THE DEFENDING SPELL SOURCE

SPELL LIST

| Rank 1 | Rank 2 | Rank 3 |
|-----------------------|------------------------|-------------------------|
| Lesser Flame Guard | Lesser Blast Guard | Lesser Decay Guard |
| Glinting | Etheel's Broken Dagger | Lesser Frost Guard |
| Denial of Cowardice | Minor Enchanting Ward | Denial of the Serpent |
| Lesser Iron Heart | Death Ward | Lesser Storm Guard |
| | | |
| | | |
| | | |
| Rank 4 | Rank 5 | Rank 6 |
| Lesser Mage Guard | Ward Walk | Greater Decay Guard |
| Greater Flame Guard | Greater Blast Guard | Greater Frost Guard |
| Lesser Scuttle Ward | Etheel's Broken Sword | Greater Iron Heart |
| Archer's Bane | Lesser Enchanting Ward | Denial of Maladies |
| | | |
| | | |
| | | |
| Rank 7 | Rank 8 | Rank 9 |
| Greater Storm Guard | Greater Mage Guard | Etheel's Broken Hammer |
| Etheel's Broken Spear | Denial of Infirmary | True Iron Heart |
| Denial of the Hex | Body Shield | Mystic Shield |
| Legion's Bane | Greater Scuttle Ward | Greater Enchanting Ward |
| | | |
| | | |
| | | |
| | Rank 10 | |
| | Denial of Skill | |
| | | |

Spell Shield

Life Ward

Kill Ward

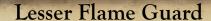
SPELL PROFILE

| | Rank | Cost | CsD | CsT | Range | AoE | Dur | Res |
|------------------------|------|--------------|-----|-----------|----------|----------------|-------------------------------|-----|
| Lesser Flame Guard | 1 | 2 SpP | 2 | 24M | 10 yards | 15 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Glinting | 1 | 2 SpP | 2 | 21M | 0 | 10 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Denial of Cowardice | 1 | 2 SpP | 2 | 26M | Touch | 30 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Lesser Iron Heart | 1 | 3 SpP | 2 | 22M | 10 yards | 10 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Lesser Blast Guard | 2 | 4 SpP | 3 | 28M | 10 yards | 20 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Etheel's Broken Dagger | 2 | 4 SpP | 3 | 20M | 0 | 15 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Minor Enchanting Ward | 2 | 3 SpP | 3 | 1 minute | Touch | 10 yard Radius | 1 hour | N/A |
| Death Ward | 2 | 5 SpP | 6 | 30M | 15 yards | 4 yard Radius | 2 minutes +3 Rounds per RO | N/A |
| Lesser Decay Guard | 3 | 7 SpP | 5 | 23M | 25 yards | 15 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Lesser Frost Guard | 3 | 5 SpP | 5 | 24M | 10 yards | 20 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Denial of the Serpent | 3 | 5 SpP | 5 | 26M | Touch | 30 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Lesser Storm Guard | 3 | 5 SpP | 5 | 22M | 0 | 20 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Lesser Mage Guard | 4 | 9 SpP | 7 | 13M | 30 yards | 10 yard Radius | 6 Rounds +1 Round per 3 RO | N/A |
| Greater Flame Guard | 4 | 7 SpP | 7 | 26M | 10 yards | 20 yard Radius | 1 minute +1 Round per 2 RO | N/A |
| Lesser Scuttle Ward | 4 | 8 SpP | 7 | 21M | 30 yards | Special | Instant | N/A |
| Archer's Bane | 4 | 7 SpP | 7 | 21M | 0 | 20 yard Radius | 1 minute +1 Round per 2 RO | N/A |
| Ward Walk | 5 | 9 SpP | 8 | Snap-Cast | 0 | Caster | 1 minute | N/A |
| Greater Blast Guard | 5 | 9 SpP | 8 | 30M | 30 yards | 20 yard Radius | 1 minute +1 Round per 2 RO | N/A |
| Etheel's Broken Sword | 5 | 9 SpP | 8 | 22M | 0 | 15 yard Radius | 1 minute +1 Round per 2 RO | N/A |
| Lesser Enchanting Ward | 5 | 11 SpP | 8 | 1 minute | Touch | 10 yard Radius | 1 hour | N/A |

| | Rank | Cost | CsD | CsT | Range | AoE | Dur | Res |
|-------------------------|------|--------|-----|-----|----------|----------------|-------------------------------|-----|
| Greater Decay Guard | 6 | 11 SpP | 9 | 26M | 25 yards | 20 yard Radius | 1 minute +1 Round per 2 RO | N/A |
| Greater Frost Guard | 6 | 11 SpP | 9 | 25M | 10 yards | 30 yard Radius | 1 minute +1 Round per 2 RO | N/A |
| Greater Iron Heart | 6 | 11 SpP | 9 | 24M | 20 yards | 10 yard Radius | 1 minute +1 Round per 2 RO | N/A |
| Denial of Maladies | 6 | 13 SpP | 11 | 26M | Touch | 30 yard Radius | 1 minute +1 Round per 2 RO | N/A |
| Greater Storm Guard | 7 | 13 SpP | 10 | 0 | 0 | o | 0 | 0 |
| Etheel's Broken Spear | 7 | 13 SpP | 10 | 0 | 0 | 0 | 0 | 0 |
| Denial of the Hex | 7 | 13 SpP | 10 | o | 0 | 0 | 0 | 0 |
| Legion's Bane | 7 | 13 SpP | 10 | 0 | 0 | 0 | 0 | 0 |
| Greater Mage Guard | 8 | 15 SpP | 11 | 0 | 0 | 0 | 0 | 0 |
| Denial of Infirmary | 8 | 15 SpP | 11 | 0 | 0 | 0 | 0 | 0 |
| Body Shield | 8 | 15 SpP | 11 | 0 | 0 | 0 | 0 | 0 |
| Greater Scuttle Ward | 8 | 15 SpP | 11 | 0 | 0 | 0 | 0 | 0 |
| Etheel's Broken Hammer | 9 | 17 SpP | 12 | 0 | 0 | 0 | 0 | 0 |
| True Iron Heart | 9 | 17 SpP | 12 | o | 0 | 0 | 0 | 0 |
| Mystic Shield | 9 | 17 SpP | 12 | o | 0 | 0 | 0 | 0 |
| Greater Enchanting Ward | 9 | 17 SpP | 12 | o | 0 | 0 | 0 | 0 |
| Denial of Skill | 10 | 21 SpP | 15 | 0 | 0 | 0 | 0 | 0 |
| Spell Shield | 10 | 21 SpP | 15 | 0 | 0 | 0 | 0 | 0 |
| Life Ward | 10 | 21 SpP | 15 | 0 | 0 | 0 | 0 | 0 |
| Kill Ward | 10 | 21 SpP | 15 | 0 | 0 | 0 | 0 | 0 |

FAMILY OF SPELLS

| Lesser Flame Guard Greater Flame Guard | Lesser Iron Heart Greater Iron Heart | Lesser Blast Guard | Etheel's Broken Dagger | Minor Enchanting Ward Lesser Enchanting Ward Greater Enchanting Ward |
|---|--|--|--|---|
| | € True Iron Heart | | Etheel's Broken Spear | |
| Lesser Decay Guard | Lesser Frost Guard ↓ Greater Frost Guard | Lesser Storm Guard Greater Storm Guard | Lesser Mage Guard ↓ Greater Mage Guard | Lesser Scuttle Ward Greater Scuttle Ward |



Rank 1 Spell Defending Source, The Magic Sphere of Light

Cost: 2 SpP Range: 10 yards Duration: 6 Rounds, +1 Round per 3 RO

CsD: 2

CsT: 24M AoE: 15 yard Radius Resistance: N/A

WARD

The placed Ward must be on the ground or surface large enough to encompass the AoE. To all inside the Ward, gain +5 to ResCheck against Fire or Heat-Based Damage and Effects brought on by this kind of damage. When rolling a ResCheck, roll 3d10 instead of 2d10, summing the total. Each die may roll again. Additionally, when taking such damage, each within the Ward's AoE rolls 1d20, +1 per 4 RO to a maximum of 1d20+5 at RO 20. A roll of 15 or more grants immunity for Fiery and Heat-Based Damage and their effects of that particular assault.

Glinting

Rank 1 Spell Defending Source, The Magic Sphere of Light

Cost: 2 SpP Range: 0 Duration: 6 Rounds, +1 Round per 3 RO

CsD: 2

CsT: 21M AoE: 10 yard Radius Resistance: N/A

WARD

The AoE within the Ward's influence sparkles with glints of gold and silver, which swirls around violently. All within and if inside looking out are *Blinded/Hazed* (5)/Negate if they fail a R.Mag.0 when trying to attack something outside the AoE. In addition to the Effect, the swirling glints make targeting virtually impossible inside the AoE and any successful attack must be rerolled. Those outside the AoE cannot identify targets, and all within count as *Camouflage*.

Denial of Cowardice

Rank 1 Spell Defending Source, The Magic Sphere of Light

Cost: 2 SpP Range: Touch Duration: 6 Rounds, +1 Round per 3 RO

CsD: 2

CsT: 26M AoE: 30 yard Radius Resistance: N/A

WARD

All within the Ward have a +5 to ResCheck against any fear-causing Effects, and roll an additional 1d10 with the ResCheck (which does have the roll again mechanic). Additionally, the Effects if anyone inside the AoE is affected by *Horror* or *Frightened*, the bonuses to ResCheck remain with them until they are able to overcome the Effect.

Lesser Iron Heart

Rank 1 Spell Defending Source, The Magic Sphere of Light

Cost: 3 SpP Range: 10 yards Duration: 6 Rounds, +1 Round per 3 RO

CsD: 2

CsT: 22M AoE: 10 yard Radius Resistance: N/A

WARD

When taking a Critical Strike, reduce the Critical Severity by 1d20.

Lesser Blast Guard

Rank 2 Spell Defending Source, The Magic Sphere of Light

Cost: 4 SpP Range: 10 yards Duration: 6 Rounds, +1 Round per 3 RO

CsD: 3

CsT: 28M AoE: 20 yard Radius Resistance: N/A

WARD

The placed Ward must be on the ground or surface large enough to encompass the AoE. To all inside the Ward, gain +10 to ResCheck against Explosive and Concussive Damage and Effects brought on by this kind of damage. When rolling a ResCheck, roll again on 8+, instead of just natural 10s for each die. Additionally, when taking such damage, each within the Ward's AoE rolls 1d20, +1 per 5 RO to a maximum of 1d20+4 at RO 20. A roll of 10 or more grants immunity for Explosive and Concussive Effects of that particular assault.

Etheel's Broken Dagger

Rank 2 Spell Defending Source, The Magic Sphere of Light

Cost: 4 SpP Range: 0 Duration: 6 Rounds, +1 Round per 3 RO

CsD: 3

CsT: 20M AoE: 15 yard Radius Resistance: N/A

WARD

When any attack takes place inside the Ward's AoE, there is a possibility that the attack will result in some harmless event. That is to say, when the actual strike takes place in the AoE. Attacks from inside out are unaffected. Attacks that occur inside, or ranged attacks from outside to someone on the inside, are.

When an attack lands (non-miss), the attacker must roll 1d20. On a roll of 5 or less, the attack not only fails, but the weapon used is affected. Metal weapons are dropped, wood cracks and composite become in disrepair. Those outside the AoE see their attack simply fail, but their weapons remain unaffected. However, the missile that went into the AoE is, i.e. the bow doesn't break, the arrow does.

Minor Enchanting Ward

Rank 2 Spell

Defending Source, The Magic Sphere of Light

Cost: 3 SpP

Range: Touch

Duration: 1 hour

CsD: 3

CsT: 1 minute

AoE: 10 yard Radius

Resistance: N/A

WARD

Places a Ward on a surface and the maximum radius of the Ward must fit on that surface completely and has a minimum radius of 5 yards. The AoE listed is the maximum.

The Ward stays for the listed Duration, during which time, other spells may be cast into the Ward. The Ward can accept Ranks 1 through 3 spells, and holds up to 10 SpP, +1 per 3 RO to a maximum of 15 SpP at RO 15. All spells put into the Ward must have a non-Instant Duration of their Effects, and cannot be Dispels, Magic Missiles or Magical Healing.

Once other spells are cast into the Ward, the primary Duration is consciously ended by the caster (and may be ended early), which is a Free Action. From here, the caster sets a trigger for the Ward. When activated, the Ward lasts for the Duration listed. Spells within the Ward last their listed Duration, to a maximum of this spell's Duration. AoE of stored spells is always the AoE of the Ward.

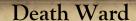
For no more time, the Ward immediately produces that stored spells' effects within the AoE of the Ward.

The caster may Channel for 1 Round, allowing the Ward to remain inactive for up to 1 hour and turned on by the caster as a Quarter Action with Line of Sight.

For a 2 Round Channel, the caster may set some kind of simple trigger (the ward is touched) for activation. The Ward can stand inactive for 1 Passing.

For a 1-minute Channel, the caster can set a simple trigger, with a delay of up to 3 Rounds, and the Ward will activate after that delay unless a certain word is spoken (chosen by the caster). Wards can remain inactive for up to 1 Shift this way.

For a 1-hour Channel, a Ward will remain inactive unless a simple trigger is tripped. This simple trigger will not activate for up to 3 people of the caster's choosing, allowing them to walk across the Ward without it activating. Again, the Ward remains inactive for up to a Shift.



Rank 2 Spell Defending Source, The Magic Sphere of Light

Cost: 5 SpP Range: 15 yards Duration: 2 minutes, +3 Rounds per RO

CsD: 6

CsT: 30M AoE: 4 yard Radius Resistance: N/A

WARD

Within the AoE, any spell or Ability that would outright kill a character though non-damage means is nullified. Instead, all that would be affected are reduced by ½ their current Hit Points. If there is a ResCheck to avoid the effect, characters may use that first. However, if they fail the ResCheck and there are more/other effects when a ResCheck is failed, all effects are still applicable, i.e. if a spell would kill a character and on a successful ResCheck inflict 2d10 damage with some chance of reducing damage, the character may choose to make a ResCheck; and if they do and fail, then they are killed. If they refuse and allow the ward to absorb it, then the full force of that 2d10 comes through. In other words, characters may ignore the Ward if they wish.

Furthermore, all within the AoE, while the AoE is active, cannot be killed through damage. They may be killed through dismemberment, *Bleeding*, *Smashing*, *Crushing* and other indirect damage sources, but not solely through loss of Hit Points. In effect, it allows character to go past their Death # and not die. However, when the Duration ends, they may then. KO checks from taking too much damage may be rerolled once on a failure.

Lesser Decay Guard

Rank 3 Spell Defending Source, The Magic Sphere of Light

Cost: 7 SpP Range: 25 yards Duration: 6 Rounds, +1 Round per 3 RO

CsD: 5

CsT: 23M AoE: 15 yard Radius Resistance: N/A

WARD

The placed Ward must be on the ground or surface large enough to encompass the AoE. To all inside the Ward, gain +7 to ResCheck against Acidic and Corrosive Damage and Effects brought on by this kind of damage. If suffering from Effects from Acid like *Disfigurement*, roll 1d20, and on a roll of 10 or more, avoid the Effects. Additionally, when taking such damage, each within the Ward's AoE rolls 1d20, +1 per 6 RO to a maximum of 1d20+3 at RO 18. A roll of 15 or more grants immunity for Acidic and Corrosive Damage of that particular assault.

Lesser Frost Guard

Rank 3 Spell Defending Source, The Magic Sphere of Light

Cost: 5 SpP Range: 10 yards Duration: 6 Rounds, +1 Round per 3 RO

CsD: 5

CsT: 24M AoE: 20 yard Radius Resistance: N/A

WARD

The placed Ward must be on the ground or surface large enough to encompass the AoE. To all inside the Ward, gain +4 to ResCheck against Cold and Water-Based Damage and Effects brought on by this kind of damage. Reduce the Potency of any Effect brought on by this damage by 1d10. Additionally, when taking such damage, each within the Ward's AoE rolls 1d20, +1 per 3 RO to a maximum of 1d20+5 at RO 15. A roll of 15 or more grants immunity for Cold and Water-Based Damage of that particular assault.

Denial of the Serpent

Rank 3 Spell Defending Source, The Magic Sphere of Light

Cost: 5 SpP Range: Touch Duration: 6 Rounds, +1 Round per 3 RO

CsD: 5

CsT: 26M AoE: 30 yard Radius Resistance: N/A

WARD

All within the Ward have a +6 to ResCheck against any kind of Poisoning attack. If already, or if a character does come under the *Poison* Effect, roll 1d20. On a 15+, reduce the Poison Type by 2 (*Poison* C becomes *Poison* A, and *Poison* A and B are *Negated*), on a roll of 10+, reduce the Poison Type by 1.

Lesser Storm Guard

Rank 3 Spell Defending Source, The Magic Sphere of Light

Cost: 5 SpP Range: 0 Duration: 6 Rounds, +1 Round per 3 RO

CsD: 5

CsT: 22M AoE: 20 yard Radius Resistance: N/A

WARD

The placed Ward must be on the ground or surface large enough to encompass the AoE. To all inside the Ward, gain +6 to ResCheck against Electrical and Shocking Damage and Effects brought on by this kind of damage. Many of these kinds of attacks jump from one target to another. On a roll of 10+ on 1d20, this spell ends such chaining effects. Additionally, when taking such damage, each within the Ward's AoE rolls 1d20, +1 per 4 RO to a maximum of 1d20+5 at RO 20. A roll of 15 or more grants immunity for Electrical and Shocking Damage of that particular assault.

Lesser Mage Guard

Rank 4 Spell Defending Source, The Magic Sphere of Light

Cost: 9 SpP Range: 30 yards Duration: 6 Rounds, +1 Round per 3 RO

CsD: 7

CsT: 13M AoE: 10 yard Radius Resistance: N/A

WARD

All within the Ward receive a +1, plus 1d20, to Resistance vs Magic. In essence, roll a 1d20 when making a ResCheck vs Magic and add it to your total.

Greater Flame Guard

Rank 4 Spell Defending Source, The Magic Sphere of Light

Cost: 7 SpP Range: 10 yards Duration: 1 minute, +1 Round per 2 RO

CsD: 7

CsT: 26M AoE: 20 yard Radius Resistance: N/A

WARD

The placed Ward must be on the ground or surface large enough to encompass the AoE. To all inside the Ward, gain +15 to ResCheck against Fire or Heat-Based Damage and Effects brought on by this kind of damage. When rolling a ResCheck, roll 3d10 instead of 2d10, summing the total. Each die may roll again. Additionally, when taking such damage, each within the Ward's AoE rolls 1d20, +1 per 4 RO to a maximum of 1d20+5 at RO 20. A roll of 13 or more grants immunity for Fiery and Heat-Based Damage and their effects of that particular assault.

Archer's Bane

Rank 4 Spell Defending Source, The Magic Sphere of Light

Cost: 7 SpP Range: 0 Duration: 1 minute, +1 Round per 2 RO

CsD: 7

CsT: 21M AoE: 20 yard Radius Resistance: N/A

WARD

Any missile attempting to cross the perimeter of the Ward is subject to deflection. The size and composition of the missile is driven by weight, and anything less than 10 Enc is affected. All missiles entering the Ward's AoE has a 1d20 rolled by the caster. Any roll of 10+ deflects the arrow (possibly) harmlessly away.

Lesser Scuttle Ward

Rank 4 Spell Defending Source, The Magic Sphere of Light

Cost: 8 SpP Range: 30 yards Duration: Instant

CsD: 7

CsT: 21M AoE: Special Resistance: N/A

Instantly dispels any Ward of 5th Rank or lower, simultaneously scuttling any effects brough on or stored within a Ward.

Ward Walk

Rank 5 Spell Defending Source, The Magic Sphere of Light

Cost: 9 SpP Range: 0 Duration: 1 minute

CsD: 8

CsT: Snap-Cast AoE: Caster Resistance: N/A

While the Spell is active, the caster may teleport between Wards they created which are within 50 yards of another, +5 yards per RO. This is a Free Action, and the caster must be fully within the Ward to teleport to the center of another of their choice within the range. Teleportation is instantaneous.

Greater Blast Guard

Rank 5 Spell Defending Source, The Magic Sphere of Light

Cost: 9 SpP Range: 30 yards Duration: 1 minute, +1 Round per 2 RO

CsD: 8

CsT: 30M AoE: 20 yard Radius Resistance: N/A

WARD

The placed Ward must be on the ground or surface large enough to encompass the AoE. To all inside the Ward, gain +20 to ResCheck against Explosive and Concussive Damage and Effects brought on by this kind of damage. When rolling a ResCheck, roll again on 7+, instead of just natural 10s for each die. Additionally, when taking such damage, each within the Ward's AoE rolls 1d20, +1 per 5 RO to a maximum of 1d20+4 at RO 20. A roll of 7 or more grants immunity for Explosive and Concussive Effects of that particular assault.

Etheel's Broken Sword

Rank 5 Spell Defending Source, The Magic Sphere of Light

Cost: 9 SpP Range: 0 Duration: 1 minute, +1 Round per 2 RO

CsD: 8

CsT: 22M AoE: 15 yard Radius Resistance: N/A

WARD

When an attack lands (non-miss), the attacker must roll 1d20. On a roll of 10 or less, the attack not only fails, but the weapon used destroyed. However, the weapon must be non-magical, otherwise, it's unaffected. This also applies to things propelling missiles into the Ward's AoE, like a bow, or cannon.

Lesser Enchanting Ward

Rank 5 Spell Defending Source, The Magic Sphere of Light

Cost: 11 SpP Range: Touch Duration: 1 hour

CsD: 8

CsT: 1 minute AoE: 10 yard Radius Resistance: N/A

WARD

Works just as the Minor Power version. Now, 5th Rank and lower spells are allowed. The ward can hold 20 SpP, +1 per 3 RO to a maximum of 27 SpP at RO 21. It also has two new triggers.

For 2 minutes of Channeling, the Ward can trigger when a certain even happens inside the AoE. This must be a single inclusive list, i.e. "anyone but me" is not allowed, but "Eemps enter the Ward" is allowed. Others might be: "if a spell is cast within", "if someone attacks another person within", "if someone is hurt within", and other general triggers as the Storyteller sees fit to allow.

For 1 Minute for Channeling, the Ward can trigger when an event outside the AoE occurs. This must be very specific and even regarding how. Thus, "if I go unconscious" is not allowed, but "if I am knocked out by a giant" would.

Greater Decay Guard

Rank 6 Spell

Defending Source, The Magic Sphere of Light

Cost: 11 SpP

Range: 25 yards

Duration: 1 minute, +1 Round per 2 RO

CsD: 9

CsT: 26M

AoE: 20 yard Radius

Resistance: N/A

WARD

The placed Ward must be on the ground or surface large enough to encompass the AoE. To all inside the Ward, gain +17 to ResCheck against Acidic and Corrosive Damage and Effects brought on by this kind of damage. If suffering from Effects from Acid like Disfigurement, roll 1d20, and on a roll of 7 or more, avoid the Effects. Additionally, when taking such damage, each within the Ward's AoE rolls 1d20, +1 per 6 RO to a maximum of 1d20+3 at RO 18. A roll of 12 or more grants immunity for Acidic and Corrosive Damage of that particular assault.

Greater Frost Guard

Rank 6 Spell

Defending Source, The Magic Sphere of Light

Cost: 11 SpP

Range: 10 yards

Duration: 1 minute, +1 Round per 2 RO

CsD: 9

CsT: 25M

AoE: 30 yard Radius

Resistance: N/A

WARD

The placed Ward must be on the ground or surface large enough to encompass the AoE. To all inside the Ward, gain +14 to ResCheck against Cold and Water-Based Damage and Effects brought on by this kind of damage. Reduce the Potency of any Effect brought on by this damage by 1d20. Additionally, when taking such damage, each within the Ward's AoE rolls 1d20, +1 per 3 RO to a maximum of 1d20+5 at RO 15. A roll of 11 or more grants immunity for Cold and Water-Based Damage of that particular assault.

Greater Iron Heart

Rank 6 Spell

Defending Source, The Magic Sphere of Light

Cost: 11 SpP

Range: 20 yards

Duration: 1 minute, +1 Round per 2 RO

CsD: 9

CsT: 24M

AoE: 10 yard Radius

Resistance: N/A

WARD

When taking a Critical Strike, reduce the Critical Severity by 2d20.

Denial of Maladies

Rank 6 Spell Defending Source, The Magic Sphere of Light

Cost: 13 SpP Range: Touch Duration: 1 minute, +1 Round per 2 RO

CsD: 11

CsT: 26M AoE: 30 yard Radius Resistance: N/A

WARD

Within the AoE, all Effects are subject to a possible avoidance, before any ResChecks or other resistances come into play. If a character would come under an Effect (or possibly come under one pending a roll), roll 1d20. A roll of 10 or greater ignores the Effect. This includes Effects brought on by Critical Strikes.



