



Every character has some innate level of resistance to the onslaughts of the world. The term “Resistance” refers to the character’s ability to resist harmful effects. Resistance Values are determined by the character’s race, modified by their Character Class, and further modified by their character Level. They range from a value of 4 through 19 – despite any modifiers, cannot be lower than 4 or higher than 19.

Race	vs. Naturals	vs. Mystics	vs. Magic
Human	11	12	12
Sand Elf	8	13	14
Wood Elf	13	10	12
Grey Elf	14	10	11
Blue Elf	16	9	10
Hill Dwarf	7	12	16
Grey Dwarf	9	13	13
Stone Dwarf	5	13	17
Rosendarik	13	9	13
Lyfin	14	11	10
Dafter	11	11	13

Character Class	vs. Naturals	vs. Mystics	vs. Magic
Abjurationist	5	-2	-1
Acolyte of Corax	-3	-3	0
Acolyte of Exador	0	0	-2
Acolyte of Lanun	0	0	-1
Acolyte of Swune	0	-1	0
Acolyte of Tathun	-1	0	0
Acrobat	-2	+1	+1
Alchemist	+1	-1	+1
Assassin	0	0	0
Aurima	-2	-1	+2
Bandit	-1	0	0
Bard	0	-2	0
Buccaneer	-1	0	0
Caller	-1	+1	0
Chevalier	-2	+1	+1
Clevinsol	0	0	0
Corruptor	-1	+1	0
Dark Mage	+2	0	-2
Dauntlessit	-1	-3	-2
Deceiver	0	0	0
Druid	-1	-1	0
Enchanter	0	0	-1
Errant	-1	0	0
Healer	+1	-2	0
Hejkin	0	-3	0
Hexer	0	-8	0
Illusionist	0	-1	-1
Mage	0	0	-1

Character Class	vs. Naturals	vs. Mystics	vs. Magic
Night Mage	0	-3	-1
Ordermaster of Corax	-3	-3	-1
Ordermaster of Exador	+2	0	-7
Rager	-3	-2	-2
Reaper Cultist	-2	+1	+1
Rector of Lanun	+1	-2	+1
Rector of Swune	0	-1	-2
Rector of Tathun	-2	0	0
Rune Knight	0	-4	+1
Runner	0	-6	0
Sage	0	0	0
Scout	0	0	+1
Shadow Mage	0	0	0
Shaman	-1	-1	0
Sky Mage	+1	0	-1
Soldier	-4	+1	+1
Spell Sword	-4	+1	0
Spellbinder	+4	0	-4
Swordmage	-2	0	-2
Swordsman	-3	+1	+1
Thief	+1	0	0
Tombstone Warrior	+1	-2	-3
War Teller	0	0	0
Warden	-1	-1	0
Warrior	-3	0	+2
Wizzard	-5	-5	-5
Yo'Kimo	0	-4	+2
Zerixian Herald	-2	0	0

Level	Combatant			Battle Mages			Rogues			Wizards		
	vs. Nat	vs. Myc	vs. Mag	vs. Nat	vs. Myc	vs. Mag	vs. Nat	vs. Myc	vs. Mag	vs. Nat	vs. Myc	vs. Mag
1	Racial Base			Racial Base			Racial Base			Racial Base		
2	-1	0	0	-1	0	0	0	-1	0	0	0	-1
3	-1	0	0	-1	-1	0	0	-1	0	0	-1	-1
4	-1	-1	0	-1	-1	-1	-1	-1	0	0	-1	-2
5	-2	-1	0	-1	-1	-1	-1	-1	-1	0	-1	-2
6	-2	-1	0	-2	-1	-1	-1	-2	-1	0	-1	-3
7	-2	-1	-1	-2	-2	-1	-1	-2	-1	-1	-1	-3
8	-2	-1	-1	-2	-2	-2	-2	-2	-1	-1	-2	-3
9	-3	-1	-1	-2	-2	-2	-2	-2	-2	-1	-2	-3
10	-3	-2	-1	-2	-2	-2	-2	-2	-2	-1	-2	-4
CA+0	-4	-3	-2	-3	-3	-3	-3	-3	-3	-2	-2	-5
CA+1	-4	-3	-2	-4	-3	-3	-3	-4	-3	-2	-2	-5
CA+2	-5	-3	-2	-4	-4	-3	-4	-4	-3	-2	-2	-6
CA+3	-5	-4	-2	-4	-4	-4	-4	-5	-3	-2	-3	-6
CA+4	-6	-4	-2	-4	-4	-4	-4	-5	-4	-2	-4	-6
CA+5	-6	-4	-3	-5	-4	-4	-4	-6	-4	-2	-4	-7
CA+6	-7	-4	-3	-5	-5	-4	-4	-6	-4	-2	-5	-7
CA+7	-7	-5	-3	-5	-5	-5	-4	-7	-4	-2	-5	-8
CA+8	-8	-5	-3	-6	-5	-5	-5	-7	-4	-3	-5	-8
CA+9	-8	-6	-3	-6	-6	-5	-5	-8	-4	-3	-5	-9
CA+10	-9	-6	-3	-6	-6	-6	-5	-8	-5	-3	-6	-9

It is important to note that modifiers from Character Classes and Level CHANGE that Resistance Value. If you see a “+1 vs. Magic” on the Character Class Kit, that means your Resistance is 1 point more than the racial base, which is worse. The bonuses from Attributes (namely Longevity and Mysticism) ADD to your Resistance Check rolls. Moreover, the changes from Class and Level can never reduce a Resistance below 4, or above 19.

When called for, a Player rolls a Resistance Check (or “ResCheck”), done by rolling 2d10. If a natural 10 is rolled on either die, 1d10 is then rolled and added to the total, and again if a 10 is rolled on any subsequent 1d10, and so on. This is done for each die. Modifiers from Attributes (as well as some other sources) add to

the total. The Resistance Value is the Target Number for the Check. Rolling equal to or greater than that value means a successful Resistance Check.

Any combination of 1s and 2s when rolled are always a failure, i.e., a 1 and a 1, a 1 and a 2 or two 2s always fail a ResCheck.

When a character is attacked through non-standard means (dragon’s breath, a magic spell, the petrifying gaze of a gorgon, poison, etc.), the attack is classified under one of the three categories. Normal physical attacks are resisted by armor.

The three Resistance Values (or just “Resistances”) are vs. Naturals, vs. Mystics and vs. Magic. “vs. Naturals” is a character’s overall

combination of vitality and willpower that opposes most physical assaults. “vs. Mystics” opposes all non-spell supernatural attacks. “vs. Magic” resists Magic spells.

Resistances provide 2 kinds of protection for successful rolls. First, they reduce direct damage, and second, they lessen the effects of an attack.

When an attack does some kind of direct damage, a ResCheck is made. If the Check is failed, full damage is applied to the target. If the Check is made, damage is reduced. Normally, the effect or attack states some mechanic as to how much is reduced, i.e. -3 Damage per RO. If the player would rather use a simpler method, a successful ResCheck of RO 0 to RO 5 reduces the damage by $\frac{1}{3}$, RO 6 to RO 10 reduce by $\frac{1}{2}$, and RO 11+ by $\frac{2}{3}$. Round the damage up in all cases. Using the fractional method is a choice to the Player, and is either used or not. The Player cannot use the RO method in one circumstance and the fractional method in another. However, if there is no RO reduction stated in an effect and a ResCheck is allowed, then the fractional method is used.

Against effects, it can lessen the effects. This depends on how many effects, and if they have lesser versions. For instance, a spell might state that it blinds the target, or on a successful ResCheck, blurs the vision. One effect is lesser than the other. In general, each 5 RO lessens the effect by one step, all the way to negation, i.e. if a spell has an effect to blind and blur with a successful ResCheck then: a failed ResCheck would render the target blind, a ResCheck of RO 0 through RO 5 would lessen the effect to blurred vision, and RO 6+ would negate the effects entirely.

These can all be combined as well, but always determined off one roll. In such cases, one Check is rolled, and damage and the effects are treated separately. Each 5 RO can reduce one effect level, the target's choice.

When a Resistance Check is allowed, a code describes the attack. The code looks like this

“R.Type.(modifier)”. It can be broken down into 3 components:

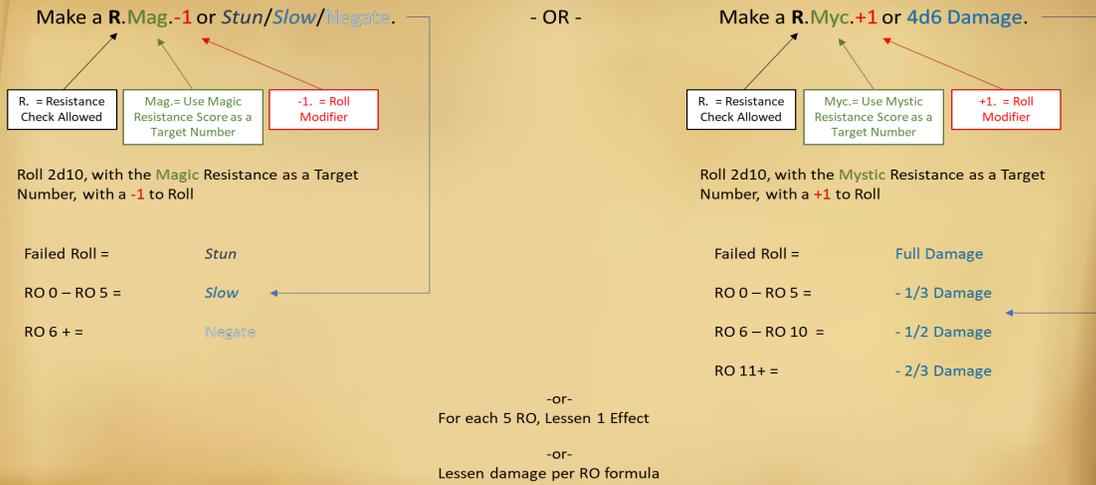
- **R.** – The first position lets you know the effect in question is something in the realm of Resistances.
- **Type** – The second position lets you know which Resistance Value to use. “Nat” for Naturals, “Myc” for Mystics and “Mag” for Magic.
- **Modifier** – The third position here is the modifier to roll on the Resistance Check. 0 is no modifier, +1 means a +1 to roll on a Resistance Check, and a -1 is -1 to roll.

If the effects states R.None for any part of the attack (damage or effects), then that portion does not allow a ResCheck and the damage or effect is always as written.

Reducing damage by RO can eliminate damage, but a negative amount of reduced damage does not heal.



Resistances, Basic



Resistances, Advanced

