

Elemental Flux

Equal parts martial discipline and magical art form, the discipline of Elemental Flux is a martial art that is said to have roots in the bloodlines of genies and their mortal descendants. By tapping their magical natures, they were able to pioneer a style of fighting that channeled their innate magic into a cohesive fighting style. Those descended from these original genie battle masters passed their talents down through the generations, and the discipline proliferated from there.

In the current day, practitioners of Elemental Flux blend arcane elemental energies with martial strikes to create a dizzying of quasi-arcanic, magic-infused attacks that spell devastation and ruin to enemies. The associated skill for Elemental Flux is Spellcraft, and its associated weapon groups are light blades, monk, and thrown.

Elemental Flux and Energy Damage: Many of this discipline's maneuvers deal damage of a certain type of energy, with air (electricity), earth (acid), fire (fire), and water (cold) being the elements available. Additionally, some maneuvers use pure arcane force for their source and is not affected by your active element. For maneuvers of the Elemental Flux discipline that have the choice of acid, cold, electricity, and fire; the initiator must choose after he prepares his readied maneuvers which of these energy types is his active energy. Maneuvers that deal energy damage deal damage of your active element, and a character may only have one element active at a time. Elemental Flux maneuvers gain the elemental descriptor for the damage type they inflict. The initiator may choose to change which energy type is his active element by spending a standard action. If the character is psionic and has an active energy type, this active energy type and active element are synonymous and may both be changed at the same time in a manner than changes one or the other.

Animus Augmentation: Many maneuvers within the Elemental Flux discipline may be augmented and improved by spending one or more points of animus (see the mystic base class for details) when initiating the maneuver. Unless otherwise noted, you can only augment an individual maneuver once.

Maneuver List

1st Level

Eldritch Shield: Counter - Grants energy resistance of 10 against single attack.

Elemental Nimbus: Stance - Offensive stance that grants variable benefits depending on active element.

Embrace the Elements: Stance - Defensive stance grants variable benefits depending on active element.

Fluctuation Movement: Boost - Grants movement method based on active element.

Spark Strike: Strike - Attack that deals an additional 2d4 points of energy damage of your active element.

Variable Flux: Strike - Attack that does one of several effects depending on active element.

2nd Level

Arcane Shield: Counter - Generate a small disc of force to defend yourself against an attack using a Spellcraft check.

Degrade Resistance: Boost - Ignore 10 points of energy resistance and deal an additional 1d6 points of energy damage.

Eldritch Fang: Boost - Single attack made this turn adds 1d6 force damage, ignores damage reduction, and may stagger a foe.

Elemental Strike: Strike - Deal an additional 2d6 points of damage of your active element with an added effect.

Energy Jolt: Strike - Create a blast of elemental damage of your active element, dealing 3d6 points of energy damage.

3rd Level

Elemental Flux Stance: Stance - Your weapons deal an additional 2d6 points of elemental damage, and you gain energy resistance 15 and one additional benefit based on active element.

Lance of Power: Strike - Create a 30-ft long line of rippling energy that deals 5d6 points of damage of your active element.

Energy Spark: Boost - As part of an attack, make an additional ranged touch attack at a target that deals 3d6 points of damage of your active element.

Raging Flux: Strike - Attack that deals +4d6 points of damage and pushes foe back 5ft. for every 10 points of damage dealt.

4th Level

Arcane Torrent: Strike - Let fly several missiles of arcane energy that deal 6d6 points of force damage to target.

Eldritch Consumption: Counter - Make a Spellcraft check to negate a spell that targets you; if successful, regain 5 hp per level of the spell.

Energy Hammer: Strike - Attack that deals +6d6 additional damage of your active element and possibly stuns the target.

Assay Resistance: Boost - Ignore 25 points of energy resistance and bypass damage reduction and deal an additional 2d6 points of energy damage.

5th Level

Elemental Drive: Strike - Make a ranged attack that deals an additional 9d6 points of energy damage and bull rushes the foe

with elemental energy..

Elemental Vortex Attack: Strike - Attack that deals an additional 8d6 points of energy damage and has an effect based on active element.

Elemental Absorption: Counter - Gain immunity to an energy type until your next turn, and attacks that deal damage of that type instead heal you for half the damage dealt.

Enter the Vortex: Stance - Gain movement type based on active element.

6th Level

Eldritch Energy Hammer: Strike - Powerful blow that deals an additional 10d6 energy damage and the target suffers the effects of *dispel magic*.

Elemental Destruction Ring: Strike - 20-ft burst attack centered on the initiator that deals 12d6 points of energy damage.

Eldritch Fang Flurry: Boost - All attacks made this turn add 3d6 points of force damage, ignore damage reduction, and foes struck by this attack are blinded for one round per successful attack.

Shatter Resistance: Boost - Ignore energy resistance and creatures immune to energy damage still suffer half damage, deals an additional 4d6 points of energy damage.

7th Level

Cascade of Elemental Wrath: Strike - Make a full attack against your target and deal +1d6 points of damage of your active element per attack. You may change your active element as a free action.

Force Majeure: Strike - Attack that deals an additional 14d6 points of damage and all damage is considered to be of your active element.

Redirecting Flux: Counter - When targeted by a spell or spell-like ability, make a Spellcraft check (DC15+CL) to redirect it at a new target.

8th Level

Elemental Breach: Boost - Ignore damage reduction and energy resistance or immunity of target, and deal 50% more damage with your active element until the end of your next turn.

Master of the Elements Form: Stance - Take on elemental aspects based on active element.

Zephyr Flux: Strike - Martial strike that turns you into a living *chain lightning* of your active element that deals 14d6 points of damage.

9th Level

Strike of Elemental Devastation: Strike - A powerful strike that fires five elemental rays, each with their own effects.

Maneuver Descriptions

1st Level

Eldritch Shield

Elemental Flux (Counter)

Level: 1

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: One attack

By drawing upon the elements, you are capable of defending against energy effects. You can initiate this counter when you are affected by an attack, spell, or effect that deals Acid, Cold, Fire, Electricity, or Sonic damage. You gain energy resistance 10 against that attack, spell, or effect.

Animus augmentation: You may spend one point of animus to increase this energy resistance to 20.

Elemental Nimbus

Elemental Flux (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Channeling the strength of the Elements lends your attacks strength and fury. While you maintain this stance, you gain one of the following effects, based on your active element:

- **Air** You gain a +2 bonus to attack rolls against enemies wearing metal armor, and your attacks deal an additional 1d6 points of electricity damage. This bonus increases to +4 to attack rolls and +2d6 damage at initiator level 10.
- **Earth** The strength of the earth empowers your weapon, causing it to deal damage as if it was one size category larger (this stacks with other size increasing effects). This bonus increases to two size categories at initiator level 10.
- **Fire** Your attacks deal additional fire damage equal to your initiation modifier. At initiator level 10, this bonus equals twice your initiation modifier.
- **Water** When you successfully hit an enemy with an attack, they must make a Fortitude save (DC 11 + initiation modifier) or be staggered for 1 round; a target cannot be staggered by this stance more than once per round. The saving throw for this aspect of this stance increases by 1 every four initiator levels starting at initiator level 5.

Embrace the Elements

Elemental Flux (Stance)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

By filling yourself with the fundamentals of an element, you are capable of altering how your body defends itself in the realm of martial combat. While you maintain this stance, you gain one of the following effects, based on your active element:

- **Air** You gain a +2 dodge bonus to your AC and the benefit of the Deflect Arrows feat (you need not meet the prerequisites for this feat). This dodge bonuses increases by +1 at initiator level 6 and again every six initiator levels.
- **Earth** You gain a +2 natural armor bonus to AC and a +4 resistance bonus to CMD to resist bull rush, grapple, and trip attempts. These bonuses increases by +1 at initiator level 6 and again every six initiator levels.
- **Fire** You gain a +4 bonus to initiative checks, and you gain the benefits of the *endure elements* spell. This initiative bonus increases by +1 at initiator level 6 and again every four initiator levels.
- **Water** You gain a +2 bonus to Reflex saving throws and a +4 competence bonus to Acrobatics checks. These bonuses increases by +1 at initiator level 6 and again every six initiator levels.

Fluctuation Movement

Elemental Flux (Boost)

Level: 1

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Coating your feet in the power of the elements, you alter your movement to grant you a burst of speed and maneuverability. This boost has one of the following effects, based on your active element:

- **Air** You can make a single jump this round as a free action, with a +10 bonus to your acrobatics check.
- **Earth** Your movement ignores difficult terrain for one round..
- **Fire** Your base land speed increases by 10 feet for one round.
- **Water** You can make one turn of up to 90 degrees as part of the move when charging this round

Spark Strike

Elemental Flux (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Any attack

Target: One creature

Duration: Instantaneous

By letting the power of the elements flow through you and into your attack, you're able to strike true with raw primal

energies at your unlucky foe. Make an attack. If it hits, it deals weapon damage as normal, plus an additional 2d4 points of damage of your active element.

Animus augmentation: You may spend one point of animus to increase this maneuver's additional damage to 3d4.

Variable Flux

Elemental Flux (Strike)

Level: 1

Initiation Action: 1 standard action

Range: Any attack

Target: One creature

Duration: Instantaneous

Saving Throw: Varies

Filling your weapon with the power of the Elements, you lash out with barely-contained eldritch power. Make an attack. If it hits, it deals weapon damage as normal, plus an additional 1d6 points of damage of your active element. This strike also has one of the following effects, based on your active element:

- **Air** If the target is wearing metal armor, wielding a metal shield, or wielding a weapon mostly composed of metal, you gain a +4 bonus to your attack roll.
- **Earth** If your attack hits, the target must succeed at a Will save or become sickened for one round.
- **Fire** If your attack hits, the target must succeed at a Reflex save or catch on fire for 1d4 rounds.
- **Water** If your attack hits, the target must succeed at a Fortitude save or become fatigued for one round.

Saving throws against this maneuver are DC 11 + initiation modifier.

2nd Level

Arcane Shield

Elemental Flux (Counter) [Force]

Level: 2

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You rely on your unique insight into eldritch powers to create a shield of energy that protects you from an attack. You may initiate this counter in response to a melee or ranged attack (including touch or ranged touch spell attacks) being made against you. Make a Spellcraft check, using the attack roll of your opponent as the DC. If you are successful, the attack is negated. This is a force effect, and may be used to block incorporeal attacks.

Animus augmentation: You may spend one point of animus to have the force shield crumble slowly after the attack, passively granting you a +2 shield bonus to your AC until the start of your next turn.

Degrade Resistance

Elemental Flux (Boost)

Level: 2

Initiation Action: 1 swift action

Range: Personal

Target: One creature

Duration: One round

As a disciple of the Elemental Flux, you understand how to use elements to assault those normally resistant to them. When you initiate this boost, your attacks ignore the first 10 points of energy resistance to your active element for one round, and your next attack deals an additional 1d6 points of damage of your active element.

Animus augmentation: You may spend one point of animus to increase this maneuver's additional damage to 2d6.

Eldritch Fang

Elemental Flux (Boost) [Force]

Level: 2

Initiation Action: 1 swift action
Range: Personal
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial (see text)

You fill your strike with eldritch energy that overwhelms the senses of your target. The next attack you make deals an additional 1d6 points of force damage and automatically overcomes damage reduction. If it hits, the target must also succeed at a Fortitude save (DC 12+ initiation modifier) or be staggered for one round.

Animus augmentation: You may spend one point of animus to increase the force damage of this boost to 2d6.

Elemental Strike

Elemental Flux (Strike)
Level: 2
Initiation Action: 1 standard action
Range: Any attack
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex partial (see text)

The disciples of Elemental Flux learn to empower their strikes not just with the energy of magic, but the effects of the elements themselves. Make an attack. If it hits, it deals weapon damage as normal, plus an additional 2d6 points of damage of your active element. This strike also has one of the following effects, based on your active element:

- **Air** If your attack hits, the target must succeed at a Reflex save or be knocked prone from the force of the blow.
- **Earth** If your attack hits, the target must succeed at a Reflex save or take an additional 2d6 points of acid damage at the start of your next turn.
- **Fire** If your attack hits, the target must succeed at a Reflex save or be blinded by the smoke and flames for one round.
- **Water** If your attack hits, the target must succeed at a Fortitude save or become nauseated for one round from the chilling cold.

Saving throws against this maneuver are DC 12 + initiation modifier.

Animus augmentation: You may spend one or more points of animus (max 3) to increase the initial damage of this strike by 1d6 and increase the DC to save against the strike by +1 per point of animus spent.

Energy Jolt

Elemental Flux (Strike)
Level: 2
Initiation Action: 1 standard action
Range: 30 ft.
Target: One creature
Duration: Instantaneous
Saving Throw: Reflex or Fortitude partial

The disciple fills the enemy with harmful elemental energy, dealing damage and causing them to suffer debilitating effects. Make a ranged touch attack against an enemy within 30 feet. If it hits, it deals 3d6 points of damage of your active element, plus one of the following effects, based on your active element:

- **Air** The target must succeed on a Fortitude save or be pushed back 15 feet.
- **Earth** The target takes an additional 1d6 points of acid damage at the start of your next turn, and must succeed at a Fortitude save or be sickened for initiator modifier in rounds
- **Fire** The target must succeed at a Reflex save or take an additional 2d6 points of fire damage at the start of your next turn
- **Water** If your active element is water, the target must succeed at a Fortitude save or be entangled for a number of rounds equal to your initiation modifier.

Saving throws against this maneuver are DC 12 + initiation modifier.

Animus augmentation: You may spend one or more points of animus (max 3) to increase the initial damage of this strike by 1d6 and increase the DC to save against the strike by +1 per point of animus spent.

3rd Level

Elemental Flux Stance

Elemental Flux (Stance)

Level: 3

Prerequisites: One Elemental Flux maneuver

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Filling both your body and soul with the power of the elements, you open yourself up to new powers. While you maintain this stance, your attacks with weapons deal an additional 2d6 points of elemental damage of your active element, you gain energy resistance 15 to your active element, and you gain one of the following effects, based on your active element:

- **Air** Your movement and perception are heightened, granting you a +4 bonus to initiative checks and a +4 dodge bonus to your AC.
- **Earth** The strength and durability of the earth suffuses your bones, granting you DR 5/adamantine.
- **Fire** Your body is filled with warmth and healing light, granting you fast healing 1, and you glow like a torch, as if under the effect of a *light* spell.
- **Water** Your body is inured against debilitating effects, granting you a +2 bonus to saving throws.

Lance of Power

Elemental Flux (Strike)

Level: 3

Prerequisites: One Elemental Flux maneuver

Initiation Action: 1 standard action

Range: 30 ft.

Area: 30-ft. line

Duration: Instantaneous

Saving Throw: Reflex half

With a swing of your blade, you release a rippling line of elemental energy. When you initiate this maneuver, you create a 30-ft. line of energy that deals 5d6 points of damage of your active element to each creature within its area, plus one of the following effects, based on your active element:

- **Air** The crack of thunder accompanying the lightning deafens creatures for a number of rounds equal to your initiation modifier.
- **Earth** The acid spray also creates a greasy, oily slick, causing creatures who fail their Reflex saves to drop items they are holding as if affected by the *grease* spell.
- **Fire** The intensity of the flaming blast adds an additional +1 point of damage per die and dazzles each target for a number of rounds equal to your initiation modifier..
- **Water** The icy blast makes surfaces very slippery, and creatures who fail their saving throw slip on the ice and fall prone.

Creatures caught in the line can make a Reflex saving throw (DC 13 + initiation modifier) to take half damage and negate the added effect.

Animus augmentation: For every point of animus you spend, add an additional 2d6 points of damage and increase the saving throw DC increases by +1 (max of 5 animus); the total damage dice for this maneuver may not exceed your initiator level (maximum 15d6) or add more than +5 to the save DC of this maneuver.

Energy Spark

Elemental Flux (Boost)

Level: 3

Prerequisites: One Elemental Flux maneuver

Initiation Action: 1 swift action

Range: 30 ft.

Target: One creature

Duration: Instantaneous

You fill the air with elemental energy, which explodes as you strike your target. When you make an attack, you can initiate this boost to fire a ray of energy at a creature within 30 feet. This ray requires a ranged touch attack to hit and deals 3d6 points of damage of your active element.

Animus augmentation: You may spend two points of animus to create an additional ray. The rays may be fired at the same or different targets, but both rays must be aimed at targets within 30 feet of you.

Raging Flux

Elemental Flux (Strike)

Level: 3

Prerequisites: One Elemental Flux maneuver

Initiation Action: 1 standard action

Range: Any attack

Target: One creature

Duration: Instantaneous

You know how to strike with such eldritch force that it drives your foes backwards. Make an attack. If it hits, it deals weapon damage as normal, plus an additional 4d6 points of damage of your active element. For every 10 points of damage you deal, the target of this attack is pushed 5 feet away from you. If this movement causes the target to collide with a solid object (such as a tree or a wall), it suffers an additional 1d6 points of bludgeoning damage from striking the surface.

Animus augmentation: You may spend one point of animus to push the target an additional 5 feet

4th Level

Arcane Torrent

Elemental Flux (Strike) [Force]

Level: 4

Prerequisites: One Elemental Flux maneuver

Initiation Action: 1 standard action

Range: 60-ft

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex half

You unleash a sudden burst of eldritch energy that surges towards a distant foe. When you initiate this maneuver, select a target within 60 feet. Magical missiles of explosive force swiftly fly at this target, dealing 6d6 points of force damage on a failed Reflex save (DC 14 + initiation modifier).

Animus augmentation: You may spend two points of animus to instead fire a barrage of force missiles. Instead of this maneuver's normal effect, you create a 15-ft. burst within 60 feet of you, affecting each creature within its area as if you had targeted them.

Assay Resistance

Elemental Flux (Boost)

Level: 4

Prerequisites: One Elemental Flux maneuver

Initiation Action: 1 swift action

Range: One attack

Target: One creature

Duration: One round

By directly targeting the elemental essence that suffuses all creatures, you overcome an enemy's defenses with a powerful attack. Your next attack ignores the first 25 points of energy resistance to your active element, automatically overcomes damage reduction, and deals an additional 2d6 points of damage.

Animus augmentation: You may spend one point of animus to increase the damage of this boost to 3d6 points of damage.

Eldritch Consumption

Elemental Flux (Counter)

Level: 4

Prerequisites: One Elemental Flux maneuver

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You have such an intimate understanding of the underlying nature of magic that you can capture its essence and feast on it to rejuvenate yourself. You may initiate this counter in response to being targeted by a spell, spell-like ability, power, or psi-like ability. Make a Spellcraft check (DC 11 + the opponent's effect's caster or manifester level). If you succeed, the effect is countered, and you heal 5 hp per level of the spell, spell-like ability, power, or psi-like ability you countered.

Energy Hammer

Elemental Flux (Strike)

Level: 4

Prerequisites: One Elemental Flux maneuver

Initiation Action: 1 standard action

Range: Any attack

Target: One creature

Duration: Instantaneous

As you advances your training, you learn to unleash ever more powerful bursts of energy. Make an attack. If it hits, it deals weapon damage as normal, plus an additional 6d6 points of damage of your active element plus an added affect.

- **Air** The target must succeed at a Fortitude save or be deafened for 1d4 rounds.
- **Earth** The target must succeed at a Will save or be stunned for 1d4 rounds
- **Fire** The target must succeed at a Reflex save or be blinded for 1d4 rounds.
- **Water** The target must succeed at a Fortitude save or be nauseated for 1d4 rounds.

Saving throws are DC 14 + initiation modifier.

Animus augmentation: You may spend one or more points of animus (max 3) to increase the initial damage of this strike by 1d6 and increase the DC to save against the strike by +1.

5th Level

Elemental Drive

Elemental Flux (Strike)

Level: 5

Prerequisites: Two Elemental Flux maneuvers

Initiation Action: 1 standard action

Range: 30 ft.

Target: One creature

Duration: Instant

You charge your weapon with kinetic and elemental energy, driving them back with a wave of elemental power. Make a ranged touch attack. If it hits, it deals 9d6 points of damage of your active element. In addition, you attempt a bull rush against your target, calculating your CMB using your initiation modifier and initiator level in place of your Strength modifier and base attack bonus.

Animus augmentation: You may spend one point of animus to add a +5 bonus to your bull rush attempt.

Elemental Vortex

Elemental Flux (Strike)

Level: 5

Prerequisites: Two Elemental Flux maneuvers

Initiation Action: 1 standard action

Range: Any attack

Target: One creature
Duration: Instantaneous

A whirling vortex of elemental energy engulfs your foe just as your blade lands. Make an attack. If it hits, it deals weapon damage as normal, plus an additional 8d6 points of damage of your active element. This strike also has one of the following effects, based on your active element:

- **Air** If the target is wearing metal armor, wielding a metal shield, or wielding a weapon mostly composed of metal, you and your allies gain a +4 bonus to attack rolls against the target until the start of your next turn.
- **Earth** If your attack hits, you may make a free trip attempt that does not provoke attacks of opportunity, with a bonus on the attempt equal to your initiation modifier.
- **Fire** If your attack hits, the target must succeed at a Reflex save or catch on fire for 2d4 rounds, and become sickened from the pain for as long as they are burning.
- **Water** If your attack hits, the target must succeed at a Fortitude save or entangled for a number of rounds equal to your initiation modifier.

Saving throws against this maneuver are DC 15 + initiation modifier.

Animus augmentation: You may spend one or more points of animus (max 3) to increase the initial damage of this strike by 1d6 and increase the DC to save against the strike by +1.

Elemental Absorption

Elemental Flux (Counter)

Level: 5

Prerequisites: Two Elemental Flux maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: One round

You learn to suffuse your being with an element to such a degree that its presence heals you instead of harming you. When you initiate this counter, you gain immunity to your active element, and attacks that deal energy damage of that type instead heal you for ½ of the damage they would normally deal.

Enter the Vortex

Elemental Flux (Stance)

Level: 5

Prerequisites: Two Elemental Flux maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

Riding on the currents of elemental energy, you gain the benefit of a new form of movement. While you maintain this stance, you may throw a blast of energy as if you were using a ranged weapon (range increment of 30-ft, critical threat 20/x2). This blast is a ranged touch attack that deals 4d6 points of damage of your active element. In addition, you gain one of the following effects, based on your active element:

- **Air** You can fly at a speed equal to your base land speed, with good maneuverability.
- **Earth** You gain a burrow at a speed equal to your base land speed, and you gain tremorsense with a range of 30 feet. In addition, you can breathe freely while underground.
- **Fire** You gain a +4 circumstance bonus to initiative checks and your base land speed increases by 30 feet.
- **Water** You gain a swim speed equal to twice your base land speed, and you also gain the aquatic and amphibious subtypes.

6th Level

Eldritch Energy Hammer

Elemental Flux (Strike)

Level: 6

Prerequisites: Two Elemental Flux maneuvers

Initiation Action: 1 standard action
Range: Any attack
Target: One creature
Duration: Instantaneous

You know how to destroy the bonds that hold magic together just as easily as you can forge them. When you initiate this strike, make an attack against a target, and if successful, roll a dispel check against the spell with the highest caster level affecting the target, as if you had cast a targeted *dispel magic* at them. Use your initiator level in place of your caster level for this dispel check. If you do not successfully dispel that spell, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. You can only end one spell with this maneuver. After resolving the dispel check, resolve your weapon damage as normal, plus an additional 1d6 points of force damage per level of the spell dispelled, if any.

Animus augmentation: You may spend one or more points of animus (max 3) to add +2 to your dispel check.

Elemental Destruction Ring

Elemental Flux (Strike)
Level: 6
Prerequisites: Two Elemental Flux maneuvers
Initiation Action: 1 standard action
Range: Personal
Area: 20 ft radius burst, centered on you
Duration: Instantaneous
Saving Throw: Reflex half

You whip the elements around you into a fury, then unleash the energy at all the foes who surround you. When you initiate this maneuver, you release a 20-ft. burst of energy, centered on you, that deals 12d6 points of damage of your active energy type to any creatures in the area, plus one of the following effects, based on your active element::

- **Air** The flash of lightning blinds targets for 1d4 rounds.
- **Earth** The acid is gummy and sticky, applying a -4 penalty to Dexterity and a -2 penalty to attack rolls for 1d4 rounds. In addition, they take 1d6 points of acid damage at the start of each of their turns for the duration of this effect.
- **Fire** The intense heat and pain from the blast dazes targets for one round.
- **Water** Targets become staggered for 1d6 rounds from the intense chill.

Creatures caught in the burst can make a Reflex saving throw (DC 16 + initiation modifier) to take half damage and negate the added effect.

Animus augmentation: For every two points of animus you spend, this maneuver's damage increases by 1d6, to a maximum number of dice equal to your initiator level (maximum 20d6).

Eldritch Fang Flurry

Elemental Flux (Boost) [Force]
Level: 6
Prerequisites: Two Elemental Flux maneuvers
Initiation Action: 1 swift action
Range: Personal
Target: You
Duration: One round
Save: Fortitude Partial (see text)

Striking at your foes with elemental fury, you aim to disable his opponents in addition to harming them. When you initiate this boost, all attacks you make for one round deal an additional 3d6 points of force damage and automatically overcomes damage reduction. In addition, any enemy hit by one of your attacks must succeed at a Fortitude save (DC 16 + initiating modifier) or be blinded for 1 round. Multiple hits do not extend the duration of this blinding effect, though they do prompt multiple saves.

Shatter Resistance

Elemental Flux (Boost)

Level: 6

Prerequisites: Two Elemental Flux maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

You know that the might of the elements can overwhelm any defense. When you initiate this boost, all attacks you make for one round ignore energy resistance of your targets, and creatures with an energy immunity still take half damage, rather than no damage. In addition, all of your attacks deal an additional 4d6 points of damage of your active energy type for the duration of this boost.

Animus augmentation: You may spend two points of animus to treat any spell resistance possessed by those damaged by this boost as 10 lower for the duration of this boost.

7th Level

Cascade of Elemental Wrath

Elemental Flux (Strike)

Level: 7

Prerequisites: Three Elemental Flux maneuvers

Initiation Action: 1 full round action

Range: Any attack

Target: One or more creatures

Duration: Instantaneous

Each slash of your blade releases more and more eldritch power, overwhelming your enemies with the power of your strikes. Make a full attack with a bonus on damage rolls equal to your initiation modifier. Each attack deals damage entirely of your active element's associated energy type plus an additional 1d6 points of damage. During your full attack, you can change your active energy type as a free action once after each subsequent attack.

Animus augmentation: You may spend two animus to make an extra attack at your highest attack bonus as part of this strike.

Force Majeure

Elemental Flux (Strike)

Level: 7

Prerequisites: Three Elemental Flux maneuvers

Initiation Action: 1 standard action

Range: Any attack

Target: One creature

Duration: Instantaneous

You infuse your weapon with pure elemental power, striking with a force beyond mere steel. Make an attack. If it hits, it deals weapon damage as normal, plus an additional 14d6 points of damage. Unlike with a normal attack, all damage dealt by this attack is to be considered to be of your active element (including weapon damage, weapon enchantments, and bonuses from a high strength or from feats).

Animus augmentation: You spend three points of animus to instead infuse your strike with raw arcane energy, unaligned to any elemental forces. If you do, your attack deals force damage rather than elemental damage.

Redirecting Flux

Elemental Flux (Counter)

Level: 7

Prerequisites: Three Elemental Flux maneuvers

Initiation Action: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

A master of the Elemental Flux discipline knows how to read and alter the flow of magical energy. You can initiate this counter when you are targeted by a spell, power, spell-like ability or psi-like ability. Make a Spellcraft check against a DC of 15 + the effect's caster level. If you succeed, you can redirect that effect to another target of your choice within the spell's range. If the effect has multiple targets, you can choose to change all of its targets to other valid targets within range.

Animus augmentation: You may spend one or more points of animus (max 3) to increase your Spellcraft check by +2.

8th Level

Elemental Breach

Elemental Flux (Boost)

Level: 8

Prerequisites: Three Elemental Flux maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: One round

As a master of the Elemental Flux discipline, you know how to overwhelm the defenses of your targets and expose their weaknesses to the elements. When you initiate this boost, your attacks for one round ignore all resistances and immunities and automatically overcome damage reduction. Additionally, any damage you deal of your active element is increased by 50% for the duration of this boost.

Master of the Elements

Elemental Flux (Stance)

Level: 8

Prerequisites: Three Elemental Flux maneuvers

Initiation Action: 1 swift action

Range: Personal

Target: You

Duration: Stance

You attune your very form to roiling elemental energies and merge with them. While you maintain this stance, your type changes to outsider (native), with elemental subtype of your active element. In addition, you are treated as if you were under the effects of the *elemental body III* spell. You may continue to wield weapons, wear armor, and use other items while in this form, and your new body does not damage or otherwise negatively affect your equipment.

Zephyr Flux

Elemental Flux (Strike) [Teleport]

Level: 8

Prerequisites: Three Elemental Flux maneuvers

Initiation Action: 1 full round action

Range: 120-ft.

Targets: One primary target, plus additional secondary targets equal to your initiation modifier

Duration: Instantaneous

Saving Throw: Reflex half

Upon reaching supreme levels of understanding in this discipline, you may transmute your entire being into elemental energy and travel in the blink of an eye across the battlefield, leaving a wake of devastation behind you. This strike functions as a *chain lightning*-like effect that deals 14d6 points of damage of your active elemental type to the primary target of this strike. This strike then fans out blasts of elemental power upon hitting its target that strike a number of additional targets equal to your initiation modifier for 7d6 points of damage. Secondary targets must be within 30-ft of the primary target. This strike also has one of the following effects, based on your active element:

- **Air** Any target who fails their save is dazed by the electrical jolt for one round.
- **Earth** Any target who fails their save is deafened from the seismic vibrations for 1d3 rounds.
- **Fire** Any target who fails their save is engulfed in cinders and smoke, becoming blinded for 1d3 rounds.
- **Water** Any target who fails their save is nauseated for 1d3 rounds from the bone-chilling cold.

When this strike ends, you can position yourself anywhere within 10 feet of the target of this strike. As a supernatural ability, this strike is not subject to spell resistance. All targets may attempt a Reflex saving throw for half damage and to negate the secondary effect (DC 18 + initiation modifier).

Animus augmentation: You may spend one or more points of animus (maximum of 3) to increase the initial damage of this strike by 2d6 (and by 1d6 to secondary targets) and increase the DC to save against the strike by +1.

9th Level

Strike of Elemental Devastation

Elemental Flux (Strike) [Air, Earth, Fire, Force, Water]

Level: 9

Prerequisites: Four Elemental Flux maneuvers

Initiation Action: 1 full round action

Range: 30 ft.

Target: Up to five targets

Duration: Instantaneous

Saving Throw: Special (see below)

The ultimate expression of elemental power can only be unleashed by a master of the Elemental Flux discipline, and by calling upon the arcane forces of magic as well as the terrific power of the elements, the disciple may crush his opponents under a fierce magical assault. The maneuver creates five distinct blasts of energy, one of each element and one of pure force. Each blast is resolved as a ranged touch attack at your full base attack bonus, and each has a specific effect. The rays may be fired at the same or different targets. The effects follow as:

- **Air** A bolt of electrical energy that deals 25 points of electricity damage and staggers the opponent for 1d4 rounds; if the target is wearing metal armor or a metal shield, or wielding a primarily metal weapon then the attack gains a +4 circumstance bonus to hit.
- **Earth** A jet of boiling acid that deals 25 points of acid damage and blinds an enemy for 1d4 rounds.
- **Fire** A stream of sulfurous fire that deals 25 points of fire damage and nauseates a foe for 1d4 rounds, and sets them on fire for the same duration.
- **Force** A hammering blast of arcane force that deals 50 points of force damage.
- **Water** A freezing beam of cold that deals 25 points of cold damage and dazes a foe for 1d4 rounds on a failed Fortitude save (DC 19 + initiator modifier).

Animus augmentation: You may spend one or more points of animus (max 3) to increase the initial damage of each ray from this strike by 10 and increase the DC to save against the strike by +1 (each ray is augmented separately). If you possess the Elemental Attunement class feature, the damage types of these rays is immutable and may not be changed.

Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out—that is, once he succeeds on his saving throw, he's no longer on fire.

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those whose clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

