

Open Essence 3.1.3

ELEMENTAL SHIELDS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Resist Light I	1 target	1 min/lvl	10'	U
2)	Resist Heat I	1 target	1 min/lvl	10'	U
3)	Resist Cold I	1 target	1 min/lvl	10'	U
4)	Resist Elements I	1 target	1 min/lvl	10'	U
5)	Resist Light II	1 target	1 min/lvl	10'	U
6)	Resist Heat II	1 target	1 min/lvl	10'	U
7)	Resist Cold II	1 target	1 min/lvl	10'	U
8)	Resist Elements II	1 target	1 min/lvl	10'	U
9)	Resist Light III	1 target	1 min/lvl	10'	U
10)	Resist Heat III	1 target	1 min/lvl	10'	U
11)	Resist Cold III	1 target	1 min/lvl	10'	U
12)	Resists Elements III	1 target	1 min/lvl	10'	U
13)	Light Shield	1 target	1 min/lvl	10'	U
14)	Heat Shield	1 target	1 min/lvl	10'	U
15)	Cold Shield	1 target	1 min/lvl	10'	U
16)	Element Shield	1 target	1 min/lvl	10'	U
17)	Light Armor	1 target	1 min/lvl	10'	U
18)	Heat Armor	1 target	1 min/lvl	10'	U
19)	Cold Armor	1 target	1 min/lvl	10'	U
20)	Element Armor	1 target	1 min/lvl	10'	U
25)	Protective Aura	20'R	1 min/lvl	10'	U
30)	Element Armor True	1 target	1 min/lvl	10'	U
50)	Protective Aura True	50'R	1 min/lvl	10'	U

1. Resist Light I — Target is totally protected from all natural light (includes glare, sunburn and temporary blinding; but not lightning). +20 RR vs light (i.e Sudden Light) and -10 to elemental electricity attacks (i.e Shock bolt and Lightning bolt).

2. Resist Heat I — As *Resist Light I*, except protects vs natural heat up to 93°C and modifies elemental heat attacks by -10. +20 vs heat attacks that require resistance roll.

3. Resist Cold I — As *Resist Light I*, except protects vs cold down to -28°C and modifies elemental cold attacks by -10. +20 vs cold attacks that require resistance roll.

4. Resist Elements I — This spell has the combined effects of *Resist Light I*, *Resist Heat I* and *Resist Cold I*.

5. Resist Light II — As *Resist Light I*, except RR bonus is +30 and elemental electricity attacks are modified by -15.

6. Resist Heat II — As *Resist Heat I*, except protects vs natural heat up to 103°C and provide +30 RR vs heat and modifies all elemental heat attacks by -15.

7. Resist Cold II — As *Resist Cold I*, except protects vs cold down to -38°C. RR vs cold is +30 and all elemental cold attacks are modified by -15.

8. Resist Elements II — As *Resist Elements I*, except it also protects vs plasma, nether and other combinations of elements. The RR bonus is +30 and all elemental attacks are modified by -15.

9. Resist Light III — As *Resist Light I*, except RR bonus is +50 and elemental attacks are modified by -25.

10. Resist Heat III — As *Resist Heat I*, except protects vs natural heat up to 118°C and provide +50 RR vs heat and modifies all elemental heat attacks by -25.

11. Resist Cold III — As *Resist Cold I*, except protects vs cold down to -48°C. RR vs cold is +50 and all elemental cold attacks are modified by -25.

12. Resist Elements III — As *Resist Elements II*, except all RR bonuses are +50 and all elemental attacks are modified by -25.

13. Light Shield — Caster creates an invisible (or vaguely glimmering) protective field in front of target. All elemental electricity attacks that pass through the field has its attack bonus halved (or modified by -50, whichever is more).

14. Heat Shield — As *Light Shield*, except the spell is effective against elemental heat attacks.

15. Cold Shield — As *Light Shield*, except the spell is effective against elemental cold attacks.

16. Element Shield — As *Light Shield*, except the spell is effective against all elemental attacks, including composite elements like plasma and nether.

17. Light Armor — Caster creates an invisible (or vaguely glimmering) protective field around target. If visible it will resemble an armor. Target is protected against elemental electricity attacks as if having a *Light Shield* spell (i.e attacks are halved in bonus or subtracted 50 from) and in addition all criticals imposed on target is lowered one degree in severity (i.e an "A" is ignored, a "B" becomes an "A" etc).

18. Heat Armor — As *Light Armor*, except the spell is effective against elemental heat attacks.

19. Cold Armor — As *Light Armor*, except the spell is effective against elemental cold attacks.

20. Element Armor — As *Light Armor*, except the spell is effective against all elemental attacks, including composite elements like plasma and nether.

25. Protective Aura — All targets within radius are protected vs the elements. They have a +50 RR bonus vs any attacks made against them that require a resistance roll and all elemental directed spell and area attack spells are modified by -25.

30. Element Armor True — As *Element Armor*, except all criticals are lowered by two degrees in severity (i.e an "E" becomes a "C", a "B" crit is ignored etc) and all concussion hits taken from bolts or balls are halved.

50. Protective Aura True — As *Protective Aura*, except for radius and that all elemental attack spells that strike a target of this spell are halved in effect (i.e offensive bonus) or receive a -50 modification (whichever is more) and criticals received are lowered one degree of severity.

SPECIAL NOTES

1) The Resist spells (lvl 1-12) are not cumulative with each other (i.e casting a Resist Cold II and a Resist Cold III will not stack the bonus against cold).