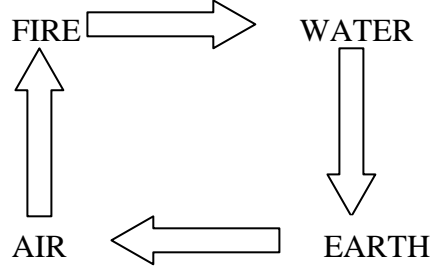


The Elements

An RPG by Mack McKinley

You assume the role of a Mage who has extraordinary control over one of the



four Elements:

To create a character, roll 4d4 five times and apply the numbers to the five attributes going down the list. To determine which Element you have control over, take the highest attribute number (ignore Defense) and that is what Element you control. To assign ranks to skills, go down the list rolling 1d4+1d8. To succeed in casting a spell, you need to make a knowledge check by rolling 1d8 and adding the appropriate Elemental knowledge ranks. To maintain a spell, you need to make a Concentrate check in the manner described as above. The target number to roll over is always 10. Spells cost energy. You start the game with 10 energy. To regain spent energy, you need to rest. To gain more energy, upon gaining a level roll 1d8 and add the result to your existing total energy allowed. You start the game with 17 (your level+2d8). To successfully hit in combat, roll 1d8 to try to roll under the target's Defense score. If the score is a 1, you automatically hit the target.

Advancement

Characters gain levels by gaining XP. After every adventure, a character will always get 2 XP (unless they were killed). After obtaining 50 XP, you gain a level.

Wealth and Magic Items

Wealth is measured in Orbs. Orbs are often found as treasure. Rods of Elemental Mastery (only one Element) are only, but rarely, found as treasure. Rods give you access to all the spells for the Rod's Element.

Spells

Spells are the only way to fight the forces of the opposing Elements. You can only cast spells that are of your Element. See the character sheet for the spell list and energy costs.

The character sheet is page 3.

Name_____	Player_____
Mage Element_____	Level_____XP_____
Health_____	Energy_____
ATTRIBUTES	Skills
Fire	Concentrate
Water	Knowledge (Fire)
Earth	Knowledge (Water)
Air	Knowledge (Earth)
Defense	Knowledge (Air)

Fire Spells:

Fireball-deals 2d8 damage cost-5

Ignite-instantly ignites a combustion able source c-1

Torch-creates torchlight in your palm for 1d4 minutes c-1

Grenade-a small fireball that can be thrown 20 feet and explodes on contact c-3

Water Spells:

Tidal Wave-deals 2d8 damage c-5

Heal-heals 1d8 health c-equal to life gained

Splash-blinds target for 1d4 seconds c-2

Bubble-see grenade c5

Earth Spells:

Entomb-deals 2d8 dmg c-5

Hold-the subject is unable to act for 2d4 minutes c-4

Sand Storm-blinds target for 2d4 seconds and deals one dmg c-3

Rock-see grenade c-3

Air Spells:

Tornado-deals 2d8 dmg c-5

Breeze-clears small debris and clouds c-2

Refresh-target ally recovers 1d8 energy c-equal to energy recovered

Bubble-see grenade c-5