

## 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)	Aura of Element Pr.	20'R	1 min/lvl	10'	U
30)	Element Armor True	1 target	1 min/lvl	10'	U
50)	Aura of El.Pr. 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 target may subtract 10 from elemental electricity attacks (i.e Shock bolt and Lightning bolt) and electricity criticals.

**2. Resist Heat I** — As *Resist Light I*, except protects versus natural heat up to 93°C and modify fire attacks and heat criticals by -10.

**3. Resist Cold I** — As *Resist Light I*, except protects versus cold down to -28°C and modify cold attacks (note: do not apply to Ice Bolt, since its primary criticals are *Impact*) and cold criticals by -10.

**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 elemental electricity attacks and criticals are modified by -15 and RR bonus is +30.

**6. Resist Heat II** — As *Resist Heat I*, except protects versus natural heat up to 103°C and subtract 15 from elemental heat attacks and heat criticals.

**7. Resist Cold II** — As *Resist Cold I*, except protects versus natural cold down to -38°C and subtract 15 from all elemental cold attacks and cold criticals.

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

**9. Resist Light III** — As *Resist Light I*, except RR bonus is +40 and elemental electricity attacks and criticals are modified by -20.

**10. Resist Heat III** — As *Resist Heat I*, except protects versus natural heat up to 118°C and modify all elemental heat attacks and criticals by -20.

**11. Resist Cold III** — As *Resist Cold I*, except protects vs cold down to -48°C and modify all elemental cold attacks and criticals by -20.

**12. Resist Elements III** — As *Resist Elements II*, except all RR bonuses are +40 and all elemental attacks and criticals are modified by -20.

**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 (including Ice Bolt).

**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 modified by -50) 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. Aura of Element Protection** — Targets within radius are protected versus all elements, as if having a *Resist Elements III* spell cast on them. They have a +40 RR bonus versus any attack made against them that require a resistance roll and all elemental attacks and criticals are modified by -20.

**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. Aura of Element Protection True** — As *Aura of Element Protection*, except for radius and that all within radius are having the same protection as if having an *Element Armor* spell.

### 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).

2) The Resist spells *are* cumulative with the Shield and Armor spells. For purpose of calculation, first subtract the modification from the Resist spell, then halve the incoming attacks bonus.