***Conventional***

*Wind of Change*

*“Fluff”*

***School:*** *Restoration*

***Overload (+WpB Dmg), AoE (10m, Cone)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 10 | 14 | 18 | 22 | 26 | 30 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Effect

All Hostile Targets within the affected area lose “SpStr” Health and the total Health lost is then distributed between all friendly creatures within the area at the Casters discretion.

*Regeneration*

*“Fluff.”*

***School:*** *Restoration*

***Direct/Self, Upkeep***

| ***Level*** | ***2*** | ***4*** | ***6*** |
| --- | --- | --- | --- |
| ***Cost*** | 6 | 9 | 12 |
| ***SP Str*** | 3 | 5 | 7 |

Effect

Target restores “SpStr” Health at the start of their Turns.

* *Name*

*“Fluff.”*

***School:*** *?*

***Attributes***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** |  |  |  |  |  |  |  |
| ***SP Str*** |  |  |  |  |  |  |  |

Effect

????

* *Name*

*“Fluff.”*

***School:*** *?*

***Attributes***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** |  |  |  |  |  |  |  |
| ***SP Str*** |  |  |  |  |  |  |  |

Effect

????

***Unconventional***

* *Drain Magicka Storm*

*“Fluff.”*

***School:*** *?*

***Attributes***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** |  |  |  |  |  |  |  |
| ***SP Str*** |  |  |  |  |  |  |  |

Effect

????

* *Projected Ward*

*“Fluff.”*

***School:*** *?*

***Attributes***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** |  |  |  |  |  |  |  |
| ***SP Str*** |  |  |  |  |  |  |  |

Effect

????

* *Recall Pulse*

*“Fluff.”*

***School:*** *Mysticism*

***Attributes***

| ***Level*** | ***3*** |
| --- | --- |
| ***Cost*** | 23 |

Effect

Instantly transports the caster, and every being within a 5m of them, to the location of one of their magic marks placed with the Mark spell. Cannot be used to travel between planes.

Ward May be cast as a reaction. Reduces damage dealt by an attack against the affected target by 5 + SL. Reaction 2 x SL