

Repel

In-Game Description

*A hex that distorts local space.
For a brief moment, no damage can be inflicted*

*The hexer Gilleah took no apprentice, and it is unclear how his spells were passed down.
It is even possible that hexes originated from another source altogether.*

Use

After a short casting time, creates a transparent bubble around you for 1.5 seconds, making you invulnerable for that duration.

Availability

Trade Giant Lord Soul and 5,000 souls with Straid of Olaphis.

Stats

Spell Type	Uses	Duration	Attunement Slots	Intelligence Required	Faith Required	Catalyst Required
Support	15-20	1.5sec	3	35	27	Staff

Cast Increases with Attunement

Attunement	Uses
10	15
26	16

38	17
49	18
79	19
94	20

Notes

- When successfully blocked an attack, it will only repel the DAMAGE but not the EFFECTS of the attack. Meaning:
 - You can be Knocked Down
 - You can be Thrown Back(Staggered)
 - You can be Blown away
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