

Skill at magic

- 01 **Enemy:** Character is hunted by a powerful enemy or lesser deity. Roll at the start of each session. On a roll of 01-05 the enemy is suddenly very close by and character must hide or flee. Character knows the location of an item/person/place the enemy seeks.
- 02 **Power overload:** Character gets +1 pp/lvl extra but must roll all non-attack spell failures as attack-spell failures. And add +15 to the roll for attack-spell failures.
- 03 **Impulsive:** -30 to all concentration skills, +10 initiative.
- 04 **Slow and heavy:** Character has "big bones" and base rate is reduced by 25'. - Knockback effects are halved -1 serv to unbalancing crits.
- 05 **Absent academic:** Character is always quite absent minded (-10 all perception skills) always thinking about academic problems and ancient lore (+10 all academic skills).
- 06 **Item of choice:** A special item is bequeathed to the character, choose between; +3 spell adder, x2 multiplier or d100 imbedded spells (max lvl 10), in a staff sized item.
- 07 **Power:** PC knows one spell list to 50th level. Must be from same realm as character, but can be any profession (No arcane lists unless archmage)
- 08 **Magent Skills:** Character gets +15 to all ESF rolls
- 09 **Phenomenal Control:** Use non-attack spell fumble table, if fumbling an attack spell. Non-attack spell fumbles are resolved with a -25.
- 10 **Resilient:** All bleeding results are reduced by 1. Bleeding of 1 per round are ignored.
- 11 **Battle Reflexes:** Gain +30 to initiative
- 12 **Thick Skull:** PC's skull acts at helmet, (if a crit indicates that "helmet" is destroyed treat as a cranial fracture)
- 13 **Stability Sense:** Reduce all stun rounds by one. One round of stun has no effect.
- 14 **Blazing Speed:** Base rate increases by 25'
- 15 **Freestyler:** Character's spell casting doesn't require free hands.
- 16 - 25 **+5** Any one stat
- 26 - 85 **+10** Em/In/Pr/Me/Re (choose one)
- 86 - 96 **+15** Em/In/Pr/Me/Re (choose one)
- 97 - 00 **+20** Any one stat