

Spellcasting Critical Failures

A system-agnostic table for determining the results of magical mess-ups, by Tod Foley

Roll 1d100 to determine results of critical failure. Modify the roll as shown:

- +1 per level of spell attempted
- +5 if wounded < 50%
- +10 if wounded >= 50%
- +10 if encumbered, engaged or under fire
- +10 for creative/conjuring spell
- 10 for non-combat spell (except creative/conjuring spells)

TOTAL	RESULT
Up to 15	Concentration lapse; 1 round delay
16-30	Verbal/Gestural error; Null spell
31-45	"Dud" spell; 50% range/duration/effect
46-55	"Dud" spell; 25% range/duration/effect
56-60	"Dud" spell; 10% range/duration/effect
61-63	"Dud" spell; 1% range/duration/effect
64-73	"Dud" spell; No range/duration/effect
74-83	Disoriented; Mod -1 next round
84-88	Disoriented; Mod -1 to -3 next 1-3 rounds
89-91	Disoriented; Mod -1 to -10 next 1-10 rounds
92-98	Stunned next round; Base reversal chance 30% ★
98-99	Stunned 1-3 rounds; Base reversal chance 50% ★
100	Stunned 1-10 rounds; Base reversal chance 70% ★
101-108	Unconscious 1-10 rounds; Base burnout chance 5% †
109-113	Spell internalized; 1 hit per level; DEX roll to remain standing
114-117	Spell internalized; 2 hits per level; DEX roll at -2 or fall taking 0-3 hits
118-120	Spell internalized; 5 hits per level; Base burnout chance 10% †
121-122	Spell internalized; 10 hits per level; Base coma chance 10% Ψ
123	Permanent paralysis from neck down
124	Total mental collapse; Insanity
125 up	Massive stroke or coronary arrest causes death

NOTES:

- ★ Add 5% for every Spell Level above 1 to determine chance of Reversed Effect.
- † Add 5% for every Spell Level above 1 to determine chance of Burnout.
Burnout is an inability to cast spells for a number of days equal to (1d6 x Spell Level)
- Ψ Add 5% for every Spell Level above 1 to determine chance of Coma.
Coma lasts for a number of weeks equal to (20 - CON) x Spell Level.