

Internal Elementalist Base List

Wind's Influence

L	vi	Spell	Area of Effect	Duration	Range	Type
1		Wind's Agility II*	self	1 round/lvl	self	U
2		Wind's Defense I*	self	1 round/lvl	self	U
3		Wind's Attack I*	self	1 round	self	U
4		Whirlwind I*	self	1 round/lvl	self	U
5		Wind's Agility IV*	self	1 round/lvl	self	U
6		Wind's Defense II*	self	1 round/lvl	self	U
7		Wind's Attack II*	self	1 round	self	U
8		Wind's Influence I*	self	1 round/lvl	self	U
9		Wind's Agility VI*	self	1 round/lvl	self	U
10		Influences II	self	1 round/lvl	self	U
0						
1		Wind's Defense III*	self	1 round/lvl	self	U
1		Wind's Attack III*	self	1 round	self	U
2						
1		Whirlwind II*	self	1 round/lvl	self	U
3						
1		Wind's Agility VIII*	self	1 round/lvl	self	U
4						
1		Wind's Defense IV*	self	1 round/lvl	self	U
5						
1		Wind's Attack IV*	self	1 round	self	U
6						
1		Wind's Influence II*	self	1 round/lvl	self	U
7						
1		Whirlwind III*	self	1 round/lvl	self	U
8						
1		Wind's Defense True*	self	1 round/lvl	self	U
9						
2		Influences III	self	1 round/lvl	self	U
0						
2		Wind's Attack True*	self	1 round	self	U
5						
3		Influences True	self	1 round/lvl	self	U
0						
5		Wind's Influence True*	self	1 round/lvl	self	U
0						

- Influences II: This spell allows the caster to take on the influences of two elements for the duration. One of the elements influencing the caster must be Wind.
- Wind's Defense III*: As Wind's Defense I, but the caster gains +30 DB.
- Wind's Attack III*: As Wind's Attack I, but the caster may attack up to three times, and the opponents may be in any relative position. The Caster has a -20 OB on each attack.
- Whirlwind II*: As Whirlwind I, but the caster can negate two position bonuses per round.
- Wind's Agility VIII*: As Wind's Agility II, but caster gains +8 Agility.
- Wind's Defense IV*: As Wind's Defense I, but the caster gains +40 DB.
- Wind's Attack IV*: As Wind's Attack I, but the caster may attack up to four times, and the opponents may be in any relative position. The caster has a -20 OB on each attack.
- Wind's Influence II*: As Wind's Agility IV, Wind's Defense II, and Whirlwind II, all functioning at the same time.
- Whirlwind III*: As Whirlwind I, but all position bonuses against the caster are negated.
- Wind's Defense True*: As Wind's Defense I, but the caster gains +50 DB.
- Influences II: This spell allows the caster to take on the influences of three elements for the duration. One of the elements influencing the caster must be Wind.
- Wind's Attack True*: As Wind's Attack I, but the caster may attack up to four times, and the opponents may be in any relative position. The caster has his full OB on each attack.
- Influences True: This spell allows the caster to take on the influences of two opposing (scourge) elements for the duration. One of the elements must be Wind.
- Wind's Influence True*: As Wind's Agility VI, Wind's Defense III, and Whirlwind III, all functioning at the same time.

Spell Notes:

The caster can only have one of the Wind's Agility, Wind's Defense, or Whirlwind spells functioning at any one time. The only way to combine more than one of these is through the Wind's Influence spells. This represents the casters ability to *either* concentrate his efforts to increase one attribute, or to generalize and increase all three.

The caster may not have Influences from different elements active at the same time, unless the appropriate Influences spell has been cast.

A caster may never have active influences from opposing elements (scourge elements if using the Elemental Companion) at the same time, without the use of the Influences True spell. Doing so will immediately cause spell failure, with a modification to the roll of +1 per level of *each* spell, using the Elemental Attack spell column.

- Wind's Agility II*: The caster takes on the graceful nature of elemental Wind and gains +2 Agility bonus for the duration.
- Wind's Defense I: The caster takes on some of the movement qualities of elemental Wind, moving away from or around incoming attacks. The caster gains +10 DB for the duration.
- Wind's Attack I*: The caster takes on the cyclonic fury of elemental wind. The caster may attack twice in the round this spell is cast, either on two opponents within 90 degrees of each other, or twice on the same opponent. The caster has -40 OB on each attack.
- Whirlwind I*: The caster takes on the directionless nature of a cyclone. The caster may negate one attacker's position bonus each round for the duration.
- Wind's Agility IV*: As Wind's Agility II, but caster gains +4 Agility.
- Wind's Defense II: As Wind's Defense I, but the caster gains +20 DB.
- Wind's Attack II*: As Wind's Attack I, but the caster may attack up to three times, and the opponents may be in any relative position. The Caster has a -30 OB on each attack.
- Wind's Influence I*: As Wind's Agility II, Wind's Defense I, and Whirlwind I, all functioning at the same time.
- Wind's Agility VI*: As Wind's Agility II, but caster gains +6 Agility.