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+25 +25 +45
-10

-5

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Heat .

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+5

+5

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Cold .

. -5 -10 .

+5

+5

. +10 +10
Electric

. . . .
.

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-10 -10 .
Chemical

. -5 . .

+5

+5

+15 +5 .
Mental

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-10

-5

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+10

-5
Magic

. . . .

-5

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+10 +5 +5

Special

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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....