

MENTALISM

	Informational	Passive/Utility	Mind attack
01-25	Whatever is hidden here remains hidden despite your effort. Perhaps if you just stare harder?	Simple is as simple does. These things used to be easy. What's bogging your mind down?	Your target obviously has an iron will.
26-40	Your adamant concentration pays off in a grievous headache. Penalty applies to spell casting as well. (-10)	You're beating a dead horse. The spell failed and your perplexion about it leaves you at 50% activity for the next round.	The mental tension is tangible and causes caster a substantial headache. Spell has no effect. Caster have a -10 penalty to all activity for 1d10 hours. (-10)
41-55	The spell works, but take its toll in an extended amount of power points. GM: information gained is incorrect ☉1d10	Overly ambitious, yet so unlucky! Caster fails the spell and gets nothing to show for it. ☉1d10	Target stand a good chance of noticing caster's confusion as the spell fails. Caster is unable to cast this spell for 24 hours. 1★☉
56-70	The spell fails and may not be recast for another 24 hours. That was your chance and you blew it!	Spell failure strains caster's mind, lowering one random mental stat (SD, RE, PR, IN, EM) temporarily by 1d10.	Caster is certain that the spell worked as intended. GM: It did not. Target is completely unaffected and also aware caster's intentions.
71-85	The spell fails because caster have forgotten it. Perhaps its time to book an appointment to check for dementia? ☉1d10	The spell just doesn't come to mind. It is lost from memory and will be so for 1d10 weeks. ☉1d10	Effort is in vain as caster seem to have lost this spell. It may not be cast again until next level. ☉1d10 1★
86-95	Strainous attempt at information gathering ends bad. Caster's mind is overloaded and he blanks out (prone) for a round. One random mental stat (SD, RE, PR, IN or EM) suffers a temporary decrease of 2d10. 1★☉ (prone)	Spell malpractice takes it's toll on caster's mind, causing the world to spin for a round, but the weariness is more deep rooted. For 1d10 days all mentalism spells cost double their normal power points. 1★	The palpable strain causes caster to lose eyesight momentarily. He stumbles around for 3 rounds before regaining his vision. His wits is impaired for even longer, RE-stat reduced by 3d10 and any spell casting is at -10 for the next 48 hours. 3★☉ (blind)
96-100	Extraordinary fatigue leave caster powerless for 1d5 hours. The long term effect is a power point recovery at half rate due to insomnia (caster only manage to sleep half of his need during the nights). ☉2d10	Spell blunder drains caster of his sagacity and for a moment it looks as if he has fallen asleep. The drowsiness lasts for 1 week, during which it is a +25% action to cast non-instantaneous spells and +10% to cast instantaneous spells. ☉2d10 1★☉ (drowsy)	Horrifying spell failure causes caster and target to be interchanged. The spell affects caster with the intended target as beneficiary (no RR). The effect differs depending on the spell, but if unapplicable or pointless (as in <i>Mind Tongue</i>) use the above or below result instead.
101-125	Strain shuts down caster's mind momentarily. When he has collected his wits, he slowly realise that he cannot recall anything from the past week. Caster is unable to cast any spells for 1d10 hours. 2★☉	You reach beyond your ability. The punishment is immediate as caster experience a new, long-lasting, level of tiredness. Unable to cast spells for 1d10 hours. -10 to all activity for 1 week. (-10)	The spell short-circuits caster's brain momentarily, leaving him a vegetable for 3 rounds. The long term effect is even worse as caster suffer dementia, causing a 10% chance of forgetting every known spell (roll for each spell immediately). 3★☉
126-150	Pressing his limits, caster suffers the effects of a Mind Blank spell for 1d10 rounds during which he gets a vision of a red burning eye. The frightful event triggers a mental block that removes this spell from caster's repertoire forever. ☉3d10	Strain is to much for the mind to handle. Caster pass out for 1d10 minutes and wake up with an irredeemable headache. All activity (including spell casting) are at -20 for the coming 24 hrs. ☉3d10 (-20)	Caster involuntarily invests to much power in the spell, leaving him drained (i.e 0 power points left). The failure affects him badly, casuing an "A" Depression Critical.
151-175	Spell fails and caster get a glimpse into the utter nothingness of the void, causing great anxiety (roll an 'A' Depression critical). Over the next days casters eyes change color. There is a 25% risk for each stat to suffer a temporary decrease of 2d10.	The burdened mind breaks down and caster lose some of his sanity. Caster's Realm Stat(s) decrease by 3d10 and his RE are lowered by 5d10. If RE goes below 0, caster is a mental fruitcake. 6★	The enormous stress causes caster to suffer a stroke. Caster pass out for 1d10 hours and his hair will turn white over a few days. All mental stats (SD, RE, PR, IN, EM) suffer a temporary decrease of 2d10. ☉5d10
176-200	Spell faliure overloads casters mind, sending him into unconsciousness for 1d10 hours. After regaining his senses caster is still a vegetable for 1d10 days. During this time it is clear for any bystanders that caster has developed a neurotic trait (roll on the Mental Flaw chart, p59, #5523 Talents and Flaws).	Caster derails himself in this attempt to stretch beyond his skills. Spell failure leaves caster with a ringing in his head (temporary deafness). Permanent loss of the ability to overcast. Spell casting is penalized by -10 for an entire year. ☉5d10 12★ (deaf) (-10)	Spell failure causes a hysterical regression. Caster suffers the mind of a small child (playing, crying, drooling, picking his nose etc) for 1d10 weeks. For this period caster is unable to cast any spells and use most skills (S&H might still work). 1★☉
201+	Bad internalization of mental power destroys caster's mind. Caster goes raving mad, believing to be an animal. Speech, spell casting, skills - all gone. The insanity will heal over a time period of 1d100+100 days, or faster with professional help.	Spell failure rewires caster's mind. He is now a part time lunatic. Every day has a 50% chance of being a wasted day, were caster runs about naked in the gardens (or whatever madness GM may think of). Even on a "fine" day he has but 1d100% of his power points.	Mental overload rewires caster's nervous system causing great disorder. Caster can barely walk or talk and lose the use of any skills requiring eye-to-hand coordination. Roll an "E" Depression critical. Result is permanent.

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