

# Earth Form

**PP Cost;** 4

**Range;** Touch

**Duration;** 2 rounds/rank

**Spell Type;** Utility

**RR;** ---

**Spheres;** Elementalist Circle

**Description;** The target takes the form of loosely packed earth (caster's choice of dirt or mud), able to move as normal. In this form the target may accomplish no physical action other than movement (i.e. the target cannot grasp items, attack, etc.). The target can still be the target of spells and be harmed by magical weapons. The target cannot cast spells while in this form.

## Scaling Options:

<b>Increase Duration (5 rounds/rank)</b>	+4 PP
<b>Increase Duration (10 rounds/rank)</b>	+6 PP
<b>Increase Duration (1 minute/rank)</b>	+8 PP
<b>Caster may choose to be tightly packed</b>	+4 PP
<b>Caster may choose to be stone</b>	+8 PP
<b>Able to cast spells</b>	+6 PP
<b>Able to do physical actions (non-combat)</b>	+6 PP
<b>*Able to do combat actions</b>	+6 PP

\*If loosely packed, target has half hit points and half life points. Target also does half damage and takes 10% of all damage done to opponent.

\*If tightly packed, target has normal hit points and life points. Target also does half damage and takes 10% of all damage done to opponent.

\*If stone, target has normal hit points and life points. Target also does normal damage.

# Fire Form

**PP Cost;** 4

**Range;** Touch

**Duration;** 2 rounds/rank

**Spell Type;** Utility

**RR;** ---

**Spheres;** Elementalist Circle

**Description;** The target takes the form of a blazing mass, able to move as normal. In this form the target may accomplish no physical action other than movement (i.e. the target cannot grasp items, attack, cause harm to others, etc.). The target can still be the target of spells and be harmed by magical weapons. The target cannot cast spells while in this form.

## Scaling Options:

Increase Duration (5 rounds/rank)	+4 PP
Increase Duration (10 rounds/rank)	+6 PP
Increase Duration (1 minute/rank)	+8 PP
Able to cast spells	+6 PP
Able to cause harm to others (non-attack actions)	+6 PP