



Interdictions Rework

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This is *Ex Archivis* Material

Ex Archivis (or **Release Candidate** or **Gamma**) status is used for materials officially approved for in-club public playtesting. This means any character can choose to spend EXP to purchase or use the material. GMs are encouraged to allow this material on their games, but are still able to elect not to use it. This is the last stage of playtesting where feedback and larger scrutiny can be given before it may be officially added to the *PFC Player's Guidebook* or the *Advanced Player Options*.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release alongside this document. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a compiled guidebook edition, or in a supplement book.

Power Level. The character options you read here might be more or less powerful than options in the *PFC: Player's Guidebook*. If a design survives playtesting, we may adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form



Interdictions

These spells **cannot be deferred**. Ranks 1 - 6 cannot be cast without knowing *Revocation*.

When you buy either the interdictions group or Revocation group, you may buy the alternative group without it taking a spell group slot, as defined by your INT.

The spells 1 - 6 of this group are unique in that they are cast along with a spell from the *Revocation* group. When you cast one of these spells as a reaction, you also cast a spell of *Revocation* as a free action, at a rank of your choice, so long as both spells combined do not exceed your PWR stat. (Follow standard PWR limitation rules for the round). Use the *Revocation* spell for targeting rules. For these spells, If you fail the *Counterspell* check, the targets of the triggering spell or effect gain 1 rank of *Resist Magic* against that effect. This rank of *Resist* cannot be stressed.

*If countering a spell or effect with a spell from this group would cause targeting issues or other unforeseen problems. Simply consider the effect *Countered* instead of trying to apply any additional effects.

For example, casting a rank 6 Revocation with rank 5 Rebound costs a total of 11 units, changes the Revocation casting time to a free action, and adds the effect of Rebound to your Revocation's Counterspell roll.

Spell Name and Details		Description
1 – Roulette		
Time to Cast:	reaction	<i>This spell is limited to creature targeting or caster targeting magic.</i> Roll <i>Counterspell</i> equal to the ranks of <i>Revocation</i> you cast in conjunction with this spell against the magical effect within range of the revoke. If you win the contest, randomly determine a creature within 60' of you. That creature becomes the new target for the spell or effect. This effect cannot be lucked or otherwise modified. In the event a spell or effect is targeting multiple creatures without being an AoE, only one target's effect is rouletted and may 'double up' on a creature.
Resist Check:	none	
Target:	caster	
Duration:	instantaneous	
Area:	self	
Effect:	countermagic, randomize spell	
2 – Delay		
Time to Cast:	reaction	Roll <i>Counterspell</i> equal to the ranks of <i>Revocation</i> you cast in conjunction with this spell against the magical effect within range of the revoke. If you win the contest you delay the magical effect by 1 + 1/F rounds. At the end of this duration, the magical effect will attempt to go off, targeting the original target even if they would not be in the original range. For most targeting purposes, treat the spell as if it had gone off the original round. If the target is now an invalid target, the spell fizzles harmlessly.
Resist Check:	none	
Target:	caster	
Duration:	instantaneous	
Area:	self	
Effect:	countermagic, delay spell	
3 – Enfeeble		
Time to Cast:	reaction	Roll <i>Counterspell</i> equal to the ranks of <i>Revocation</i> you cast in conjunction with this spell against the magical effect within range of the revoke. If you win the contest, reduce the resist check of the effect by 2d6 and half the damage of the spell or effect, which is applied before resistance or susceptibility.
Resist Check:	none	
Target:	caster	
Duration:	instantaneous	
Area:	self	
Effect:	countermagic, mitigate damage	
4 – Counterspell		
Time to Cast:	reaction	Roll <i>Counterspell</i> equal to the ranks of <i>Revocation</i> you cast in conjunction with this spell against the magical effect within range of the revoke. If you win the contest, counter that spell.
Resist Check:	none	
Target:	caster	
Duration:	instantaneous	
Area:	self	
Effect:	countermagic, counter spell	
5 – Rebound		
Time to Cast:	reaction	Roll <i>Counterspell</i> equal to the ranks of <i>Revocation</i> you cast in conjunction with this spell against the magical effect within range of the revoke. If you win the contest, rebound that effect back at its original caster. If the magical effect is an AoE, center it on the original caster.
Resist Check:	none	
Target:	caster	
Duration:	instantaneous	
Area:	self	
Effect:	countermagic, rebound spell	
6 – Annexation		
Time to Cast:	reaction	Roll <i>Counterspell</i> equal to the ranks of <i>Revocation</i> you cast in conjunction with this spell against the magical effect within range of the revoke. If you win the contest, gain control of the target spell or effect. You may choose a new target or location for the spell or effect, so long as it is within the stolen spells targeting parameters from you as the caster. This may move caster/self spells and effects.
Resist Check:	none	
Target:	caster	
Duration:	instantaneous	
Area:	self	
Effect:	countermagic, take control of spell	



Spell Name and Details		Description
7 – Spell Burn		
Time to Cast:	1 round	Spell Burn causes spells in the area to become more painful to their caster. In order to cast spells in the area, each person needs to sacrifice DP equal to the rank of the spell or magical effect in addition to spending the units. This damage is considered true damage.
Resist Check:	none	
Target:	caster	
Duration:	1 + 1/F minute	
Area:	60 + 15'/F	
Effect:	units burn	
8 – Zone of Resistance		
Time to Cast:	1 round	All those within the zone created by this spell feel a static distortion in the air. All creatures within the zone are considered to have an additional 1 + 1/2F ranks of <i>Resist Magic</i> . These ranks of <i>Resist Magic</i> stack with other ranks, but cannot be stressed,
Resist Check:	none	
Target:	LOS 20' + 10'/F	
Duration:	1 minute	
Area:	20' + 10'/F radius	
Effect:	magical resistance	
9 – Abjure		
Time to Cast:	1 minute	You can distribute 3 + 1/F charges of Abjure to willing creatures that you touch during the casting time. The targets can use their reaction to expend a charge of Abjure to ward themselves from magic, taking half damage from a single source. If there is a resistance check to halve, succeeding will instead negate the damage completely. A creature can only benefit from one casting of this spell at a time.
Resist Check:	none	
Target:	multitouch	
Duration:	2 + 1/F hours	
Area:	willing creature	
Effect:	alter resistance	
10 – Pain for Power		
Time to Cast:	1 round	This spell allows the cast to trade their life essence for more potent counterspells. You can cast <i>Revocation</i> spells using DP instead of units. For every rank of Revocation you cast, you may take 1d6 True damage instead of using units.
Resist Check:	none	
Target:	caster	
Duration:	1 + 1/F minutes	
Area:	self	
Effect:	DP for power	
11 – Unit Siphon		
Time to Cast:	1 round	This spell allows you to repurpose the units or magical essence of your opponent for your own spells. If you win a <i>Counterspell</i> contest, gain units equal to the rank of the spell or magical effect. These units go to the same pool they were originally pulled from by their original caster. If the magical effect had no magic type, you may choose the pool they go into. GMs must assign an appropriate unit cost to custom magic effects.
Resist Check:	none	
Target:	caster	
Duration:	10 + 5/F minutes	
Area:	self	
Effect:	repurpose units	
12 – Spell Shield		
Time to Cast:	2 rounds	As long as this spell is up, roll 10d6 <i>Counterspell</i> against any spell or magic effect that affects you. If the affected spell requires experience to cast, you must spend the same amount of experience to successfully counter it, otherwise the counterspell fails. If you are affected by an Area of Effect spell or magical effect, this only counters the portion affecting the target of <i>Spell Shield</i> .
Resist Check:	none	
Target:	touch	
Duration:	1 + 1/F minutes	
Area:	self	
Effect:	shield against spells	



Spell Name and Details	Description
13 – Anti-Magic Zone Time to Cast: 2 rounds Resist Check: none Target: caster Duration: 1 + 1/F minutes Area: 60 + 15/F' radius Effect: No magic allowed	The affected area is divorced from the magical energy that suffuses the multiverse. Within the area, spells can't be cast, summoned creatures disappear, and even magic items become mundane. The Anti-Magic Zone does not move with the caster. With 2 finesses, this spell centers on the caster and moves with them. Spells and other magical effects, except those created by a deity or their artifacts, are suppressed in the zone and can't protrude into it. Units or charges expended to cast a suppressed spell are consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. Targeted Effects: Spells and other magical effects, such as Minibolt, that target a creature or an object in the zone have no effect on that target. Areas of Magic: The area of another spell or magical effect, such as Fireball, can't extend into the area. If the Anti-Magic Zone overlaps an area of magic, the part of the area that is covered by the zone is suppressed. For example, the flames created by a Flame Barrier are suppressed within the zone, creating a gap in the wall if the overlap is large enough. Spells: Any active spell or other magical effect on a creature or an object in the zone is suppressed while the creature or object is in it. Magic Items: The properties and powers of magic items are suppressed in the zone. For example, a +1 Long Sword in the Sphere functions as a nonmagical Long Sword. A magic weapon's properties and powers are suppressed if it is used against a target in the zone or wielded by an attacker in the zone. If a magic weapon or piece of magic ammunition fully leaves the zone (For example, if someone fires a +1 bullet or throws a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits. Magical Travel: Teleportation and planar travel fail to work in the zone, whether the zone is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space, temporarily closes while in the zone. Creatures and Objects: A creature or object summoned or created by magic temporarily winks out of existence in the zone. Such a creature instantly reappears once the space the creature occupied is no longer within the zone. Revocation Magic: Spells and magical effects under rank 13 such as Revocation have no effect on the zone. Those 13 or above must also pay EXP equal to the amount spent to cast anti-magic zone or they immediately fail. Similarly, the spheres created by different Anti-Magic Area spells don't nullify each other. EXP: 1500 to cast this spell



Revocation

Revocation is the primary way that casters repel and remove the effects of other magic users. Casting these spells above rank 12 do not consume DP, EXP, or lower PWR.

Spell Name and Details		Description
1-16 – Revocation		
Time to Cast:	1 action	The <i>Revocation</i> spell disrupts other magical effects. Roll (<i>rank of Revocation</i>)d6 <i>Counterspell</i> targeting one magical effect within range. When targeting enchanted items, roll <i>Counterspell</i> as normal. On success, the item turns into a mundane version of itself for 1 hour per rank of Revocation. This spell may be used on effects and items that do not match its magic type but receives a 2 - 1/F die penalty on the <i>Counterspell</i> roll.
Resist Check:	none	
Target:	LOS 60 + 15/F'	
Duration:	instantaneous	
Area:	1 magical effect	
Effect:	countermagic	