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## Pathfinder multiple resist energy

This section from the CRB explains how spells usually work. It does not provide prescribed rules from the game, it is only explaining what usually happens because usually multiple copies of the same buff spell do not really do anything, since their same typed bonuses do not stack, or because they give you an option for their duration and multiple sources of access to a single option is not really helpful, or because they grant immunity to a source of danger , and additional immunities to this single thing are rarely helpful. So in general, you can have multiple active instances of any spell, the additional instances just don't do much. However, the respective spells about their text limit their interactions with each other. You may well have protection against energy (fire) and resistance energy (acid) at the same time, but if you resist a single type of energy instead, the reservoir provided by the energy protection is not protected by the Resist Energy effect. Draconic Reservoir states that it does not stack with protection from energy, but technically it does not prevent it from using it next to this spell. If two positive effects do not stack you need to take the biggest bonus, so this becomes strange because what is supposed to be the biggest bonus in this context is unclear. In my experience, people tend to have the pool with the most points that are still present at the time and apply to a particular attack. Stacking one of these spells with yourself is not prohibited in any way and generally significantly increases the defensive effects: the protection against energy and the Draconian Reservoir can either be combined to provide separate pools for multiple energy types or to create a larger single pool for one energy type. Resist energy resistance stacked from multiple sources in 3.5, except that energy resistance could not be stacked by spells with energy resistance from spells. Pathfinder, almost literally James Jacobs, creative director for Pathfinder, said energy resistance is not stacked. No explanation has yet been provided for this contrary verdict, except that a deep infernal bloodline wizard should suck for [electrical resistance] at least up to level 20. When I looked at the magical armor of the energy resistance and shielded special abilities, I noticed that it did not say whether you could get the spell for several different types of energy or not. For example, could you get energy resistance cold and energy resistance Sonic both enchanted on their armor for 36,000g? Aasimar race has a property that allows: Celestial Resistance: Aasimars have acid resistance 5, cold resistance 5, and current resistance 5. If I choose Resist Energy on an Aasimar that opts for Cold, it replaces the racial resistance or stack with it for the spell duration? This came in our regular game this week. I play a Duskblade with Resist Energy as one of his first level spells. When we talked about our daily preparations, the GM mentioned that I couldn't set two resistance energies of different kinds on the same goal. I had never thought about it, because one would give Acid 30 and the other would give Resist Electricity 30, and since resistance to acid and resistance to electricity are two different things, there would be no stacking problem. I have not argued (I did not have enough 1st level spells to put two resistances on everyone in the party anyway), but I was confused for a moment. I dug a little in the SRD, and that was all I could find: Same effect with different results The same spell can sometimes produce different effects when applied to the same receiver more than once. Normally, the last spell in the series trumps the others. None of the previous spells are actually removed or scattered, but their effects become irrelevant while the show's final spell continues. This supports the DM, as well as cover Chill Shield/Fire Shield, multiple protection from energies, but also means that you do not put two glyphoses of Wardings on the same item/range, use Imbue with spellability on the same target multiple times, or have multiple spell Sbeins immunities. This also means that you could encounter a suggestion spell with a different suggestion spell to trade normally for the next fortnight. How do others play that in their game? Sign in or register to remove this ad Note that it usually says. Wide open to DM interpretation. In this particular case, I think your DM is wrong, but that's just my opinion. I would allow different types of energy resistance from the same spell to apply both. Calypso to give someone resistance to acid certainly does not make the resistance to electricity that you have just given them irrelevant! I think they're both working full at the same time. The different effect looks more like a false life and its random amount of temporary hit points it gives rather than change as you have made different decisions about what the final effect is. You use Polymorph as an example of two effects of the same source. I think that most people might agree that using polymorph to turn a person into a creature, and then another to turn it into another creature, definitely makes the first polymorph irrelevant. But I don't see any resistance to energy falling under this umbrella. He is the DM... but I would allow you to have both resistors (acid & electricity) and effective. Mike I would say that Resist Energy: Fire is not the same effect as Resist Energy: Cold. One certainly does not make the other irrelevant! Stack is the wrong word. Stack implies that they combine as two resist fire spells. But I would say that yes can resist fire as well as acidity or what does not work at the same time. Stack is the wrong word. Stack implies that they combine as two resist fire spells. I think the term you're looking for is overlapping. So far, the opinions are that most people would allow them to put both into force, and so I would govern if I were to run. Although this raises the question of how people would handle other spells with multiple versions. Would you allow someone to have the warm and cold version of Fire Shield at the same time, which means that an attacker would take 1d6+CL cold and 1d6+CL fire on each hit? How about two curses on the BBEG, one the -4 to most roles, the other the 50% chance to trade? Under the RAW, they all fall under the same umbrella, as spells that can have different effects with different castings (either caster choice or random). Another similar area would be Spelllike/like/like like Mark of Doom (CDiv, Target takes 1d6 damage each time they make an enemy action or attack). Could a cleric throw multiple signs of doom at a target so that he suffers 3d6 or more damage with each enemy act? How about different roles, all casting at the same destination? How about multiple acid arrows? If an L12 caster marks a target with three acid arrows in three consecutive rounds, does the target take 6d4 damage in round 4? I think the term you're looking for is overlapping. Nor am I sure that is the right word. Overlap implies that they layer on top of each other, as in the largest is indeed and the other is overwritten. What I think is actually happening is two separate magic effects in place at the same time. Maybe for you, but that's not the only thing the term implies for me. It also covers your second statement. I go with the general opinion on this, I allow them to stack. However, I understand your dms opinion, and I think the RAW can train him. As you said, it is a slippery slope with other types of spells. But I have all objected to working in my game, I do not; allow multiple spell immunities and so on. I cannot understand the opinion of the DM, I do not think it makes sense! Stacking/overlapping doesn't even come in - there are only two different forms of protection (the generated by the same basic spell). I wonder if he would prevent the use of pyrotechnics from blinding someone, then a later use of pyrotechnics suffocating them (by using the fireworks or the suffocating cloud effects of the spell)? Would he not allow someone to wear a ring with fire resistance and a ring with acid resistance and both before The same effect with different results SRD text refers to things like false lives cast twice. The resistance energy has a different effect with the same results (protection from fire:10 or protection from acid:10 for example). Cheers Resist Energy: Acid, and Resist Energy: Electricity should definitely be able to influence a target at the same time. Because they use different energy types, they have different descriptors and do not negate each other. If a pair of mages both cast the spell with the same energy descriptor, it would trump with the higher spell level. Both would still be in force, but only the stronger one would actually play a role. To... I thought they weren't stacking up. In fact, one of my players said they didn't stack and I went with him and realized that it was the 'two spells of the same spells not stacking' thing. It's a slightly more interesting choice, which spells the party will throw at itself. The idea of two different resistance rings had not yet emerged. rv I can't understand the opinion of the DM, I don't think it makes sense! Me too. Resist Cold, for example, is different from Resist Electricity. They are not the same effect, so they do not overlap. Although this raises the question of how people would handle other spells with multiple versions. Would you allow someone to have the warm and cold version of Fire Shield at the same time, which means that an attacker would take 1d6+CL cold and 1d6+CL fire on each hit? No, I wouldn't. How about two curses on the BBEG, one the -4 to most roles, the other the 50% chance to trade? I wouldn't do it if they were from the same caster. I would if they were different casters. Neither of my two rule interpretations is particularly supported by the RAW, or if they are my interpretation that you can have multiple resistance energies of different kinds, that is not. Please, someone can give a definitive answer under the RAW, so I know what the house rules are. Resist Cold, for example, is different from Resist Electricity. They are not the same effect, so they do not overlap. If there were two spells Resist Cold and Resist Electricity, I would agree with you. But there is only one spell: resistance to energy. Can you have two active copies of this spell at the same time? Do you allow multiple versions of the psionic power Animal Affinity for different attributes? If there were two spells Resist Cold and Resist Electricity, I would agree with you. But there is only one spell: resistance to energy. Can you have two active copies of this at the same time? I think from RAW, you are right. In this particular case, it's a stupid rule... Do you allow multiple versions of the psionic power Animal Affinity for different attributes? Absolutely. Don't you allow Bull's Strength and Cat's Grace to come into effect? Absolutely. Don't let Bull's Strength and Cat's Grace in Of course, these are two different spells. Animal affinity manifested for strength and animal affinity manifested for dexterity are the same ability that is used twice. It's very different. I think from RAW, you are right. In this particular case, it's a stupid rule... It's not correct by RAW - it's the wrong interpretation of the rules. Page 2 Sign up or register to remove this ad If there were two spells Resist Cold and Resist Electricity, I would agree with you. But there is only one spell: resistance to energy. Can you have two active copies of this spell at the same time? Yes, as long as the effects of the spell are different. Some people consider different versions of the same spell (Energy Resist: acid and Energy Resist: cold, for example) to be different enough that they do not interfere with each other. Others don't. I consider them different enough, even if it means that you can have two versions of Fire/chill shield on yourself at the same time. If you want to cast two 4th level spells to protect yourself, it should be pretty strong. Although it can be overcome by two second-level spells. Spell.