Calm the Winds

Using this spell, the wizard can negate the effects of wind (magical or natural).

College: Change
Philosophy: Transfiguration
Special Effects: Arcane Magic, Change, Transfiguration, Air Magic
Effect: Suppress Wind Powers 4d6
Casting Time: Full Phase
Target/Area Affected: 6 Meter Radius
Duration: Instant
Range: 600 Meters
Active Cost: 60
Skill Roll Penalty: -3
Real Cost: 22
END Cost: 6

Calm the Winds: *Suppress Wind/Air Powers 4d6 - Area Effect (6 Meter Radius; +1/2)(60 Active Points); Requires A Power Skill: Trnasfiguration Magic Roll (-1/2), Gestures (-1/2), Incantations (-1/4), Extra Time (Full Phase; Only To Activate; -1/4).*

Spell created by Jack Butler

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