

Item effect failure chart

All items with a special magical, chemical or mechanical ability will always malfunction on an unmodified roll of 05 or less when activated.

To determine effect and severity use following table

| Roll | Spell items | Mechanical/chemical items |
|---------|--|--|
| 01 - 20 | The item apparently did not get the activate command? Try again next round | The item apparently did not get the activate command? Try again next round |
| 21 - 35 | Item does not activate. Charging...will be ready in 1-4 rounds | Item does not activate. Charging...will be ready in 1-4 rounds |
| 36 - 45 | Weak effect, items power is halved. (e.g. heals half, shield spell is only +13, bolt is half damage etc.) | Weak effect, items power is halved. (e.g. heals half, shield spell is only +13, bolt is half damage etc.) |
| 46 - 65 | No power. Item has no more power today, try tomorrow | No power. Item has no more power today, try tomorrow |
| 66 | Powersurge, whatever effect the item has it released in one powerful blast doubling the effect. (eg. x2 dam bolt, x2 duration shield etc.). The item loses the ability the next 14 days. | Powersurge, whatever effect the item has it released in one powerful blast doubling the effect. (eg. x2 dam bolt, x2 duration shield etc.). The item loses the ability the next 14 days. |
| 67 - 80 | Power drain, item does not have power for that effect the 1-4 days. | Power drain, item does not have power for that effect the 1-4 days. |
| 81 - 95 | Effect gone. Serious malfunction causes Item to lose this effect for 2-10 days | Effect gone. Serious malfunction causes Item to lose this effect for 2-10 days |
| 96 - 99 | The item is destroyed. A cataclysmic and serious malfunction | The item is destroyed. A cataclysmic and serious malfunction tears the item |

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|-----------|---|---|
| | tears the item apart in a shattering blast. All nearby (10') except the wearer are hit by blast +35 coldball with shock crits. Items are useless and in pieces. Time to find the maker of the item. | apart in a shattering blast. All nearby (10') except the wearer are hit by blast +35 coldball with shock crits. Items are useless and in pieces. Time to find the maker of the item. |
| 100 - 150 | Misfire. Item effect hits random person/persons weapon within 30' of the wearer. Item out of power for the rest of the day | Misfire. Item uses all charges at once. |
| 151 - 175 | Dangerous malfunction. Item zaps the wearer (B shock crit) and drops to the ground. Spell effect lost for 1-12 hours. | Dangerous malfunction. Item zaps the wearer (B shock crit) and drops to the ground. Ability lost for 1-12 hours. |
| 175 - 200 | Strange side effects. Item does not activate as it should. Instead a random portal opens within 100' of the item. Could be harmless could be dangerous. Item loses effect for one week. | Strange side effects. Item does not activate as it should. Instead a random portal opens within 100' of the item. Could be harmless could be dangerous. Item loses effect for one week. |
| 201-250 | A very serious misfire causes the intelligence in the item to enter a comatose state, thus rendering that ability non-existent for the next 2-200 days. Time to find a great alchymist. | A very serious misfire causes the mechanism in the item to enter a comatose state, thus rendering that ability non-existent for the next 2-200 days. Time to find a great tinkerer. |
| 251+ | Item doesn't work for 1 year | Item doesn't work for 1 year |

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