

Open Channeling 2.1.9

SPELL DEFENSE

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	U
2)	Cancel Channeling	caster	1 min/lvl	self	U
3)	Protection Sphere I	varies	1 min/lvl	10'	U
4)	Cancel Essence	caster	1 min/lvl	self	U
5)	Protection II	1 target	1 min/lvl	10'	U
6)	Cancel Mentalism	caster	1 min/lvl	self	U
7)	Dispel Channeling	1 target	—	50'	F
8)	Protection Sphere II	varies	1 min/lvl	10'	U
9)	Channeling Shield	caster	1 min/lvl	self	U
10)	Protection III	1 target	1 min/lvl	10'	U
11)	Dispel Essence	1 target	—	50'	F
12)	Essence Shield	caster	1 min/lvl	self	U
13)	Protection IV	1 target	1 min/lvl	10'	U
14)	Dispel Mentalism	1 target	—	50'	F
15)	Mind Shield	caster	1 min/lvl	self	U
16)	Spell Shield II	caster	1 min/lvl	self	U
17)	Protection Sphere III	varies	1 min/lvl	20'	U
18)	Protection V	1 target	1 min/lvl	10'	U
19)	Spell Shield True	caster	1 min/lvl	self	U
20)	Channeling Resistance	1 target	1 min/lvl	100'	U
25)	Essence Resistance	1 target	1 min/lvl	100'	U
30)	Mentalism Resistance	1 target	1 min/lvl	100'	U
40)	Resistance True	1 target	1 min/lvl	100'	U
50)	Homestead	varies	P (C)	touch	U

1. Protection I — Subtracts 5 from elemental attack rolls against the target, and adds 5 to targets RR vs spells.

2. Cancel Channeling — When this spell is active, any incoming channeling spell must first make an RR. If RR fails the spell has no effect. For RR purposes use the caster of this spells level as attacker and the caster of the incoming spell as target. No BAR modifications is used but the normal RR bonus shall be applied.

3. Protection Sphere — As Protection I, except all beings within 10' of the target gets the benefits.

4. Cancel Essence — As *Cancel Channeling*, except it affects spells from the realm of Essence.

5. Protection II — As *Protection I*, except bonuses are 10.

6. Cancel Mentalism — As *Cancel Channeling*, except it affects spells from the realm of Mentalism.

7. Dispel Channeling — Any active spell(s) from the realm of channeling that is on the target must make an RR (use the level of that spell's caster as the spell's level). If the spell fails its RR it is dispelled.

8. Protection Sphere II — As *Protection Sphere*, except bonuses are 10.

9. Channeling Shield — Creates a shimmering shield around caster that subtracts 20 (or adds 20 to RR) from all channeling attacks. If the caster of this spell performs no other actions during a round, he can "parry" one spell attack. If he chooses to do so, he may add his BAR to the bonus. When this spell is active the caster is always aware of any incoming channeling spells and may act to parry them if not involved in any other action.

10. Protection III — As *Protection I*, except bonus are 15.

11. Dispel Essence — As *Dispel Channeling*, except this spell affects the realm of Essence.

12. Essence Shield — As *Channeling Shield*, except this spell affects the realm of Essence.

13. Protection IV — As *Protection I*, except bonus are 20.

14. Dispel Mentalism — As *Dispel Channeling*, except this spell affects the realm of Mentalism.

15. Mind Shield — As *Channeling Shield*, except this spell affects the realm of Mentalism.

16. Spell Shield — As *Channeling Shield*, except it is effective against two realms of the caster's choice.

17. Protection Sphere III — As *Protection Sphere*, except bonuses are 15 and radius are 20'.

18. Protection V — As *Protection I*, except bonus are 25.

19. Spell Shield True — As *Channeling Shield*, except all three realms are affected.

20. Channeling Resistance — Target gets +50 RR vs channeling spells. All elemental spells from the channeling realm that is directed versus the target has a -25 subtraction.

25. Essence Resistance — As *Channeling Resistance*, except that this spell is active against the realm of Essence.

30. Mentalism Resistance — As *Channeling Resistance*, except that this spell is active against the realm of Mentalism.

40. Resistance True — As *Channeling Resistance*, except that this spell is active against all three realms.

50. Homestead — This spell allows the caster to create a special ward to protect an area; usually his home. A caster can only have one home protected at a certain time and that home must be an enclosed building (e.g a house or a castle). Every other spell user that enter the casters homestead must resist vs casters level each time he tries to cast a spell. If the RR fails, the spell has no effect. If the caster of the homestead spell are aware of another spell caster within his home he may concentrate to negate all his spells. In this case, which requires the Homestead spell caster to be within 50' of his adversary, the spell has no chance of success.

SPECIAL NOTES

The GM might wish to add a couple of less potent Homestead spells onto this list in addition to the lvl 50 spell. In this case I suggest the following levels; 15 – Channeling Homestead, 20 – Essence Homestead, 25 – Mentalism Homestead. These spells protect only against one realm and give NOT the caster the option of concentrating to negate spells. In addition the GM might wish to set a limit on the size of the casters protected home. For instance 2' radius per level. Thus a 15th lvl caster may protect his entire home if it fits within the 30' radius.

Option: With the Shield spells that may be used to parry spell attacks GM might wish to improve them by allowing the caster to make a BAR and subtract the result from the opponents attack. In either case the GM may rule that a successful perception roll be made to notice the incoming spell attack in order to parry it.