

Table 4-4a: Channeling Spell Failure

Roll	Elemental	Force	Informational	Utility
1 - 10	Spell goes off, but caster's swell of pride is punished by the loss of twice the normal PP. ⚡(-2x)	Caster's faith could be stronger. Spell goes off, but RRs have a +20 bonus.	Perseverance is rewarded. Caster's spell is delayed until next round.	Caster completes spell, but effort is exhausting. Caster suffers a fatigue penalty. ⓪(-30)
11-30	Music of the Spheres distracts the caster. Spell must be cast again from the beginning (but no PP are lost). ⚡(-0)	Caster falters, losing the spell and half the normal PP (round up). ⚡(-x/2)	Caster's faith wavers for just a moment. The spell is lost, but not the PP. ⚡(-0)	Patience, my child. This spell will be cast next round.
31 - 40	Caster conceives a complex theological argument against casting this spell. Spell and half PP (round down) are lost. Caster is stunned one round. ⚡[-50], ⚡(-x/2)	Caster loses the spell and half the normal PP (round down). Frogs rain down in a 10'R around the caster, leaving him dazed for two rounds. 2⚡[-25], ⚡(-x/2)	Caster learns something, but it has nothing to do with what he was trying to learn.	The next detail of the spell slips the caster's mind and the caster loses the whole thing (but keeps the PP). ⚡(-0)
41 - 60	Caster loses spell and the normal number of PP; be thankful it was no worse. ⚡(-x)	Caster's invocations are not answered. Nothing happens, except that the PP for the spell are gone. ⚡(-x)	Instead of the desired information, the caster gets a brief lesson in theology. +10 to next religion-related Lore/Science maneuver but spell fails.	The power of the caster's god is near, though the caster made a minor error. Caster may spend twice the normal PP and save the spell, or lose the spell and spend no PP.
61 - 75	This reminds me of the parable of the caster who lost his spell and the PP to cast it. Because that is what happens. ⚡(-x)	Fate smiles on the target. The spell has no effects, and the caster loses twice the normal number of PP. ⚡(-2x)	The information comes, but in obscure, symbolic, metaphoric terms.	The wise are humble. This spell-casting has no effect other than the caster's loss of one PP. ⚡(-1)
76 - 90	Spiritual power runs a little wild. Caster takes 1d10 hits and three rounds of stun. ⚡+1d10, 3⚡[-50]	Caster is enthusiastic, but careless. Spell fails and takes three times the normal number of PP with it. ⚡(-3x)	The caster learns only of a good place to seek the knowledge through mundane means.	Caster suffers a moment of existential crisis. Caster loses the spell and half the normal PP (round down). Caster may not cast or prepare any spells for 3 rounds. 3⚡(-x/2)
91 - 95	Flowers bloom at the caster's feet, but uncontrolled power also stuns the caster for three rounds, does 2d10 hits, and turns any non-magical item in the caster's hands to salt. ⚡+2d10, 3⚡[-50]	Target must have a guardian spirit. Caster is stunned for seven rounds. 7⚡[-50]	Caster has a glimpse of coming doom! Caster is stunned for one round. ⚡[-50]	Botched spell creates a sense of nausea. Caster loses the spell and half the normal PP (round up) and suffers a -5 fatigue penalty. ⓪[-5], ⚡(-50%)
96 - 100	Caster manages to smite himself, taking a B Holy crit and gets stunned two rounds by embarrassment. 2⚡[-50]	Caster accidentally invokes the wrong name. Penance is 4d10 hits and 24 hours of unconsciousness. ⚡+4d10, 24hr [Ⓡ]	Caster gains the desired information, but has alerted one enemy to his exact location.	Caster mishandles the spell energies, doing himself 1 hit of damage per PP invested in the spell. Spell and PP are lost. Caster is dazed for 2-20 rounds. ⚡+1/PP, ⚡(-x), 2-20⚡[-25]
101 - 125	Caster accidentally heals himself of 1d10 hits, which stuns him for three rounds. ⚡-1d10, 3⚡[-50]	Caster takes 3d10 hits from misdirected energies as spell targets alternative target(s) closest to intended target. ⚡+3d10	Nothing can be seen but the caster's ultimate insignificance. Caster is stunned for 3 rounds. 3⚡[-50]	Caster loses spell and PP. Caster has no idea why, leaving him stunned for 3 rounds. 3⚡[-50]
126 - 150	Caster accidentally does 1d10 hits damage to himself, stunning him for two rounds. ⚡+1d10, 2⚡[-50]	Caster accidentally targets (an) alternative target(s) closest to the caster. Caster will be at -5 to all SCRs until he spends a day in religious observations.	Caster gains information relevant to his power source's interests, but not to his own inquiry. Caster spends two rounds dazed. 2⚡[-25]	The spell does nothing. Surprise leaves caster stunned for 2 rounds, dazed for 2 more. 2⚡[-50], 2⚡[-25]
151 - 175	Somehow caster manages to tap into the wrong power source. It burns! Caster takes a C critical and 5d10 hits. ⚡+5d10	Spell targets randomly (a) victim(s) within 500' (ignore normal range). Caster will be at -20 to all SCRs until spending an entire day in religious observations.	Caster sneezes loudly. Spell unravels, taking with it twice the usual PP. ⚡(-2x)	Caster tries to fix mistakes, making them worse. Caster takes 3d10 hits and is stunned & unable to parry for 5 rounds. ⚡+3d10, 5⚡[-75]
176 - 185	Caster's wild treatment of the elements damages his connection to his power source. He will be at -50 and unable to regain PP until he spends a week in religious observances while on sacred ground. 7dy(-50), 1wk ⚡(-100%)	That was almost blasphemous. Caster takes 1 hit per level of spell, collapses into unconsciousness for 1d10 hours and loses all spell-casting ability until spending a full week in religious observations. ⚡+1/lvl, 1d10 [Ⓡ]	Caster hears the whispered lies of the spiritual opposition and takes 5d10 minutes taking no action but cleansing his mind of these voices.	Caster forgets key element of spell and it shatters, leaving the caster at -30 to all actions for 1d10 hours. 1d10hr(-30)
186 - 190	Caster sees too deep into the fathomless cosmos and falls into a two week coma. However, for the week after that he gains a +20 bonus to all Lore & Science skills. 2wk [Ⓡ]	Caster commits a major faux pas and targets himself. RR applies, but so does -50 "willing target" penalty (and range is touch).	Caster gains one piece of true, but misleading, information. Any money he is carrying will have disappeared.	Caster disrupts his own aura. All spells on caster are dispelled, even curses. Caster's RRs are at -50 until he spends a week in religious observances on sacred ground.
191 - 195	Spell actually goes off as planned, but caster takes an A critical. Saved from far worse by divine grace, the caster is placed under a Quest spell to repay the favor. ⓪(A)	Caster summons more power than he can handle. He bursts into flames, doing an E Heat crit to himself and a C Heat crit to anyone in a 10'R. Caster keeps taking C Heat crits each round until fire is extinguished. ⓪(E), ⓪(E), X⓪(C)	Caster beholds the glories of his deity. Caster is overwhelmed and falls into a 1d10 day coma. 1d10dy [Ⓡ]	Caster is bathed in unmanageable power. Caster takes a B critical and loses all spell-casting ability for 1d10 weeks. ⓪(B), 1d10wk ⚡(-100%)
196 - 200	Caster takes a D crit as he loses control, then takes another 5d10 hits from internalized energies. ⚡+5d10, ⓪(D)	Caster is struck blind, which also causes him five rounds of stun. 5⚡[-50]	Caster gains a random vision before mishandled energies rebound on him for 6d10 hits, 6 rounds of stun, and 6 days at -40. ⚡+6d10, 6⚡[-50], 6dy(-40)	Caster is overcome by sloth. Caster will do nothing but act in self-defense, talk, or move at a walking pace for 1d10 days. Caster has only half normal PP for 1d10 weeks. 1d10wk ⚡(-50%)
201 - 250	Caster takes an E critical and loses his spell-casting abilities until he spends a month in religious observances on sacred ground. ⓪(E), 1mo ⚡(-100%)	Spell exposes stain on the caster's soul. Caster loses all spell-casting ability until he fulfills a quest from his deity or religious superior. ? ⚡(-100%)	Caster has a terrible, haunting vision. Caster will be at -30 until he spends a week in religious observances on sacred ground. Also, all his PP are gone. 7dy(-30), ⚡(-100%)	Caster is struck dumb for 1d10 weeks as spell energies swirl around his head. He also takes 5d10 hits and 1d10 hours of enchanted sleep. ⚡+5d10, 1d10hr [Ⓡ]
251 - 300	Caster burns with too much divine power, taking two E Holy crits. Everyone not of his faith within 50' of the caster takes a C Holy crit. ⓪(E,E), ⓪(C)	Caster experiences severe strain: -50 Fatigue penalty, loss of all PP, aged one year, and at a -30 penalty that recovers at a rate of -1 per day spent in religious observations. ⓪[-50], 30dy(-30), ⚡(-100%)	Caster's errors lead to damaging the tie to his deity. Caster is at -10 and cannot cast spells until spending two weeks in religious observances. 2wk(-10), 2wk ⚡(-100%)	Caster loses connection to his power source. Shock delivers 10d10 hits and 12 rounds stunned & unable to parry. Spell-casting is impossible until caster spends 1 month in religious observances on sacred ground. ⚡+10d10, 12⚡[-75]
301+	Caster turns to ash. Anyone not of his faith and within 20' of the caster takes an E Holy crit. ⓪, ⓪(E)	Caster is a mortal servant of the divine. Caster proves it by suffering a heart attack and dropping dead. ⓪	Caster has visions of Armageddon. This results in brain shut-down. Caster is in a coma for 3 months. 3mo [Ⓡ]	Caster offends the higher powers and is struck by a +100 Lightning Bolt.

⚡+X : X hits, ⚡X: Bleed, X hits/rd, ⓪ (-X): Fatigue penalty, ⚡(-X): Breakage roll, -X: Injury penalty, X ⚡ [-xx]: Stunned for X rounds @ xx, ⚡: Staggered, ⇒ X': Knocked back, Ⓡ: Knocked down/prone, Ⓡ: Grappled X⓪, ⓪(X): Additional criticals, ⓪: Target is dying or defeated