

TABLE III.2–7: BARRIER ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚡ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚡ each time).	+ ♦
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ♦
Add Defense: Each affected target gains ranged and melee defense equal to your ranks in Knowledge.	+ ♦ ♦
Empowered: The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect.	+ ♦ ♦
Reflection (Arcana Only): If an opponent makes a magic attack against an affected target and generates ⚡ ⚡ ⚡ or ⚡ on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+ ♦ ♦
Sanctuary (Divine Only): Opponents the GM determines are the antithesis of the character’s faith or deity automatically disengage from affected targets, and may not engage them for the duration of the spell.	+ ♦ ♦

BARRIER

Concentration: Yes
Skills: Arcana, Divine

Both arcane and divine spellcasters have the power to create barriers of magical energy to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes an Arcana or Divine skill check. The default difficulty of the check is **Easy** (♦). If the check is successful, until the end of the character’s next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✨ ✨ beyond the first.

Before making a Barrier check, choose any number of additional effects listed on **Table III.2–7: Barrier Additional Effects**. These effects are added to the check.

COMMONLY USED SPELLS