

TELEPORTATION / HEALING

	Teleportation	Healing	
01-25	You are going nowhere.	These healing hands are exhausted.	
26-40	For a brief moment caster believe that he has travelled to the intended location. Caster struggle to retain his upright position. Looks funny. 1☆	Caster focus on the wrong body part, wasting the spell. Next time keep your eyes where they belong...	
41-55	Caster teleports himself less than an inch, but the spell failure exhausts and bewilders him. He is perplexed beyond rationality. ⊕1d10 1☆⊗	Caster believe the healing have had intended effect, even though it had none. If the wound is bleeding caster might realise his mistake the next round.	
56-70	Teleportation fails. Caster is greatly unbalanced, physically and cognitively, and unable to cast any teleportation spells for 24 hours. 1☆⊗ (-10)	No healing take place, but even though caster is embarrassingly aware of it, he is unfortunately unable to recast this spell for 24 hours. 1☆	
71-85	Disaster! Caster lose control and teleports himself 20' in a random direction (if the location is solid, he goes nowhere but is stunned for 10 rounds). 3☆	The failed alleviation takes a larger than expected toll on caster, turning him pale and leaving him with a frail look on his face. ⊕1d10	
86-95	Almost there. Caster teleports himself 10% short of his intended point of destination (if the location is solid, he goes nowhere but is stunned for 10 rounds). Upon arrival caster is unbalanced, stumble and eventually fall down prone. 3☆⊗	No healing occur, yet caster is bone-weary. All spell casting for the next 48 hours suffer -10 penalty and any healing spell is used at double power point cost. ⊕2d10	
96-100	It's not teleportation, but it is movement. Caster is thrown 10' in a random direction, receiving a "C" severity unbalancing critical upon landing. Anything held is dropped. If any humanoid targets are in his path, they are also subject to the critical (roll separately). Caster is wobbly for the rest of the day. (-15)	Caster is lost in his own mind, uncontactable for 3 rounds. The spell fails, but the attempt take a huge toll on caster. Caster is unable to cast any spells for 1d10 rounds. ⊕3d10 3☆⊗	
101-125	Caster internalize the spell, causing him to lose control over bodily functions for a moment. The strain is evident and lasting. ⊕3d10 3☆ (-10)	In his attempt at overachievement caster fails the spell and complicate the affliction. It could mean the worsening of a disease, a blood clot in a vein, an infected wound that won't heal, a broken bone that sets in the wrong position, etc.	
126-150	Dire spell fumble teleports caster to a place in a random direction (within the range of the spell). The "landing" is rough, causing a "D" severity unbalancing critical.	Best intentions, yet catastrophic result. The spell fails and cannot be recast (on this target). In addition a tumor begins to grow in targets body and unless proper medical attention is received the tumor will eventually cause death.	
151-175	The strain of spell failure causes caster to black out for 1d10 rounds. The confusion is great upon the return to consciousness. Caster is unable to cast any teleportation spells for 1 week. ⊕4d10 6☆	Caster's doubts causes the spell to misfire and the backlash stuns both target and caster. The strain is visible and caster lose the ability to utilize any healing spells for 1 week. ⊕4d10 6☆	
176-200	Teleportation is "successful", but rips apart caster's soul. Part if the soul is captured in an object within 100' of the place caster left. Caster is at 50% activity until his soul is regained (by touching the object). Caster will always know the direction to his soul.	Supernatural phenomenas (things falling off shelves, earth shaking, room darkens, etc) appear. Target is scarred from the failed healing attempt. Caster permanently lose the ability to overcast. 6☆	
201+	Disastrous teleportation remove caster from this world immediatly.	Trying to invoke powers he has yet to master caster is tricked by an entity who takes control of the target (equal to a Demonic Possession spell). Caster is aware of the spell failure, but lacks understanding of the exact nature of the error.	

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