

Spell Fumble Chart

Unless otherwise stated, the caster loses one magic point.

1d1000	Result
001-89	No Effect; caster loses no magic points.
90-168	Lose all magic points used in the spell, except those to boost it
169-330	Lose all magic points used in the spell, including any used to boost it
331-340	Caster loses all personal magic points. Thusly they are rendered unconscious.
341-387	Lose no magic points, but lose a short term fatigue level
388-420	Lose no magic points, but lose 1d3 short term fatigue levels
421-450	Lose no magic points, but lose a long term fatigue level
451-467	Lose no magic points, but lose 1d3 long term fatigue levels
467-512	Loses all magic points (inc. boosting) and loses a short term fatigue level
513-533	Loses all magic points (inc. boosting) and loses 1d3 short term fatigue levels
534-545	Loses all magic points (inc. boosting) and loses a long term fatigue level
545-555	Loses all magic points (inc. boosting) and loses 1d3 long term fatigue levels
556-561	Loses all magic points (inc. boosting), loses 1d3 long term fatigue levels and is so tired their Move rate drops one level.
562-570	The caster, and everyone in Mindlink with the character (including familiars and allied spirits, and bound power spirits) lose all the magic points used in the spell (inc. boosting).
571-600	Loses all points in the spell, including those used to boost, and caster's hair stands on end for 1d6 hours
601-610	There is a very loud bang.
611-625	An enormous shower of lights appears around the caster illuminating him for all to see.
626-630	Anything held by the caster explodes into fire and forces him to drop it (no damage though). Caster loses all magic points, including those used to boost the spell.
631-640	Caster turns an odd colour for 1d6 hours. Casters loses all magic points in the spell.
641-643	The characters hair turns grey (50% chance) or falls out (50% chance). This is permanent.
644-648	A random location is rendered paralyzed for 1d3 rounds. If this is the head or chest the character is prone but still conscious.
649-699	The magical effort damages the character. They take 1d3 general hit points.
700-720	The magical effort damages the character. They take 1d6 general hit points.
721-735	The magical effort damages the character. They take 1d3 general hit points. This must be healed like poison damage.
736-745	The magical effort damages the character. They take 1d4+1 general hit points. This must be healed like poison damage.
746-749	The magical effort damages the character. They take 2d6 general hit points. There is a 50% chance of losing 1d6 short term fatigue levels.
750	The magical effort damages the character. They take 2d6 general hit points. There is a 50% chance of losing 1d6 long term fatigue levels.
751-759	The entire area becomes covered in some substance, such as soot, or dirt, or feathers, whatever the GM chooses. It covers an area with metres equal to the number of magic points used in the spell.
760-780	Spell affects the wrong target. Randomize from the selection of all viable targets in range. If there are no viable targets, or the spell was not ranged, they simply lose all magic points in the spell.
781-823	Magical energy blows the character off of their feet. Loses all magic points in the spell (not inc. boosting) and is prone.
824-850	As above, but the character loses 1d3 actions.
851-865	Spell effect is reversed
866-870	The spell burns the associated rune into the ground. Caster is stuck to the rune with a 'glue' of STR equal to the magic points used in the spell.
871-880	Spell goes off, but it isn't the right spell! Randomise a common magic spell. It has points equal to the spell cast and is boosted with as many magic points as the caster boosted it with.
881-892	Lose 1d6 STR. These return at the rate of one per hour.

893-901	Lose 1d6 CON. These return at the rate of one per hour.
902-910	Lose 1d6 DEX. These return at the rate of one per hour.
911-914	The character cannot use Divine Intervention for the next 1d10 rounds.
915	The spell is burned from the casters mind. They must relearn it or resacrifice for it.
916-918	Take your own magic modifier as a penalty to all skills for next day.
919	Casters ages one year
920-921	Massive magical energy explodes forth, disfiguring the caster. Lose 1d3 APP permanently.
922	Caster swaps mind with a randomly selected nearby creature. This is permanent.
923-924	Magical energy causes an explosion. Inflicts 2d6 damage to everything and everyone within 50m.
925-960	Roll again.
961-970	Delayed effect. GM secretly rolls, and then applies the result 1d3 hours later.
971-972	Delayed effect. GM secretly rolls, and then applies the result at the worst possible moment.
973-982	Roll twice on this table, and the caster chooses which result to apply.
983-989	Roll twice on this table.
990-994	Roll three times on this table.
995-000	A random spiritual entity is summoned. It may or may not be hostile.