

Paige:

Spells:

Spellblade and Spellshield: Chia can create a katana that is 2 and a half feet long and can transform into a shield that is roughly the side of her torso as well. These scale from tin at paige to iron at mage.

Sealing Art- Box: Allows Chia to form a box around spells or entities up to average human height. Said spell or entity must be at most 20 feet away and the box must be hollow. This box has no actual weight to it, is 7 ft x 7 ft x 7ft in size at max so it's able to fit around a target, and is tin in durability at paige but scales to iron at mage.

Mana Armour: Allows Chia to form a thin layer of armour around herself that's rigid and is similiar to platemail in design. Said armour scales from tin at paige to iron at mage.

Flight: The spell's caster is encircled by a torrent of wind that they're able to control up to 15ft in a focused direction. The encirclement spans 10ft and can lift the caster and up to three other various objects/people of the caster's choosing up 5ft ( can't exceed three total objects or everything and everyone is falling down.) This passively drains mana and the torrent of wind can disburse aoe gas or liquid based spells but doesn't affect solids. Meaning you can't use it defensively against most offensive spells.

Mage:

Spells:

Spellblade and Spellshield v2: Chia's katana now extends to 3 feet long, while she has at least one katana summoned, a large centipede-like construct will form from her back that can be used as a shield or to grapple towards people being both flexible yet durable. Both the katana and the centipede construct are iron durability at mage to cobalt at expert mage. Centipede construct is just that; a construct. It doesn't have any sentience and must be controlled by Chia, thus only allowing it to defend from spells within Chia's awareness. In addition, intricate movements and complex techniques, such as using individual legs or entangling a target will require intense focus, limiting Chia's own movements and reaction speed during such times. Centipede's body cannot extend further than 30ft.

Sealing Art- Box v2: Chia's Box now gains the ability to stretch and bend as needed, becoming much harder to pierce or break through. The box also has the capability of reaching a maximum of 10 ft x 10 ft x 10 ft in size. The box is now iron durability at mage to cobalt at expert mage. Elastic property is particularly effective against blunt attacks, effectively increasing its toughness to steel at Mage and titanium at Expert Mage. Bladed/piercing, energy, or otherwise volatile attacks will be mostly unhindered by the elastic properties.

Mana Armour v2r: Chia's armour now becomes more flexible while keeping the same durability, now being similar to a white latex suit. While having the armour active her speed and leg strength get increased by 4x to a max of 6x. The suit is now iron durability at mage to cobalt at expert mage. Blunt attacks will be reduced in power by one rank, and environmental shock damage (such as falling from great heights or slamming into a hard object) is greatly reduced.

Spider's String: Allows Chia to create strings from her fingers that are both highly durable, stretchy, and sticky to everyone other than the user being similar to spider web, being versatile and useful. Iron durability at mage to cobalt at expert mage. Adhesive effect is mild and can be broken with x2 strength. Strings cannot exceed 30ft in length and Chia may not create more than five at once, scaling to ten at Expert Mage. Adhesive effect scales to x5 at Expert mage.

Spiraling Shot: Allows Chia to concentrate her mana to a point in her finger and condense it to send out a mana ball with fire power equal to a 9 mm bullet. She can cause the shot to spiral which increases the bullet's hit radius by 5ft, but destructive force from this increased hit radius is reduced to lead destroying power. Bullet will disappear after traveling 45ft, pierces iron (scaling to cobalt at Expert Mage), and may pierce one layer of up to iron material before being stopped.