



MAGIC RESISTANCE

Magic Resistance is an innate resistance to the effects of the powers of mana and the highly diluted powers of gods (magic being channeled through priests.) It is especially noticeable when dealing with creatures of the Inner and Outer planes and otherwise supernatural creatures. All player characters have an innate magic resistance of 1 percent per level. This may be increased by certain class abilities and other powers and abilities from other sources. To figure the spell strength modifier for any given situation, subtract the attacker (or item) level (or hit die) from the defenders level (or hit die), the result is the Spell Strength for the given situation. Consult the information below to apply it

In general, there are three levels of resistance. If a resistance check fails, the magic affects the target at 100% of the spell description based on a saving throw result. After that, the three levels of resistance are as follows: Reduced to $\frac{1}{2}$ effects, reduced to $\frac{1}{4}$ effects and completely negated. Spells reduced by $\frac{1}{2}$ or to $\frac{1}{4}$ of effectiveness reduce ALL applicable effects, including duration, damage and any other measureable effect (DM)

MAGES

Mage vs Supernatural

For each positive point of spell strength, the mage subtracts 3% from the creature's resistance. For each negative point of spell strength, the creature adds 5% to its resistance. Specialist Mages casting spells within their area of expertise, subtract 5% from creature resistances per positive point and creatures defending against such may only add 3% per negative point. If a supernatural creature makes its magic resistance roll, the magic cast upon the creature is completely negated (mana is still expended the power is simply grounded)

Mage vs Mage

For each positive point of spell strength, the attacking mage subtracts 2% from the defending mage's resistance. For each negative point of spell strength, the defending mage adds 2% to his resistance. Specialist mages attacking others, while casting from their area of expertise, subtract 4% per positive point and defender's gain only 1% per negative point (the exception is two mages of the same specialty, in which case they revert to the normal 2% modifiers.) If a mage makes his resistance roll, magic cast upon them succeeds at only $\frac{1}{4}$ power (including duration, damage, etc.) If the resistance roll is below 10% of the magic resistance roll, the critical success negates the magic entirely (i.e. – if base resist % is 55% a roll of 5% or less is a critical success; a natural 1% is always a critical success)

Mage vs Priest

For each positive point of spell strength, the mage subtracts 1% from the defending priest's resistance. For each negative point of spell strength, the priest gains 3% resistance. Specialist mages attacking priests from their area of expertise subtract 2% per positive point and the priest gains only 2% per negative point. If the priest makes his resistance roll, magic cast upon them succeeds at only $\frac{1}{4}$ power (including duration, damage, etc.) If the resistance roll is below 10% of the magic resistance roll, the critical success negates the magic entirely (i.e. – if base resist % is 55% a roll of 5% or less is a critical success; a natural 1% is always a critical success)

Mage vs Non-magic (Warrior, Rogue, etc.)

For each positive point of spell strength, the mage subtracts 1% from the defenders' resistance. For each negative point of spell strength, the defender adds 1% to her resistance. Specialist mages casting from within their area of expertise lower the defender's resistance by 2% per positive point, while the defender still adds only 1% per negative point. If the defender makes her resistance roll, magic cast upon them succeeds at only $\frac{1}{2}$ power (including duration, damage, etc.) If the resistance roll is made by more than half, the effect is reduced to $\frac{1}{4}$ power (i.e. – if base resist % is 45% a roll of 22% or less reduces the effect to $\frac{1}{4}$ power. A natural 1% will negate the magic entirely.) Dwarves who succeed their resistance roll cause the magic to be grounded and fail with any success (the mage still loses the mana)

PRIESTS

There is an additional factor when dealing with priests...proximity to their god. When on the Prime Material Plane, all priests are considered at their default proximity (2 levels removed.) For each level closer in proximity (aka – the Astral border or the Astral Plane,) the spell strength bonus is +2 (or negates 2 negative spell strength points; effectively the priest is two levels higher for each “layer” closer to their deity.) For each level further away in proximity, the spell strength fades by -1 (minimum 0) or adds 1 to negative spell strength. The DM will rule on relative proximity when in the Inner or Outer planes

Priest vs Supernatural

For each positive point of spell strength, the priest subtracts 5% from the creature's resistance. For each negative point of spell strength, the creature adds 3% to its resistance. Creatures making their resistance roll, magic cast upon them succeeds at only ¼ power (including duration, damage, etc.)

Priest vs Priest or Mage

For each positive point of spell strength, the priest subtracts 2% from the defending priest's resistance. For each negative point of spell strength, the defending priest adds 2% to his resistance. If a mage makes his resistance roll, magic cast upon them succeeds at only ¼ power (including duration, damage, etc.) If the resistance roll is below 10% of the magic resistance roll, the critical success negates the magic entirely (i.e. – if base resist % is 55% a roll of 5% or less is a critical success; a natural 1% is always a critical success)

Priest vs Non-magic (Warrior, Rogue, etc.)

For each positive point of spell strength, the priest subtracts 1% from the defenders' resistance. For each negative point of spell strength, the defender adds 1% to her resistance. If the defender makes her resistance roll, magic cast upon them succeeds at only ½ power (including duration, damage, etc.) If the resistance roll is made by more than half, the effect is reduced to ¼ power (i.e. – if base resist % is 45% a roll of 22% or less reduces the effect to ¼ power. A natural 1% will negate the magic entirely.) Dwarves who succeed their resistance roll cause the magic to be grounded and fail with any success (the mage still loses the mana)

Keep in mind the above information is meant to be a guideline. Thus while usually the above should apply, occasionally there are exceptions to these rules and the DM's ruling is final.

DISPEL MAGIC

Both wizards and priests have spells and abilities which allow them to dispel or disrupt magic. This can break spells and wards that are in place, temporarily stop the functioning of magic items, break circle magic, etc. However, not all magic is the same and not all spells are as effective against other types of spells. Use the below guidelines to help you

SPELLS AND SPELL LEVELS

Both the level of the dispel magic spell and the target spell are important in determining the effectiveness of a dispel attempt. Once a dispel magic is targeted and cast, keep these factors in mind

- Unless otherwise specified within the spell description, a base dispel magic attempt takes a -5%/level penalty for every level the dispel caster is lower than the caster of the spell being targeted for disruption. For every level the dispel caster is above the caster of the target, they gain a +5% bonus to the dispel attempt
- Attempting to dispel a spell that is one class higher takes a -25% penalty (i.e. – using the Minor Sphere Dispel Magic spell to attempt to dispel a 4th level spell takes a -25% penalty)
- Dispel Magic cannot affect a spell two classes higher (aka – 3rd level Dispel Magic, Minor Sphere spell cannot disrupt a Major Sphere spell; 7th level or higher unless there are special circumstances; DM)
- Attempting to dispel a spell that is one or two classes lower gains a +25% bonus per class (i.e. – using a Median Sphere Dispel Magic spell to attempt to dispel a 3rd level spell gains a +25% bonus)
- Specialist bonus of +10% applies to a mage either attempting to dispel a spell of his specialty or causes a -10% penalty to dispel attempts vs a spell in place cast by the specialist (i.e. – a fire mage with a wall of fire up causes any dispel attempt to be at -10%, while a fire spell in place cast by a generalist wizard that is attempting to be dispelled by a fire mage gains a +10% to the fire mage's dispel attempt; if both wizards are specialists in the same area, no bonus or penalty applies)
- If the percentage is reduced to 0% or lower, the dispel attempt automatically fails (there is no auto success range for this) and if the percentage is raised to 100% or greater, the dispel attempt is automatically successful with no roll necessary

Examples – Kain, a 12th level vraci uses the Minor Sphere Dispel Magic to attempt to disrupt a 4th level illusion created by a 7th level gnome illusionist. The base is 50%. The illusion is one spell class higher so Kain takes a -25% penalty reducing him to a 25% dispel chance. However, he is also five levels higher than the gnome, so he gains 5%/level bonus...+25%, thus Kain is back to a 50% chance to dispel the gnome's illusion. A reasonably good chance.

Soren, when merely a 5th level wizard uses the Minor Sphere Dispel Magic to attempt to disrupt a 5th level Wall of Necrosis created by a 12th level necromancer. The base is 50%. The wall is one spell class higher so Soren takes a -25% penalty reducing him to a 25% chance. Soren is also seven levels lower than the necromancer which causes a -35% penalty, -5%/level. This results in a total of -10%. Any dispel chance that is reduced to 0% or lower automatically fails without expenditure of action points, so this would fail (spending an action point would allow Soren to roll a d6x5% to add to the roll which might push him into a positive chance to dispel)

Kharzhak, a 14th level Disciple of the Vermillion Flame uses a Median Dispel Magic to disrupt a 4th level green wall of flame cast by a 7th level evil wizard of the Eastern Empire. The base is 50%. The dispel spell and target spell are the same levels, so there is no bonus or penalty. Kharzhak is a fire element specialist and the evil mage is not, so Kharzhak gains a +10% bonus. Kharzhak is also seven levels higher than the evil wizard and gains a +5%/level bonus of 35%. Thus Kharzhak has a 95% chance of dispelling the green wall of fire

CIRCLES, WARDS AND PERMANENT MAGIC

Circles of power, warding and various other types of magic require a great deal more time and effort to cast. While this prevents wizards and priests using this kind of magic from generally throwing out these kinds of enchantments right and left, they are more resistant to being dispelled. Below are some rules of thumb

Circle Magic

When attempting to dispel circle magic, there are several variables which can alter the above direct spell rules. In general, a circle has taken a long time to create, though this certainly varies from being drawn with chalks and enchanted to the most permanent method of etching the circle into stone or even metal. In general, the above rules apply to a dispel attempt, but quite often, while the magic itself is disrupted, the magic can almost instantaneously be reactivated by a mage or priest maintaining the circle. If the dispel roll is made by more than ½ what is necessary, the amount of time the circle is disrupted is increased to 1d4 rounds (5 to 20 minutes.) Thus if a base dispel percent is 40%, a roll of 20% or less will not only break the magic, but make it impossible for a mage, priest or other magic wielding creature to re-empower the circle for 5 to 20 minutes. A roll of 10% or less of the dispel percent, or a natural 1% is always a critical success and will prevent a circle from being recharge for 24 hours.

Breaking a circle beyond that requires more effort. If the circle has been crafted by chalks, then once dispelled, usually a washing with water or rubbing out some areas will break the circle and cause the mage or priest who created it to have to clean up the area properly and redraw things. For circles where the inscriptions have been etched into stone or the like, one must either take proper tools to the stone to break it physically or use other destructive magic to damage the surface (i.e. – Move Earth or Dig; DM)