chaos (Level 6)

At 6th level, whenever you roll on the Wild Surge table, you can roll twice and use either number.

Bend Luck (Level 14)

Starting at 14th level, when another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 Well points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can spend additional Well points to gain additional d4, up to 5 Well points (4d4). You can do this effect after the creature rolls but before any effects of the roll occur.

DME Bombardment (Level 18)

Beginning at 18th level, when you roll damage for a Power and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.