

Open Mentalism 4.1.5

DAMAGE RESISTANCE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Heat Resistance *	caster	1 min/lvl	self	U
2)	Cold Resistance *	caster	1 min/lvl	self	U
3)					
4)	Stun Relief I *	caster	—	self	Us
5)	Unpain I *	caster	1 min/lvl	self	Us
6)	Negate Pain I *	caster	—	self	Us
7)	Resist Poison *	caster	C	self	Us
8)					
9)	Stun Relief II *	caster	—	self	Us
10)	Unpain II *	caster	1 min/lvl	self	Us
11)	Stun Relief III *	caster	—	self	Us
12)	Neutralize Poison *	caster	C	self	Us
13)	Negate Pain II *	caster	—	self	U
14)	Awake *	caster	—	self	Us
15)	Unpain III *	caster	1 min/lvl	self	Us
16)					
17)	Heat Resistance True *	caster	1 min/lvl	self	U
18)	Cold Resistance True *	caster	1 min/lvl	self	U
19)	Negate Pain III *	caster	—	self	U
20)	Unpain IV *	caster	1 min/lvl	self	Us
21)					
22)					
23)					
24)					
25)	Neutralize Poison True *	caster	varies	self	Us
30)	Withstand Pain	caster	1 md/lvl	self	U
50)	Unpain True *	caster	1 min/lvl	self	Us

1. Heat Resistance — Caster is protected from natural heat up to 170°F (treat as if target were in 70°F temperature). For temperatures above 170°F, subtract 100°F to determine the effective temperature for the target. Caster also receives +20 to all RRs versus heat spells and heat attacks (+20 DB versus elemental fire and heat attacks).

2. Cold Resistance — Caster is protected from natural cold down to 20°F (treat as if target were in 70°F temperature). For temperatures below 20°F, add 50°F to determine the effective temperature for the target. Caster also receives +20 to all RRs versus cold spells and cold attacks (+20 DB versus elemental cold and cold attacks).

4. Stun Relief I — Relieves 1 round's worth of accumulated stun.

5. Unpain I — Caster is able to sustain an additional 25% of his total concussion hits (round off) before passing out. Hits are still taken and remain when the duration expires.

6. Negate Pain I — This spell allows caster to lower his sensation of pain, reducing any penalties resulting from either injuries or poisons by 10. It can be used only once per critical and any other results from the same critical still applies.

7. Resist Poison — Delays the effect of a poison as long as the caster concentrates.

9. Stun Relief II — As *Stun Relief I*, except 2 rounds are relieved.

10. Unpain II — As *Unpain I*, except 50% additional hits may be sustained.

11. Stun Relief III — As *Stun Relief I*, except 3 rounds are relieved.

12. Neutralize Poison — Has a 50% chance of neutralizing a poison (modified by potency of the poison) if the caster is unconscious or concentrates for one hour. In any case, it delays the poison for as long as the caster can concentrate.

13. Negate Pain II — As *Negate Pain I*, except penalties can be reduced by 20.

14. Awake — This spell can be used to awaken caster from any unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.) or to awaken caster from normal sleep when a predetermined action is triggered (e.g., attack, danger, a certain time etc.).

15. Unpain III — As *Unpain I*, except 75% additional hits may be sustained.

17. Heat Resistance True — As *Heat Resistance*, except caster is immune to natural heat, reduces concussion damage from heat spells by 50% and lowers all heat criticals one degree in severity.

18. Cold Resistance True — As *Cold Resistance*, except caster is immune to natural cold, reduces concussion damage from cold spells by 50% and lowers all cold criticals one degree in severity.

19. Negate Pain III — As *Negate Pain I*, except penalties can be reduced by 30.

20. Unpain IV — As *Unpain I*, except 100% additional hits may be sustained.

25. Neutralize Poison True — As *Neutralize Poison*, except chance of neutralization is 100% (modified by potency of the poison) and caster need only concentrate for 10 minutes.

30. Withstand Pain — For the duration of this spell caster may act without taking into account penalties delivered from physical injuries up to or equal to -50. If a body part is rendered useless from damage it is still useless. All penalties are applied when duration is up.

50. Unpain True — As *Unpain I*, except caster ignores all pain. Thus, he ignores all penalties (i.e., negative modifiers to actions) due to wounds **and** his hit total is double his normal hits plus his constitution (on a 1-100 scale). When he exceeds this limit he does not pass out, he dies from system shock.

SPECIAL NOTES

1) For more information on healing, see Section 7.2.

2) The Negate Pain spells actually negates the penalty from a critical. This can be tricky if the critical specifies that a tendon has been severed or a muscle destroyed. What has actually happened in that case?

Option 1: If a result specifies that the penalty derives from something more than a bad bruise only half of the penalty may be ignored.

Option 2: The tendon is still torn but all penalty is ignored by the spell caster. After all, it is magic.