

# CHANNELING

	Summoning	Elemental attack	Elemental non-attack
<b>01-25</b>	At this moment the gods ears are deaf for your pleads.	Caster points his arm, but the divine pulverization fail to appear.	Your call for aid remain unanswered. Weren't you always the pious one?
<b>26-40</b>	Your impertinence has angered the gods. For the next hour all channeling spell casting suffers an ESF of 10.	There's a rumble in the distance, but the spell fails to manifest. All elemental spells cost x2 PP for 1d10 minutes.	The element stirs, but not in the desired way. A (minor) negative effect in similarity with the intended spell (a grass fire, a stray wind blowing casters hat off, etc) occur.
<b>41-55</b>	Caster summons something annoying that is nigh impossible to get rid of (i.e a loud chirping faery frog or the whispering ghost of a long dead poet). Hopefully the nuisance get tired before caster goes insane.	Conflicted thoughts fill caster's mind. Is there another, more peaceful solution to this matter? For the next 1d10 rounds, caster is unable to use elemental attacks.	Caster's inarticulate enunciation enrage the gods. Caster can feel their anger in the air and become hesitant at more spell casting. For the next hour all channeling spell casting suffers an ESF of 10.
<b>56-70</b>	Your self-serving prayers are ignored. Caster is unable to summon anything for 24 hours. Pray and repent, sinner!	Caster has forgotten the basics, causing himself an "A" elemental critical.	The gods are testing your wits. Caster believe the spell to have failed. <b>GM: Spell is delayed and take effect in two rounds.</b>
<b>71-85</b>	Spell is answered by the wrong deity. A creature of opposite alignment is summoned. <b>GM: Pick a suitable Type I, II or III creature from the Channeler Base list 2.4.6 Summons to arrive within the next 24 hours. Creature's actions may range from attack to mere annoyance of caster.</b>	The spell fails to manifest. Also, it appears that the gods have decided to see what you can do without their aid, leaving you unable to use any channeling spells for 1d10 rounds.	A portentous rumble roars the skies, but the spell doesn't show. The local weather worsen quickly as a token of the gods disfavor. <b>GM: Unknown to caster he will immediately suffer an "A" severity Depression critical if he tries to cast this spell again within 24 hrs. Spell will fail again.</b>
<b>86-95</b>	Spell fails and caster is frozen in contemplation, eyes rolling in his head. Suddenly he realise that he has stretched the patience of the gods too far. In god fearing awe he will not try to cast this spell for 3 days.  3☆⊗	The wanted element materialize, but caster is unable to handle it. Caster take a "B" elemental critical. The painful memory blocks him from trying to cast this spell again for 3 days.  +10 hits.	Caster fails to raise the elements and strain himself in the process, catching a "magical flu". Headache is immediate and the fatigue remains for a long time. PP recovery is at half rate for 1d5 weeks, penalty remains for 1d5 days.  1☆ (-5)
<b>96-100</b>	The gods are fed up with your insolence! You are powerless until 1d5 hours of praying in absolute silence (evil casters might substitute prayers with ritual sacrifice). Even after regaining spell casting ability all channeling spells cost double PP for 1d10 days.	The surge of energy is more powerful than caster can handle. The spell fires, but miss its intended target (roll a random direction to determine if anyone else is hit). Caster is shaky for the rest of the day.  ⊗2d10 (-10)	Caster failure to control the invoked element results in the destruction of a nearby construction (ragged by fire, flooded by water, withered down or blown away). Anyone inside takes an "E" severity critical of the appropriate sort.  ⊗2d10 2☆
<b>101-125</b>	Sacrilegious inaptitude! An invisible force throws caster and all partakers in the summoning to the ground. Caster take 2d10 hits, lose half of his remaining PP and are unable to summon anything for 1 week. Any other callers lose 3d10 PP.  3☆	Caster internalizes the spell, take a "B" severity elemental critical and is struck to the ground, down for 3 rounds.  3☆⊗	Sinful thoughts disturb the spell casting process. Element goes astray, causing an "A" severity elemental critical to someone friendly. Caster lose half his remaining PP and are unable to cast this spell for 3 days.
<b>126-150</b>	Caster tries to act beyond his ability. Spell fails. <b>GM: Prayers are intercepted by an opposite aligned deity. A suitable Type III, IV or V creature from the Channeler Base list 2.4.6 Summons set its mind on destroying the caster. It may arrive now, or later.</b>	Stressful attempt at incantation fatigues caster. Caster lose half of his remaining PP (plus the additional 3d10) and is at -20 to all activity (including spell casting) until rested.  ⊗3d10 (-20)	The spell begins to form, but "topples over", destroying something (GM choice). All involved take a "B" severity critical according to the situation. Caster is dumbstruck for a moment.  ⊗3d10 2☆
<b>151-175</b>	Failed spell haphazardly rips the barrier between worlds, causing a deadly portal in the form of a dark tornado. Anyone passing within 25' of the portal is subjected to a Black Channel I critical. <b>GM: The portal remains open for 1d5 days and for each day there's a 20% risk that some horrible Morgotic creature pass through the portal.</b>	Grave misfire causes the spell to backfire on caster. Caster take an "E" severity elemental critical. A mental block makes caster unable to use any spells from this spell list for 1 week.	The spell failure rips the fabric of foundation, causing a storm of the century to rapidly rise with the caster at it's epicentre. The storm will follow caster for three days, destroying all in its way. <b>GM: If ever outdoors during these days caster is subject to one +150 OB Lightning Call.</b>  ⊗5d10
<b>176-200</b>	Oh no, caster has fallen into disfavor with his deity! Not only fails this summoning, for caster speaks into deaf ears, but he is also stripped of all his powers (i.e complete loss of spell casting ability). Caster must complete a geas in order to gain the gods favor again (and thus regaining his power).	Caster is not strong enough to wield the force invoked. Everyone within a 20'R take a "B" elemental critical. Caster is hit even worse, taking a "D" critical and then falling into a coma, lasting for 1d10 days.	Caster visibly struggles to control the element unleashed and eventually fails, falling unconscious to the ground. Caster is out for 1-10 hours. <b>GM: An infuriated Fae (equal to a Strong Elemental) invisibly lingers in the area ready to take out its anger on any suitable subject.</b>
<b>201+</b>	Caster goes insane as the open channel pours divine single-mindedness into him, arranging his spirit in complete alignment with the way of his deity. I.e a deity devoted to the trees will make caster entirely devoted to trees. Caster forgets all spells that do no align with his new self.	Unable to control the forces involved caster destroys himself in a display of malpractice rarely seen. Only charred bits of bone and a puddle of flesh remains.	Caster is witness to something divine in his open channel with the deity, but will never be able to tell anyone as his mind is overloaded and he is now irrevocably a blabbering idiot. Caster is doomed to walk around chanting on spells that will never work.

Key: ⊗d10 = PP loss in addition to spell cost; β☆ = stunned for β rounds; (-β) = caster has -β penalty

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	Informational	Force	Passive/Utility
<b>01-25</b>	Only the devoted is privy to such information. How long was it since your last confession?	The power you were asking for is lent only to the steadfast.	Miracles happens to those who deserve it. You are obviously not in that crowd.
<b>26-40</b>	The information gained concerns a different subject, but is so disturbing that caster find it difficult to concentrate on his current task (for 1-5 hours).  (-10)	A sudden tremor causes loss of concentration. Spell fails. Any renewed attempt at casting this spell for the next 24 hours will cause 1 round of stun on caster.	Regardless of caster's own ability, a Light I spell is lit near his position and will follow him around for 1d10 minutes. It cannot be cancelled. If this result occurs again GM may chose another spell.
<b>41-55</b>	Caster prays with exhausting devotion, yet the spell fails and caster is unable to cast any informational spells for 1d10 hours.  ⊗1d10	Caster recoils in fear; frightened over his own inability to control the powers invoked.  ⊗1d10 1☆	Caster is visibly uneasy. Spell fails and may not be retried for 1d10 minutes. Say ten ave maria and try again.  1☆
<b>56-70</b>	Caster diverts his gaze to the godly realm (to no avail), but is frozen there for 1d5 rounds, during which he is blind to the physical world.	The gods must be sleeping. The spell fails, but the surge of energy disrupts caster.  1☆ ⊗	Spell fails and caster is left with a sensation of abandonment. All spells cast for the rest of the day require 1d5 additional PP.
<b>71-85</b>	Are you being punished or have your gods lost their might? The spell fails and is entirely lost from caster's repertoire. Time must be spent praying to get it back (i.e spend DP next level).  ⊗1d10	Sticks and stones might break my bones, but words will never hurt me. Caster is baffled by targets remarkable resilience. Spell is lost. Time must be spent praying to get it back (i.e development points spent at next level).  ⊗1d10	Caster have mispleased his deity and must find a way to repent. Spell fails and is entirely lost from caster's repertoire. Time must be spent praying to regain it (i.e DP spent at next level).  ⊗1d10
<b>86-95</b>	Spell fails. Caster have a lasting and sinister sensation of being watched. <b>GM: In a few days strange birds begin to follow caster around. Unknown to caster his archenemy receive a dream revealing caster's whereabouts and plans.</b>	Caster's voice breaks when he chants the old verses. The gods reply with a rumble from the sky, sending caster into a senseless stupor for 1d10 rounds.  1d10 ☆ ⊗	Caster drops something as he stumbles over that unseen turtle again. Spell goes astray and caster is unsettled. All channeling spells for the remainder of the day suffers an ESF of 10.  1☆
<b>96-100</b>	Something interfer with the spell casting, causing horrible visions. Caster blacks out momentarily. In the long run caster develops insomnia due to nightmares. Power point recovery is at half rate, until nightmares are cured.  ⊗2d10 3 ☆ ⊗	The incantation fails and caster suffers an unexpected powerdrain (lose half of his remaining power points plus additional 2d10). Caster is bogged down by dark thoughts, -10 to all activity until rested  ⊗2d10 (-10)	Internalization overloads casters senses. Caster is deprived of one sense (sight, hearing, touch, smell or taste) for 24 hrs. For the rest of the week he is also extremely fatigued causing it to be a +25% action to cast non-instantaneous spells and +10% to cast instantaneous spells.  ⊗2d10
<b>101-125</b>	The stress of spell casting causes caster to black out for 1d5 rounds, during which he is haunted by visions not meant for mortals. The visions are recurring, especially when casting spells, so at every spell casting there is a 10% risk that caster blacks out again (for 1d5 rounds).	Caster prays for more than he is able to handle. Power overload stuns all within a 20' area for 1 round, but caster suffers even worse, being knocked down (prone) for 2 rounds. Returning to the world he realises that he has lost spell casting ability for 1d10 hours.	More meat for contemplation causes bewilderment in caster's head. Caster is unable to cast spells for the next 1d10 hours.  2 ☆ ⊗
<b>126-150</b>	Prayer is intercepted by a Demon of Morgoth who gratuitously responds with a Black Channels I (RR vs 33rd lv). Regardless of the outcome caster is to scared to ever try this specific spell again.  ⊗3d10	Spell failure knocks caster backwards 10' in a display of godly wrath. All mental stats (SD, RE, PR, IN and EM) are temporarily lowered by 2d10. Caster is prone. The embarrassment can't be hidden.  ⊗3d10 3 ☆ ⊗	Caster dabbles beyond his limits, losing control of the spell and knocking himself out for 1d10 minutes. If possible, the spell have unwanted consequences (GM discretion).  ⊗3d10
<b>151-175</b>	Caster gaze into the emptiness of the void, filling him with utter nothingness. He immediately take a 'C' Depression critical and is beset by a great hopelessness. No use in casting any more spells this week.	Spell backlash freeze casters brain. He is aware of his surroundings, but completely unable to act for 1d10 hours.  ⊗3d10	Severe spell backlash stuns all within a 20' area for 1 round. Caster suffers worse: his brain shuts down completely, sending him into unconsciousness for 1 hour.
<b>176-200</b>	Caster internalize the power of the spell, sending himself into a trancelike state, filled with horrible visions, for 1d10 hours. When caster returns to the world, he finds his temporary Realm-stat lowered by 3d10. In addition he only regain PP once every third day, instead of once per resting period.	Caster stops in the middle of a sentence and starts to walk away. He walks in any direction his body is pointed and can do nothing else. This mindless trance continue for 2d20 hours, but spell casting ability is lost for 1d5 months.	Powerful recoil from the spell failure puts caster in a prolonged stupor. All mental stats (SD, RE, PR, IN and EM) are temporarily lowered by 2d10. Caster permanently lose the ability to overcast.  6 ☆ ⊗
<b>201+</b>	Caster envisions something so horrible that it breaks his soul. He is now a mumbling wing nut. Not even the gods manage listening to his moaning, i.e no channeling spell casting. Change is permanent.	Spell backlash breaks casters soul, sending a piece of it to a remote part of the world (stuck in a place or item caster need to visit/retrieve). Shock sends caster into a month long coma after which caster act at 50% activity until soul is returned.	Ungodly reverberation echoes through caster's mind, sending him into a dark sleep. Caster is unwakable by any normal means. <b>GM: Chose a single act that will awaken the caster (i.e a kiss by a virgin, bathing in the waters of Awakening, etc). The trouble is, of course, that no one know what will actually return caster to consciousness.</b>

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