

Saving Throws

Whenever a PC is subjected to damage from a magical spell, there is a chance that the PC will not suffer the FULL amount of damage. If a PC is successful in SAVING vs. the type of damage, the damage taken by that PC is halved. Saving throws are expressed as a percent chance for success. Example- A PC with a 20% vs. Heat is hit by a Fire Ball and receives 20 points of damage. A check of Save vs. Heat will automatically be made. If successful the damage will be reduced by half, thus the PC will only take 10 points damage. In some instances the effect suffered by the PC is all or nothing, such as versus a charm spell. If the PC is successful in Saving in this case, the PC is completely unaffected. For adjustments to saving throws for new PCs, see "Saving Throw Adjustments" in the Appendix.

Some magical attacks will require the PC to Save vs. Caster. This means the PC must pit his ability to resist the magic against the spell casters ability to cast it. Charm spells are one such example. The PC must Save vs. Caster or be charmed by the spell caster.

From time to time the individual members of the party will have to Save Vs. some other attribute. For example.... If the party steps on a trap, those characters that do not Save Vs. Dexterity may fall in. Therefore, good attribute scores are always of value even if they are not a PC's PRIME attribute.

Magic Resistance

Magic Resistance is the percent chance that a PC will be completely unaffected by a spell. Spells of a beneficial nature are not subject to Magic Resistance for obvious reasons. In addition, some spells are crafted in ways that do not allow for magic resistance, example - Magic missile cannot be resisted. Note: A PC that is protected from 1st level spells will resist ALL 1st level spells. The same holds true for protection from 2nd level spells etc....