

Backfire Table

01-24 - the spell has no effect.

25 - the spell has no effect. Deduct a second cost of the amount of Fatigue spent to cast the spell.

26-35 - the spell has no effect. Deduct double the amount of Fatigue spent to cast the spell.

36-45 - the spell takes effect. Reduce Fatigue triple the amount spent to cast the spell.

46-50 - the spell has no effect. Increase the magic resistance of the target by 15% against any further spell cast by you.

51-55 - the spell takes effect. Increase the magic resistance of the target by 20% against any further spell cast by you.

56-60 - the spell takes effect. Reduce Fatigue four times the amount spent to cast the spell.

61 - the spell takes effect. Reduce Fatigue five times the amount spent to cast the spell.

62 - the spell takes effect on the intended target, but only at half strength.

63 - the spell takes effect on the intended target. In addition, one additional target within 30' of the intended target receives one-half of the effect as well.

64 - you are cursed with blindness for 1D10 minutes.

65 - you are cursed with blindness for 1D10 hours.

66 - you are cursed with deafness lasting 1D10 minutes.

67 - you are cursed with deafness lasting 1D10 hours.

68 - you are cursed with being mute for 1D10 minutes.

69 - you are cursed with being mute for 1D10 hours.

70 - your spell fails and rebounds on you, knocking you unconscious for 1D10 minutes (subtract one minute per rank of spell).

71 - your spell takes effect and the feedback knocks you unconscious for 1D10 minutes (subtract one minute per rank of spell).

72 - your spell takes effect and you suffer an Endurance loss equal to the amount spent to cast the spell.

73-75 - your spell takes effect. The failed magical resonance causes you to reduce your Magical Aptitude by 1D10-(RK+2). This reduction will last for (RK+1D10) minutes.

76-80 - your spell takes effect. The failed magical resonance causes you to reduce your Magical Aptitude by 1D10-(RK). This reduction will last for (RK+1D10) hours.

81-85 - your spell takes effect. The failed magical resonance causes you to reduce your Magical Aptitude by 1D10+(RK-2). This reduction will last for (RK+1D10) days.

86-90 - your spell takes effect. The failed magical resonance causes you to reduce your Willpower by 1D10-(RK+2). This reduction will last for (RK+1D10) minutes.

91-95 - your spell takes effect. The failed magical resonance causes you to reduce your Willpower by 1D10-(RK). This reduction will last for (RK+1D10) hours.

96-00 - your spell takes effect. The failed magical resonance causes you to reduce your Willpower by 1D10-(RK-2). This reduction will last for (RK+1D10) days.