

Elementalist
Role: Controller
Key Abilities: Intelligence and Dexterity
Armor Proficiency: Cloth
Implements: Dagger, tome, wand
Weapon Proficiency: Simple melee, simple ranged
Bonus to Defense: +2 Will
Hit Points at 1st Level: 10 + Constitution Score
Bonus Hit Points per Level: 4
Healing Surges per Day: 6 + Constitution Modifier
Trained Skills: Choose three from your list of class skills.
Class Skills: Acrobatics (Dex), Arcana (Int), Dungeon (Wis), History (Int), Nature (Wis), Religion (Int).
Class Features: Aura of Restoration, Elemental Affinity, Elemental Attunement, Energy Storage, Overcast, Ward Against Melee

Level 1:

AURA OF RESTORATION

When you hit an enemy with an elemental at-will attack with the cold, fire, or lightning keyword, you regain hit points equal to your Dexterity modifier.

ELEMENTAL AFFINITY

While you wield an implement you are proficient with, you gain a +1 bonus to attack rolls with cold, fire, or lightning powers.

ELEMENTAL ATTUNEMENT

You gain the following three powers.

Deep Freeze	[Elemental, Implement, Cold]
Standard action	Area burst 1 within 10 squares
Target: Each enemy in burst.	Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier cold damage, and the target takes a -2 penalty to defenses until the end of your next turn. Level 21: 2d8 + Intelligence modifier cold damage.	
Miss: Intelligence modifier cold damage.	

Flare	[Elemental, Implement, Fire]
Standard action	Ranged 10
Target: One creature.	Attack: Intelligence vs. Reflex
Hit: 1d10 + Intelligence modifier fire damage, and your allies get a +1 power bonus to hit the target until the end of your next turn. Level 21: 2d10 + Intelligence modifier fire damage.	
Special: You can use this power in place of a ranged basic attack.	

Lightning Touch	[Elemental, Implement, Lightning]
Standard action	Melee touch
Target: One creature.	Attack: Intelligence vs. Reflex
Hit: 1d10 + Intelligence modifier lightning damage, and the target grants combat advantage until the end of your next turn. Level 21: 2d10 + Intelligence modifier lightning damage.	
Special: You can use this power in place of a basic melee attack.	

ENERGY STORAGE

When you have expended all of your uses of overcast for the encounter, you gain a +2 bonus to the damage roll of your elemental at-will attacks until the end of the encounter, or until you regain the use of overcast.

OVERCAST

You gain the **overcast** power.

Overcast	[Elemental, Varies]
No action	Special
Trigger: You hit an enemy with an elemental at-will attack.	
Target: One creature.	
Effect: The target takes 1d8 extra damage from the triggering attack. The damage is of the same type as the triggering attack. Level 17: 2d8 extra damage. Level 27: 3d8 extra damage.	
Special: You can use this power only once per turn.	

WARD AGAINST MELEE

When you use second wind or total defense, enemies within 5 squares are slowed until the end of your next turn.

Level 2:

ENERVATION

You gain the **enervation** power.

Enervation	[Elemental]
No action	Special
Trigger: You hit an enemy with an elemental at-will attack.	
Effect: The target is weakened and takes a -2 penalty to saving throws against ongoing conditions and effects (save ends both).	

Level 3:

LEVEL 3 EXTRA OVERCAST

You gain an additional use of overcast per encounter. You can still only use the power once per turn.

Level 5:

LEVEL 5 EXPANDED STORAGE

The bonus to damage rolls with elemental at-will attacks granted by your energy storage class feature increases to +5.

Level 6:

BLURRED VISION

When you use second wind or total defense, you can choose to forgo the defense bonus to lightly obscure squares within 5 squares until the end of your next turn. You and your allies are immune to this effect.

Level 7:

LEVEL 7 EXTRA OVERCAST

You gain an additional use of overcast per encounter. You can still only use the power once per turn.

Level 9:

ELEMENTAL CHARGE

When you use a standard action to make an elemental at-will attack, you can move a number of squares up to your speed before or after your attack. Once you have completed the action, your turn ends and any remaining actions are lost. This effect does not prevent you from using an action point.

Level 10:

PIERCE RESISTANCE

The damage dealt by overcast ignores any resistance or immunity the target might have. In addition, when your overcast damage roll results in a 1 or 2, you can reroll the damage until the result is greater than 2.