Elemental Battlemage

If you maintain a [Frost], [Fire], [Elecrticity]] effect, you gain a [Rime], [Cinder], [Static] charge. Unless otherwise noted, these charges are mutually exclusive.

Rime: A creature with rime lose -1 to attack rolls and -1 to AC, for each charge of [Rime] on it.

Cinder: A creature with cinder takes 1 damage at the start of its turn for each charge of [Cinder] on it.

Static: A creature with static has a 50% chance of being dealt 1d6 at the start of it's turn for each stack of [Static]. If this occurs, it loses all charges of [Static] it has.

Unless otherwise noted, creatures with [Rime] or [Static] start to lose 1 charge, every Round, starting 2 Rounds from the last application.

Unless otherwise noted, creatures with [Cinder] start to lose 1 charge, every Round, starting 3 Rounds from the first application of the current charges.

Elemental Battlemage can only inflict up a maximum number of charges for each effect up to his character level on any creature, including himself.

Elemental Battlemage deals 1 additional point with [Fire], [Frost], [Thunder] spells for each respective charge of [Cinder], [Rime], [Static] the Elemental Battlemage is inflicted with.

1st - Novice: Choose a specialty, Fire, Frost, Thunder. You take respectively less damage from [Fire], [Frost], [Thunder] sources, equal to your Elemental Battlemage circles.

Choose 2 perks that you qualify for.

17 elemental spirits

2nd - Apprentice: Choose 2 additional perks that you qualify for.

3rd - Initiate: Choose 2 additional perks that you qualify for.

4th - Journeyman: Choose 2 additional perks that you qualify for.

5th - Adept: Choose 2 additional perks that you qualify for.

6th - Magus: Choose 2 additional perks that you qualify for.

7th - Master: Choose 2 additional perks that you qualify for.

Perks

Dual Spec I: You can maintain 2 types of charges on your opponents at a time.

Dual Spec II: Requires previous rank and that you have reached 3rd circle with Elemental Battlemage.

You can maintain two types of charges on you at the same time on yourself

Dual Spec III: Requires previous rank and that you have reached 4th circle with Elemental Battlemage. Choose 2 elements. When you deal damage with one of these, then you also deal 1d6 for each circle of Elemental Battlemage of the second damage type.

Dual Spec IV: Requires previous rank and that you have reached 5th circle with Elemental Battlemage. Choose 2 elements. You can maintain an effect of each those elements using 1 immediate action only

Conservation I: Increase the chance of inflicting yourself with a charge when having cast an Elemental Battle mage spell rank 1-3 by 25%

Conservation II: Requires previous rank and that you have reached 3rd circle with Elemental Battlemage.

Increase the chance of inflicting yourself with a charge when having cast an Elemental Battle mage spell rank 1-6 by 25%

Conservation III: Requires previous and rank that you have reached 4th circle with Elemental Battlemage.

Increase the chance of inflicting yourself with a charge when having cast an Elemental Battle mage spell rank 1-3 by 25%

Conservation IV: Requires previous and rank that you have reached 5th circle with Elemental Battlemage. When you use an ability that consume charges, half of the charges are reapplied.

Cinder Specialist I: Gain immunity to the effects of [Cinder], but not to [Cinder] itself. Your Novice spells now have 100% of inflicting [Cinder] on opponents. All perks in this chain only affect spells with the Cinder descriptor.

Cinder Specialist II: Requires previous rank and that you have reached 3rd circle with Elemental Battlemage. [Cinder] charges on you no longer expire unless consumed. You can consume [Cinder] charges to enhance your next spell, by increasing its damage by 1d6 for every [Cinder] charge consumed in such a way. This can only be used to enhance spells with the [Cinder] descriptor.

Cinder Specialist III: Requires previous rank and that you have reached 4th circle with Elemental Battlemage. Increase the number of Fire summons you can summon at a time, and the total number you can control by 1.

Cinder Specialist IV: Requires previous rank and that you have reached 5th circle with Elemental Battlemage. Summon Fire Golem: 1/Encounter you can summon a Fire Golem. You can transfer at least 15 [Cinder] charges to the Fire Golem when summoned, otherwise it immediately expires. You cannot gain any [Cinder] charges while Fire Golem is active. Fire Golem has 1d4 hp per character level. AC: 13. Immune to mind control and fear effects. Fire Golem loses 2 [Cinder] charges and deals 1d6 per character level to each opponent within 15' at the end of each of its turns. Fire Golem gains a damage bonus to its effects equal to its [Cinder] charges. When Fire Golem moves, it deals 1d6 to to adjacent enemies. Ground Slam: As a standard action Fire Golem consumes a [Cinder] charges, and deals 1d6 per character level to opponents within 20'. Fire Golem can as an immediate action consume a [Cinder] charge and gain an additional move action. Self Destruct: Save vs Fort to all opponents within 20', on fail be inflicted with a number of [Cinder] charges equal to half of Fire Golem's charges, on fail opponents are inflicted with a quarte of the Fire Golems total charges. Destroy Fire Golem.

Rime Specialist I: Gain immunity to the effects of [Rime], but not to [Rime] itself. Your Novice spells now have 100% of inflicting [Rime] on opponents. All perks in this chain only affect spells with the Rime descriptor.

Rime Specialist II: Requires previous rank and that you have reached 3rd circle with Elemental Battlemage. [Rime] charges on you no longer expire unless consumed.

Rime Specialist III: Requires previous rank and that you have reached 4th circle with Elemental Battlemage.

Rime Specialist IV: Requires previous rank and that you have reached 5th circle with Elemental Battlemage.

Static Specialist I: Gain immunity to the effects of [Static], but not to [Static] itself. Your Novice spells now have 100% of inflicting [Static] on opponents. All perks in this chain only affect spells with the Static descriptor.

Static Specialist II: Requires previous rank and that you have reached 3rd circle with Elemental Battlemage. [Static] charges on you no longer expire unless consumed. Your summon spells summon one more creature and your total limit is increase by 1. Your Electric Line Traps no longer have a limit to their charges. Electric Pythons only count for half, towards your total summoned limit. When Electric Pythons die, adjacent opponents must roll a Reflex Save, or be inflicted with a [Static] charge.

Static Specialist III: Requires previous rank and that you have reached 4th circle with Elemental Battlemage. When a spell you cast consumes an opponent [Static] charges, it causes a secondary energy wave. For every 2 charges consumed this deals deal damage within an additional 5' radius from the primary target. It deals 1d6 per [Static] charge consumed.

Static Specialist IV: Requires previous rank and that you have reached 5th circle with Elemental Battlemage.

Lightning spear: 1/Encounter Consumes all Static effects on target. Deals an additional 1 damage per [Static] charge on caster and target. If caster has the Lightning Essence effect active, this also deal an additional KOM damage per every 2 [Static] charges on the caster, and consumes all [Static] Charges from the caster. Caster is unable to gain any [Static] charges for 1d4 Rounds.

Triple Threat:Requires Dual Spec II and that you have reached 4th circle with Elemental Battlemage. You can have all three types of charges on you at a given time.

Triple Threat II: Requires previous rank and that you have reached 5th circle with Elemental Battlemage. You can maintain 3 types of charges on your opponents at a time.

Elemental Focus: Requires Static Specialist IV or Cinder Specialist IV or Rime Specialist IV, and Conservation III, and that you have reached 6th circle with Elemental Battlemage. You are able to use one immediate action to maintain 2 effects of the same element type.

Selective: Requires Specialist III. If you already have your maximum number of charges, and you would be affected by another type of charge, you can choose to ignore it, instead of replacing your oldest charge.

Selective II: Requires Selective. As Select, but there's a 50% chance of instead changing it to one of your existing types of charges.

Feat: Your Elementalist count as Elemental Battlemages spells. You are able to choose the type of element for each circle independently. These are permanent. Are able to repick your abilities within the Elementalist track once

Uncategorized:

Xth - Indescribable

Summon Electric Eel Vines

Summon Lesser Electric Trap: If a creature blocks line of sight between this and any other Electric trap, this fires an arc of energy dealing 1d6 per character level.

Themed:

Plant:

Fire Blossoms:Summon Lesser Fire Blossoms: Summon 2 Lesser Fire Blossoms within [Medium] range. Lesser Fire Blossoms take 1d4 Rounds to bloom. Once they bloom, they deal 1d4 per character level every 2 rounds, within a 5' Radius. Can have up a total number of summons equal to the number of Elemental Battlemage circles you posses.

Summon Greater Fire Blossoms: Summon 1 Greater Fire Blossom within [Medium] range. Greater Fire Blossoms take 1d6 Rounds to bloom. Once they bloom, they deal 1d6 per character level every 2 rounds, within a 10' Radius. Can have up a total number of summons equal to the number of Elemental Battlemage circles you posses.

Ice Rose Garden

Electric Eel Vines

Environmental (large area charge generator):

Fiery (on move causes Path of blades/Wake affect and Fire charge)

Icy (Rime charges generated on stationary targets),

Static Storm (50% generation)

Battlefield control:

Fire pillars: Summon up 3 fire pillars, if summoned in a square a creature already occupies, reflex save, on save creature can attempt to move to an adjacent square. Deals 1d6 per level to any creature that moves through or starts a turn in a square that has a fire pillar. Can have up a total number of summons equal to the number of Elemental Battlemage circles you posses. Pillars reach up to 10' + 5' per level. Fire Pillar blocks line of sight.

Ice mirrors:

Summon Ice Mirrors: At will, as a standard action, you can summon 3 Ice Mirrors within [Close] range. These obstruct Line of sight. They have 12 AC, and 8hp. 1/Encounter, you can choose to enter into a mirror. You are able to, as a free action, teleport to any other Ice Mirror in [Medium] range, or enter/exit a mirror. If you leave a mirror, you can re-enter another mirror within the same Round.

Electric line trap. Place up to 2 Electric Line Traps. Can have up a total number of summons equal to the number of Elemental Battlemage circles you posses. If an Electric Line Trap has a clear line of sight with any other Electric Line Trap(s), it has an armed connection with it. If a creature breaks an armed connect by moving into it, it must make a Reflex save or be dealt 1d6 per level by that Electric Line Traps. Each Electric Line Trap has a separate effect, save and damage roll. Once an Electric Line Trap hit a creature, it must recharge for 1d4 Rounds, before it can re-establish an armed connection. Electric Line Traps can only hit 2 creatures, before running out of power and falling apart.

Single target:

Spirits of earth and fire

Sprits of water and darkness

Spritis of wind and thunder

Ult (either require or are heavily accentuated by environmental):

Fire Golem

Freeze

Thunder storm

Self:

These form require an immediate action to maintain. While the caster is affected by these, the caster is unable to gain any charges. If the caster ends their turn with no respective charges (Cinder, Rime, Static), then the effects immediately ends.

Flame Bender: While this effect is active, it consume 1 cumulative [Cinder] charge at the start of every Round. If the caster does not have enough [Cinder] charges, it generate the require [Cinder] charges and deals damage to the caster 1d6 for every charge generated in this way. Everytime the caster makes an attack roll against a target, that target is also affected by a 15' + 5' per [Cinder] charge consumed cone AOE dealing 3d6 + 1d6 per [Cinder] charge consumed. Opponents affected by this can make a Reflex save for half damage.

Frost Avatar: When caster first casts this, he can choose to consume X number of [Rime] charges. For every 4 charges consumed, this form consumes an additional [Rime] charge per line. For every [Rime] consumed, increase the DC against opponent's saves by 1, while this is in effect. For every 2 [Rime] consumed, increase AC and physical damage resistance by 1, for the duration of the effect. Everytime the caster physically damage an opponent, they must make a Fortitude save or else be inflicted with a [Rime] charge. If an opponent fails and already has 5 charges of [Rime].

Lightning Essence: The caster becomes unable to use bonus attacks and loses 1 [Static] charge every Round. Caster is able to make 2 additional attack rolls against an opponent every time the caster uses a standard action to attack. Whenever the caster hits an opponent, his attack inflicts a [Static] charge on the opponent

Immediate:

As a swift action, 20' radius, vs fort save or else inflicts [On Fire], consumes 1 Cinder;

20' radius vs reflex, or else inflicts [Entangled], consumes 1 Rime;

 Single target within [medium] range will not have static effect activated/consumed/roll off. Additional targets can be affected with a cumulative [Static] cost for each.