

Skill at Magic.

- 01- **Hemophilia:** All bleeding results are doubled
- 02- **Poor Control:** Roll non-attack spell failures as attack-spell failures. Add +10 to the roll for attack-spell failures.
- 03- **Slow:** Character's movement rates drop by 25%.
- 04- **Lack of Range:** All Spells cast by character have their range decreased by 25% (self and touch spells are not affected)
- 05- **Sloth:** You have a special -5 Qu Stat penalty.
- 06- **Basically Inept:** Character has base magic fumble on 03
- 07- **Weight Intolerant:** Characters carrying capacity is halved.
- 08- **Magically Vulnerable:** All Spells cast directly against you have +10 EAR/BAR
- 09- **Absent Minded:** You have a special -10 penalty to all perception skills.
- 10- **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.
- 11- **Transcendence:** PC is not penalized for wearing armor while casting spells.
- 12- **Aggression:** +10 All base attacks.
- 13- **Resistance:** PC receives a +25 bonus for RR vs. any 1 realm.
- 14- **Power:** PC knows any 1 spell list to 50th level. May be from any realm or profession (no arcane lists unless archmage)
- 15- **Eloquence:** Caster requires one less round of preparation than normal to cast a spell.
- 16- **Item Lore:** PC get +25 on all staves/wands rolls.
- 17- **Runic Lore:** PC get +25 on all scrolls and runes rolls.
- 18- **Adept Learner:** Character gets +20 to all spell gain rolls.
- 19- **Aura:** PC gets one additional power point each level.
- 20- **Sub-conscious discipline:** Concentration spells continues after caster ceases concentrating for a period equal to the number of rounds he originally spent concentrating on the spell.
- 21- **Weapon expert:** primary weapon cost is halved (rounded up) or replaced by 4/10 (choose which)
- 22- **Magent Skills:** Character gets +15 to all ESF rolls
- 23- **Intellectual:** PC receives +15 to all Academic skills.
- 24- **Phenomenal Control:** Use non-attack spell fumble table, if fumbling an attack spell. Non-attack spell fumbles are resolved with a -25.
- 25- **Lore:** PC may learn arcane list as if they was his base lists (for non-spell users: as open lists).
- 26- **Silent Skills:** Character does not need to utter a word when casting any spells, can be gagged and still able to cast spells without any ESF rolls.
- 27- **Fearless:** Resistance to fear is x3 level.
- 28- **Internal storage:** Character may store one spell internally (same as "spell store", except no PP are spent for the spell store. PP are spent normally for the spell that is to be stored).
- 29- **Archetype:** Without a spell bonus item, or with a PP adder, the PC normally has 2x power points. If he's using a PP multiplier, the bonus increases 1 level. (x2 to x3, etc.).
- 30- **Innate Magician:** PC may designate 1 spell list on which he never needs to make an extraordinary spell failure roll.
- 31- **Fit:** Body Development cost are cut in half.
- 32- **Freestyler:** Character's spell casting doesn't require free hands.
- 33- **Spatial Skills:** Range factors of all PC's own spells are doubled. "Self" becomes "Touch", "touch" becomes 5'.
- 34- **Scope Skills:** PC's own spell radii and number of targets are doubled.
- 35- **Temporal Skills:** Duration of all PC's own spells are doubled. Concentration spells are not affected in any way.
- 36- **Master Blaster:** The character is able to learn one more rank in directed spell skill at a development point cost of 10
- 37- **Mentor Abilities:** Character can teach other people to read runes and attune items (if he himself knows them) giving them a +25 to their rolls. Besides Character gains +10 to all lore skills.
- 38- **Very Observant:** Character has a special +15 bonus to all perception skills.
- 39- **Thick Skull:** PC's skull acts as helmet, (if a crit indicates that "helmet" is destroyed treat as a cranial fracture)
- 40-44 +10 Me/Re (Choose one)
- 45-49 +10 Pr/Me
- 50-55 +10 Pr/Re
- 55-59 +10 In/Me
- 60-64 +10 In/Re
- 65-69 +10 Em/Me
- 70-74 +10 Em/Re
- 75-79 +10 In/Pr
- 80-84 +10 Em/Pr
- 85-89 +10 Em/In
- 90-99 +15 Em/In/Pr/Me/Re
- 100 +20 Any one stat (including physical stats)