

CONVO IN THE HAVEN

CaptainShrimps — 今日 12:39

hey mechanics ppl how do yall reckon mana barrier spell interacts with the force its cast at
is the force rating of the resulting barrier equal to the force the mana barrier spell was cast at
or is it equal to the hits u got for the structure rating

on mana barriers p.315 CRB:

Mana barriers on the physical plane are invisible
(except to astral perception), but they act as solid barriers
to spells, manifesting entities, spirits, and active
foci. Anybody trying to cast a spell through a barrier
must contend with the Force of the barrier, which is
added to the Defense or the Resistance dice pool. If
the spell doesn't normally have an opposed dice pool,
the Spellcasting test becomes an Opposed Test against
the Force of the barrier.

on the mana barrier spell p.294 CRB:

Mana Barrier creates an invisible barrier of magical
energy. It has a barrier rating equal to the net hits
scored and follows the rules for mana barriers (p. 315).

This barrier does not restrict living beings or physical
objects, but it impedes spirits, foci, dual beings, and
spells on the plane in which you cast it (physical or astral).

If cast on the astral plane, it also impedes astral
forms and reduces visibility.

how do yall think the interaction works?

Archtmag (Swerve|Basilisk) — 今日 12:47

Barrier force=hits, pretty sure. I'm not mechanics.

Syphilen(||) — 今日 12:48

Here was what I had to say on it. There are two way to interpret it:

1. The Force of the Mana Barrier Spell only effects its size. The force is set by the net hits, because of "A mana barrier has Armor

and Structure ratings equal to its Force" (CRB 316) and because it doesn't specify that $F(\text{Spell})=F(\text{Barrier})$ (the lodge doesn't do it either, but Ward and Circle of Protection do).

2. The Mana Barriers form the Mana Barrier Spell are an exception to the " $F=AR=SR$ " rule, because it's not stated that the Force of the Barrier equals the net hits, just what SR it has.

both are more or less equally valid imo. And iirc the Haven uses the first option.

CaptainShrimps — 今日 12:49

i asked ppl on another server and they all were very strongly in favor of interpretation number 2 there

they said theres no support for 1 in the raw

i dont think either is flat out wrong personally

Archtmag (Swerve|Basilisk) — 今日 12:50

The force of the barrier is just the net hits though right? It says it's the barrier rating. Not the force of the spell used to cast it.

CaptainShrimps — 今日 12:52

interpretation 2 argues that the barrier rating refers to the structure and armor, and does not refer to the force

and for force refers to the line that says the force of a barrier is equal to the force of the spell that created it

Syphilen(||) — 今日 12:54

where is that line?

The only line about the Force of a mana barrier in both the mana barrier rules and the spell rules is that spells cast through them are opposed by the Force of the barrier

CaptainShrimps — 今日 12:56

im looking for it now and asked the ppl to point me to it

currently waiting

Archtmag (Swerve|Basilisk) — 今日 12:58

There's this "A mana barrier has Armor and Structure ratings equal to its Force."

which kind of ties back to be the same number as the net hits on the spell

I would think at least

CaptainShrimps — 今日 13:04

ok so ppl on the other server are saying the mana barrier spell is the resulting barrier, and so the force becomes the force of the barrier according to normal spellcasting rules

and are also saying that the "structure rating is equal to force" bit is directional, and not reversible

i.e. u cant take a structure rating first and extrapolate the force from that

so basically normally mana barriers have structure rating equal to the force, but with the spell specifically, it overrides the structure rating bit alone to equal hits instead, with force unaffected

Archtmag (Swerve|Basilisk) — 今日 13:06

I mean barrier rating isn't structure or armor really. It sounds more like the force, which is used for the actual mana barrier part.

Physical barrier actually talks about armor/structure for net hits, instead of "barrier rating" like for mana barrier

Doesn't seem quite the same

CaptainShrimps — 今日 13:09

they think its intended to be the same and badly worded by catalyst

Syphilen(👤|🦅|😬) — 今日 13:10

badly worded rules? No way!

Archtmag (Swerve|Basilisk) — 今日 13:11

Using their interpretation would break the parity between how the physical barrier spell works and the mana barrier one. Like a lot.

CaptainShrimps — 今日 13:11

oh how so

Archtmag (Swerve|Basilisk) — 今日 13:11

It scales it's effectiveness with hits, instead of using the force.

force of the spell

Syphilen() — 今日 13:11

and between mana barrier spell and any other mana barrier

CaptainShrimps — 今日 13:13

i think phys and mana barrier are intended to be different

for physical barrier, it says

The barrier does not impede spellcasting (other than visibility penalties), except for spells with physical components like indirect combat spells.

it sounds like they want physical barrier to only be affected by physical phenomena

Archtmag (Swerve|Basilisk) — 今日 13:13

I don't mean how the barriers work. I mean the parity in how the spells scale.

CaptainShrimps — 今日 13:14

physical barrier blocks ALL incoming projectiles until it is destroyed

mana barrier doesnt actually block spells

it just makes things inside more resilient to them

by giving them more defence dice

Archtmag (Swerve|Basilisk) — 今日 13:14

Physical barriers don't stop everything either lol

CaptainShrimps — 今日 13:15

they stop all physical incoming things

Archtmag (Swerve|Basilisk) — 今日 13:15

You can pop holes in barriers

without getting rid of the entire thing

CaptainShrimps — 今日 13:15

i dont think u can do that for a physical barrier

bc by damaging it the structure rating goes down

u cant punch a hole in it like u can a wall

Syphilen() — 今日 13:16

jup, you can't

Archtmag (Swerve|Basilisk) — 今日 13:17

the penetration rules on 198 don't apply?

Syphilen() — 今日 13:17

it works just like a mana barrier but for physical things, which is why the scaling parity should definitely be a thing

Syphilen() — 今日 13:18

The barrier can be brought down by physical attacks, but as long as you sustain it will regenerate all of its Structure Rating at the beginning of each Combat Turn. If the barrier is reduced to Structure Rating 0, it collapses and the spell ends.

Archtmag (Swerve|Basilisk) — 今日 13:18

yeah, but you can still poke holes in it, if the attack is piercing and the modified DV is above the armor of the barrier

CaptainShrimps — 今日 13:18

ok i think i found an evidence for barrier rating meaning structure and not force:

Powered magnetic locks, maglocks, are widespread

in 2075 and come in a wide range of sophistication. Maglock “keys” can be physical (keypad, swipe card, proximity card, memory string), biometric (see below), or any combination thereof. Maglocks are often accessible via the local network (wired or wireless) and may be monitored by a security hacker/rigger. Maglock systems often log all usages, keeping track of the time, date, and identity of each user. The first step to bypassing a maglock is to remove the case and access the maglock’s electronic guts. This requires a successful Locksmith + Agility [Physical] (Maglock Rating x 2, 1 Combat Turn) Extended Test. If all else fails, the case can be smashed or shot off; treat the case as if it has a Barrier rating equal to the maglock rating. Overzealous attempts to break the case may harm the electronics inside. Re-assembling the case afterwards requires the same test.

i find it hard to believe that a maglock would have a force rating

Archtmag (Swerve|Basilisk) — 今日 13:19

yeah, but it's talking about mana barriers in the mana barrier spell

their whole thing is based off of force

CaptainShrimps — 今日 13:20

yea and if barrier rating refers to structure then the mana barrier spell should get its force from the force of the spell cast right

Archtmag (Swerve|Basilisk) — 今日 13:20

I don't think it should though lol

Though I don't have weight on this ruling

CaptainShrimps — 今日 13:20

barrier rating is also mentioned in the description of the petrification spell:

While transformed, the victim is unaware of his surroundings

and events happening around him. He has a

Barrier Rating equal to the critter's Magic x 2.

its sounding increasingly like barrier rating is just short for structure+armor

Syphilen(||) — 今日 13:21

barrier rating referes to the table in 197

CaptainShrimps — 今日 13:21

ah

Archtmag (Swerve|Basilisk) — 今日 13:21

ah

CaptainShrimps — 今日 13:21

yeah that seals it then

Archtmag (Swerve|Basilisk) — 今日 13:21

well, depends on what mech says on the other part

CaptainShrimps — 今日 13:22

yea

personally now after all that has been gone over

i find myself leaning into the force based on the spellcasting force camp now

Syphilen(||) — 今日 13:22

and with the power of the mechanics team I say: this is a mess.

Archtmag (Swerve|Basilisk) — 今日 13:22

wasn't that your original spot lol?

Syphilen() — 今日 13:22

nope

CaptainShrimps — 今日 13:22

no my original was undecided

i thought both interpretations held water at first

Syphilen() — 今日 13:23

I talked with him in PMs a bit before this

Archtmag (Swerve|Basilisk) — 今日 13:23

I mean I still think the armor/structure = force bit is meaningful tbh

CaptainShrimps — 今日 13:23

but as we dug deeper together now i find myself liking the force=force interpretation more

Archtmag (Swerve|Basilisk) — 今日 13:23

as otherwise huge barriers are trivial to make

CaptainShrimps — 今日 13:24

mana barrier doesnt affect things on the physical but it is really op for stopping astral threats based on the force=force interpretation

or at least defending against them

since techincally u can still get hit through it

Syphilen() — 今日 13:25

even more so on the Force=BR interpretation, because the armor would be higher than F

CaptainShrimps — 今日 13:25

o

yea ig

Archtmag (Swerve|Basilisk) — 今日 13:26

why?

wait are you saying if $F=BR$, then $\text{armor} > F$?

or did I misread

Syphilen(👤|🦅|😬) — 今日 13:28

because the table says so. (Assuming that $F=SR$ and that you take the corresponding AR, which doesn't sound right)

画像

<https://cdn.discordapp.com/attachments/318842640479289346/920381852747956224/unknown.png>

Archtmag (Swerve|Basilisk) — 今日 13:29

Those don't really map to spell created effects. They are just examples of barriers that exist in the world. Like physical barrier just gives armor and structure rating = hit number

barrier rating isn't a defined thing

it just titles that table barrier rating

but it doesn't like mean anything

really

Syphilen(👤|🦅|😬) — 今日 13:29

yeah, which is why I think $F=\text{net hits}$ works way better

CaptainShrimps — 今日 13:31

idk man the barrier ratings table and the few other places barrier rating is mentioned are the only things we have to go off of in terms of actually defining barrier rating

and the evidence seems to strongly point towards barrier rating being purely a function of structure and armor

and having nothing to do with force

Syphilen(👤|🦅|😬) — 今日 13:32

I wouldn't be surprised if BR is just left over from copying 4e.

KaterSalem (🩺|🎯|🌳|🤖) — 今日 13:42

Why you think Mana Barrier reference to Barrier Rating from Physical Barriers?

It refers to the ruling on p. 315

CaptainShrimps — 今日 13:44

do mana barriers not have a structure or armor rating?

Archtmag (Swerve|Basilisk) — 今日 13:45

They do have one

KaterSalem (🏥🎯🌳🤖) — 今日 13:45

I dont think so they have a force

Archtmag (Swerve|Basilisk) — 今日 13:45

You can still break them. They have structure and armor. Equal to force.

Syphilen(👤🦅👤) — 今日 13:46

"It has a barrier rating equal to the net hits scored and follows the rules for mana barriers (p. 315)."

"A mana barrier has Armor and Structure ratings equal to its Force" (CRB 316)

It's just contradicting itself.

KaterSalem (🏥🎯🌳🤖) — 今日 13:46

I mean Getting Around Mana Barriers say you have to beat 2xforce

CaptainShrimps — 今日 13:46

but the spell itself special cases the structure and armor to be equal to hits instead of force

Archtmag (Swerve|Basilisk) — 今日 13:46

Is that for the barrier sleazing bit?

KaterSalem (🏥🎯🌳🤖) — 今日 13:46

yes

Archtmag (Swerve|Basilisk) — 今日 13:46

Yup

CaptainShrimps — 今日 13:46

the normal structure rating equal to force relationship probably can't be taken in reverse

Archtmag (Swerve|Basilisk) — 今日 13:46

You can smash them though

CaptainShrimps — 今日 13:47

so i like the interpretation of the force of the mana barrier from the mana barrier spell is still equal to the force of the spellcasting

Syphilen(👹|🦅|😬) — 今日 13:47

but it never says that that's the case

CaptainShrimps — 今日 13:47

thats the default case tho

the question i feel is whether the mana barrier spell overrides only the structure and armor rating to equal hits, or also the force

KaterSalem (🩺🎯|🌳🤖) — 今日 13:48

Year I searching for this part too didn't find it

CaptainShrimps — 今日 13:48

and i think it is only the structure and armor ratings

based on everywhere else "barrier rating" is referenced

Archtmag (Swerve|Basilisk) — 今日 13:49

It's in 316 of core, "Getting Around Mana Barriers". In my english version

KaterSalem (🩺🎯|🌳🤖) — 今日 13:49

If you want to break through a mana barrier, you need to deal with its Armor and Structure Ratings, just as you would with any other barrier. A mana barrier has Armor and Structure ratings equal to its Force.

CaptainShrimps — 今日 13:50

yeah, there is a conflict where the normal rule for mana barriers says armor and structure are equal to force, but the mana barrier spell specifically says its equal to hits instead

and normally we say a specific rule overrides a general rule

right

KaterSalem (🏥🎯🌳🤖) — 今日 13:51

So Structure = same Number Armor = same number force

Syphilen(👤🦅🤔) — 今日 13:51

is it? Cause both the ward ritual and the circle of protection specify that $F=F$. And lodge doesn't say anything about the force.

Archtmag (Swerve|Basilisk) — 今日 13:51

Lodge does rating = force

Syphilen(👤🦅🤔) — 今日 13:51

ik, but it never actually says that as far as I can tell. So we got two cases where it's specifies $F=F$, one where it's not specified $F=F$ and one where it is unclear.

CaptainShrimps — 今日 13:51

only if u allowed the structure equal to force rule to be applied backwards, which there isnt any indication of being possible in the book

KaterSalem (🏥🎯🌳🤖) — 今日 13:52

?

Mana Barrier creates an invisible barrier of magical

energy. It has a barrier rating equal to the net hits

scored and follows the rules for mana barriers.

So what is Barrier rating 😊

Archtmag (Swerve|Basilisk) — 今日 13:53

Think it says it through the (Force x 500 nuyen) part in 280

but it's a bit indirect

Syphilen(👤|🦅|😬) — 今日 13:53

don't read it that way, but there's no other interpretation for it than $F=F$ anyways

CaptainShrimps — 今日 13:54

if ur getting the force of the mana barrier from net hits -> barrier rating (=structure, armor) -> force, then it means u are assuming we can make force equal to structure as well as structure equal to force. u are assuming a bidirectional relationship.

KaterSalem (👨🔬|🎯|🌳|🤖) — 今日 13:54

yes

CaptainShrimps — 今日 13:54

but i dont think the book indicates or implies anywhere that the structure rating is equal to force rule can be applied in reverse

Archtmag (Swerve|Basilisk) — 今日 13:54

it's not an if-then relationship

it's an equality, which are bidirectional

KaterSalem (👨🔬|🎯|🌳|🤖) — 今日 13:56

Btw. I love you all and I hate catalyst rules... only to make this clear.

CaptainShrimps — 今日 13:57

i still think its just too many hoops to jump though tho

i think the $F=F$ interpretation requires fewer assumptions and fewer hoops to jump though

Syphilen(👤|🦅|😬) — 今日 13:58

but it breaks a few general rules/symmetries which would be weird

CaptainShrimps — 今日 13:58

in the first place, separating the spell from the barrier it makes is a big assumption

KaterSalem (👨🔬|🎯|🌳|🤖) — 今日 13:58

Yes but making the rules easy is not the way of SR 😬

Syphilen() — 今日 13:58

there are a good number of spells that mainly scale with net hits though

CaptainShrimps — 今日 13:59

also if u determined the barrier's force based on the structure rating, mana barrier spell would be the only thing in all of shadowrun to use the relationship in reverse

which sticks out like a sore thumb to me

KaterSalem () — 今日 13:59

thats why reagents are great

CaptainShrimps — 今日 14:00

every barrier that has a force has a structure rating, but 99% of things that have a structure rating dont have a force

Syphilen() — 今日 14:00

well, only because there are 4 things total that use the rule. 2 of which got their F strictly stated and one of which has the barrier as an add on and gets has a fixed Force.

Syphilen() — 今日 14:01

you can't apply a rule that's meant for mana barriers to all barriers. That's not how it works.

CaptainShrimps — 今日 14:04

yea im not trying to apply it im just saying the number of "exceptions" u have to make is also lower if u do the $F=F$ interpretation

CONVO IN THE OTHER SERVER

CaptainShrimps — 今日 12:08

about mana barriers and force

someone told me (not from this server) that

"A mana barrier has Armor and Structure ratings equal to its Force"

you cast the spell and the (net) hits becomes its Force

Force of Spell \neq Force of Barrier

Master "Wrong Wolf" Stake — 今日 12:08

Force of Spell factors into other stuff

CaptainShrimps — 今日 12:08

what do yall think of this line of reasoning

Master "Wrong Wolf" Stake — 今日 12:09

Mana Barrier cares about both Force and Hits in different ways

CaptainShrimps — 今日 12:09

the barrier stuff on page 315 refers to the force of barrier

not force of spell

Master "Wrong Wolf" Stake — 今日 12:09

The force of the spell is the force of the barrier

Or the force of the Ward ritual if that's how you got a mana barrier

Or the Force of the Magical Lodge if that's how

CaptainShrimps — 今日 12:09

ok

Master "Wrong Wolf" Stake — 今日 12:09

The armor and structure rating are based on Hits

CaptainShrimps — 今日 12:09

so i guess both interpretations are possible

Master "Wrong Wolf" Stake — 今日 12:10

Not really

Force is Force

If they're arguing that Hits becomes force they're just incorrect

Hits does do something

But Force is Force

Amateon — 今日 12:12

Force is for things that care about force (dispelling, sleazing the barrier, intersections), and structure/armor is for things that try hitting it

They're separate metrics

For separate things

LagDemon — 今日 12:14

so, there is actually a minor rules conflict RAW

because the text on pg of 316 describes a general rule for mana barriers

A mana barrier has Armor and Structure ratings equal to its Force.

however

CaptainShrimps — 今日 12:15

yea i think that person's argument was that the mana barrier spell is different from a mana barrier the thing, and so their forces are not inherently related

LagDemon — 今日 12:15

the Mana Barrier spell is an exception, it specifically has a different rule

and specific rules override general ones

so for mana barriers cast from the spell, use hits for armor and structure

CaptainShrimps — 今日 12:16

the question is what is the force of the resulting mana barrier the thing

LagDemon — 今日 12:16

The force is still the force of the spell, that doesn't change

it's just that mana barriers cast from the spell don't use their Force for structure and armor

CaptainShrimps — 今日 12:20

icic

:cgl:

catalyst moment

CaptainShrimps — 今日 12:33

@**LagDemon** the the guy explained his interpretation more clearly just now:

There are two way to interpret it:

1. The Force of the Mana Barrier Spell only effects its size. The force is set by the net hits, because of " A mana barrier has Armor

and Structure ratings equal to its Force" (CRB 316) and because it doesn't specify that $F(\text{Spell})=F(\text{Barrier})$ (the lodge doesn't do it either, but Ward and Circle of Protection do).

2. The Mana Barriers form the Mana Barrier Spell are an exception to the " $F=AR=SR$ " rule, because it's not stated that the Force of the Barrier equals the net hits, just what SR it has.

both are more or less equally valid imo

thoughts

Sir Wester — 今日 12:34

Force is just Force. It's a set property of all spells, and the Force of the mana barrier is equal to the Force of the spell/ritual that made it

Structure and Armor will vary on the Mana Barrier spell version by its explicit rules, all others use the $S/A=F$ general rule

Amateon — 今日 12:35

It'd be pretty funny if I could make a higher force barrier than the force I cast it at, but unfortunately that is not the case

Xiphidiot, the sequel — 今日 12:36

Yeah. With all spells force is predetermined at time of casting. No way around that.

Irrespective of dice

CaptainShrimps — 今日 12:37

the argument is that this bit

Force of the mana barrier is equal to the Force of the spell/ritual that made it

can be interpreted as not true for the mana barrier spell because mana barrier spell is already special-cased, and so u follow that all the way and follow the structure=force rule to set the force of the actual mana barrier the thing that got created

Xiphidiot, the sequel — 今日 12:37

There's a difference between Mana Barrier (the spell) and mana barriers the broader category when it comes to how their structure and armor ratings are determined.

CaptainShrimps — 今日 12:38

i just wanna be clear that i dont have a strong opinion on this subject and am basically being a middle man rn

Sir Wester — 今日 12:38

No, you have cast a Mana Barrier spell. You had to choose a Force value as part of Step 3 of the spellcasting process.

This other person is wrong

Flat out

There is no RAW support for their point of view

Amateon — 今日 12:39

The (lower case) mana barrier that gets created by the (upper case) Mana Barrier spell is still a part of that spell

The force is the spell's force

It doesn't get modified by anything

Xiphidiot, the sequel — 今日 12:39

Yeah, I don't the reasoning for "since the structure and armor rating of Mana Barrier (spell) works differently from other mana barriers, therefore Mana Barrier (spell) does not obey RAW for spellcasting."

The structure and armor ratings are just determined differently. That's all the spell crunch gives us to work with.

Avery (Aman3600) — 今日 12:46

You have to take the rules from a top down rather than bottom up view in general. a difference is usually a change to the top rather than rebuilding the interpretation to fit this difference in mechanic

Xiphidiot, the sequel — 今日 12:46

Besides the other interpretation not following RAW, it would have significant consequences in game: if force is determined by hits (totally can't be), then limits don't apply to casting Mana Barrier and Offensive Mana Barrier; drain code is determined by hits and a modifier; reagents can no longer set or change limits?; without force as an independent limiter, whether you take physical or stun drain is determined entirely by your roll; size of the Mana Barrier will be unpredictable; etc

CaptainShrimps — 今日 12:50

about the size it would be based on the force u cast the spell mana barrier at

not based on the force of the actual barrier

in that interpretation

Avery (Aman3600) — 今日 12:51

The interpretation just goes against the rules that are in the text to make other, less relevant rules fit

CaptainShrimps — 今日 12:55

yo real quick could someone point me to the page and book that says the force of a barrier is equal to the force of the spell that created it

Amateon — 今日 12:57

I mean there's

A bunch of ways to make a mana barrier

CaptainShrimps — 今日 12:58

i mean like

the argument for the force u cast mana barrier at = the force of the actual resulting barrier hinges on the latter force depending on the former right

Amateon — 今日 12:58

That's

CaptainShrimps — 今日 12:58

i wanna know where that line is in the rules

Amateon — 今日 12:58

The barrier is the spell

it's not two different instances

You set the Force of the spell during the casting process

CaptainShrimps — 今日 12:59

the core of the other argument is that the the barrier isnt the spell

Amateon — 今日 12:59

But... it is?

What

Avery (Aman3600) — 今日 13:00

Thats a non-argument

LagDemon — 今日 13:00

to give one example

Avery (Aman3600) — 今日 13:00

thats like saying the combat sense you're sustaining has no force because the spell has a force, not the effect

so it can be dispelled for free

LagDemon — 今日 13:00

画像

<https://cdn.discordapp.com/attachments/143518583924719617/920374696728485908/unknown.png>

But on a more fundamental level, the force of an effect is always the force of whatever created it. That's just how magic works.

CaptainShrimps — 今日 13:02

imagine if the mana barrier spell is named something other than mana barrier, let's say, orange juice. when u cast orange juice, u make a mana barrier with radius equal to the force u cast orange juice at, and structure rating and force equal to ur hits on the spellcasting.

that's how the argument suggests the spell works

Master "Wrong Wolf" Stake — 今日 13:02

It's a poor argument

LagDemon — 今日 13:03

There's absolutely no justification for saying the force is based on hits. That's not written anywhere. It's literally something someone made up from scratch.

Master "Wrong Wolf" Stake — 今日 13:03

"the structure and armor are equal to the force"

Dependency is directional in that statement

Assuming that because something else determines the structure and armor it reverses the relationship and therefore determines the force is just not how it works

That's a really spectacularly bad argument

It's poorly written in that it makes a conflict and we have to go to "specific overrules general"

But it absolutely does not inverse the relationship

CaptainShrimps — 今日 13:07

ok

thoughts on this take

I mean barrier rating isn't structure or armor really. It sounds more like the force, which is use for the actual mana barrier part.

Physical barrier actually talks about armor/structure for net hits, instead of "barrier rating" like for mana barrier

i feel like this take holds some more water

LagDemon — 今日 13:08

it's someone who really wants the rules to be something they aren't, misinterpreting them to get the results they want

that's my take

CaptainShrimps — 今日 13:09

ok but their point about the difference in wording between mana barrier spell and physical barrier spell is actually kinda relevant i think?

LagDemon — 今日 13:09

it's not, really

CaptainShrimps — 今日 13:09

the fact that physical barrier doesnt refer to "barrier rating"

Amateon — 今日 13:09

Not particularly

LagDemon — 今日 13:09

CGL is just bad at being consistent with their terminology. You can't read anything into that.

Avery (Aman3600) — 今日 13:13

is barrier rating even a defined term other than "its what we call armor and structure"

yeah looks like barrier rating isn't even real. It's just what the table for structure and armor is. It's a nonsense keyword that has to be taken to mean "Armor and structure are both equal to this"

Two Spaces After A Period — 今日 13:19

it's another old word

from the shadow ages

barriers have separate armor and structure now

(technically)

Amateon — 今日 13:21

Oh is it a copy paste from 4e

Amateon — 今日 13:21

no, it's only used in like, 3 places in the crb

Master "Wrong Wolf" Stake — 今日 13:23

Yeah I think it's old edition cypypasta

I also agree with Lag's take

This is a person who wants the rules to say something they don't say

"I cast F2 mana barrier around myself with spirit assist. I post-edge. I now have 20+ bonus spell defense dice"

Two Spaces After A Period — 今日 13:24

is this some guy from the internet

Master "Wrong Wolf" Stake — 今日 13:24

Hard pass thanks

Two Spaces After A Period — 今日 13:24

is it B*mce

whenever i see a horrendous rules take from the internet I just sort of assume it was him

Master "Wrong Wolf" Stake — 今日 13:24

Haha it does sound like a Ba*ce take doesn't it

CaptainShrimps — 今日 13:26

ok i just found the table and now i like the force=force interpretation more

since that table shows that barrier rating is unambiguously just a function of structure and armor

and is not related to force

also guys dont shit talk the guy please

he was also not aware of the table

they dont have any kind of bad intentions to warp the rules

they r also just trying genuinely to find what CGL actually intended

Wolf "frog anon" Song — 今日 13:30

that's forbidden knowledge

cthulu wishes he could drive men mad like trying to figure out RAI

Amateon — 今日 13:31

implying there's any real direction or intent behind CGL's game design

"Just copy paste it from the previous edition, it'll be fine"

Wolf "frog anon" Song — 今日 13:31

the problem is that's not always true

sometimes things are clearly written with an intention

what is it? impossible to know