

## Open Essence 3.1.9

### SPELL WALL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection I	1 target	1 min/lvl	10'	U
2)	Essence Barrier I	caster	1 min/lvl	self	U
3)	Mind Barrier I	caster	1 min/lvl	self	U
4)	Channeling Barrier I	caster	1 min/lvl	self	U
5)	Protection II	1 target	1 min/lvl	10'	U
6)	Essence Barrier II	1 target	1 min/lvl	10'	U
7)	Mind Barrier II	1 target	1 min/lvl	10'	U
8)	Channeling Barrier II	1 target	1 min/lvl	10'	U
9)	Protection Sphere II	10'R	1 min/lvl	self	U
10)	Protection III	1 target	1 min/lvl	10'	U
11)	Essence Shield	caster	1 rd/lvl	self	U
12)	Mind Shield	caster	1 rd/lvl	self	U
13)	Channeling Shield	caster	1 rd/lvl	self	U
14)	Protection IV	1 target	1 min/lvl	10'	U
15)	Protection Sphere III	10'R	1 min/lvl	self	U
16)	Spell Barrier	1 target	1 min/lvl	10'	U
17)					
18)	Protection V	1 target	1 min/lvl	10'	U
19)	Spell Shield	caster	1 rd/lvl	self	U
20)	Protection Sphere IV	10'R	1 min/lvl	self	U
25)	Protection VI	1 target	1 min/lvl	10'	U
30)	Protection True	1 target	1 min/lvl	10'	U
50)	Protection Sphere True	20'R	1 min/lvl	self	U

**1. Protection I** — Subtracts 5 from all elemental attack rolls against the target and adds 5 to all of the targets RR's versus spells.

**2. Essence Barrier I** — Caster gets an extra RR vs any Essence spell directed against him. When an incoming spell is resisted this spell automatically ends.

**3. Mind Barrier I** — As *Essence Barrier I*, except that it is active against spells from the realm of Mentalism.

**4. Channeling Barrier I** — As *Essence Barrier I*, except that it is active against spells from the Channeling realm.

**5. Protection II** — As *Protections I*, except bonus is 10.

**6. Essence Barrier II** — As *Essence Barrier I*, except that it can be cast on a target.

**7. Mind Barrier II** — As *Mind Barrier I*, except that it can be cast on a target.

**8. Channeling Barrier II** — As *Channeling Barrier I*, except that it can be cast on a target.

**9. Protection Sphere II** — Creates an invisible sphere around caster. All within the radius is protected as if having a *Protection II* cast upon them.

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

**11. Essence Shield** — Caster creates a shield, invisible to most, but showing as a slight shimmer to other Essence users. The shield provide +25 to RR vs Essence and if caster concentrates the round that a spell is cast against him he may add his BAR to the RR bonus.

**12. Mind Shield** — As *Essence Shield*, except it is active against spells from the Mentalism realm.

**13. Channeling Shield** — As *Essence Shield*, except it is active against spells from the Channeling realm.

**14. Protection IV** — As *Protections I*, except bonus is 20.

**15. Protection Sphere III** — As *Protection Sphere II*, except bonus is 15.

**16. Spell Barrier** — The target is protected as if having had *Essence Barrier I*, *Mind Barrier I* and *Channeling Barrier I* cast on him.

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

**19. Spell Shield** — The caster have the combined effects of *Essence Shield*, *Mind Shield* and *Channeling Shield*.

**20. Protection Sphere IV** — As *Protection Sphere II*, except bonus is 20.

**25. Protection VI** — As *Protections I*, except bonus is 30.

**30. Protection True** — Target has a +50 RR bonus vs all spells cast against him. All elemental attack spells directed against him have a -50 modification.

**50. Protection Sphere True** — All within the 20' radius (including caster) is protected vs spell attacks and thus having a +50 RR bonus. All elemental attack spells directed against anyone within the radius have a -50 modification.