

ARCANE RESISTANCE TABLE

Anytime a non-Brotherhood arcane spellcaster or mentalist uses a power or spell, they must first roll on the **Arcane Resistance** table according to their caster level. If they draw a wildcard (*) then the the caster must roll on the **Rifts of Insanity** table, lose the original power/spell and replace it with the listed effect. If they draw a bolded entry then they must roll on the **Rifts of Power** table.

Whenever an arcanist casts a spell or a mentalist manifests a power, they must roll on the **Arcane Resistance** table, observing the results generated by their level and roll. Results marked with an (*) require an additional roll on the **Rifts of Insanity** table, whose results replace the original. Unlike other arcanists, Brotherhood Adepts need not roll on either of these tables.

CASTER	ATTACK/FLUX ROLL										TABLES										
	Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1-2	-	m	m	m	½	½	½	½	½	½*	½	½	0	0	0	0	0	0	0	0	C
3-4	-	m	m	m	½	½	½	½	½	½	½*	0	0	0	0	0	0	0	0	0	C
5-6	-	m	m	m	½	½	½*	½	½	½	½	0*	0	0	0	0	0	0	0	C	C
7-8	-	m	m	½	½	½	½	½*	½	½	½	0	0*	0	0	0	0	0	0	C	C
9-10	-	m	m	½*	½	½	½	½	½*	½	½	0	0	0*	0	0	0	0	0	C	C
11-12	-	m	m	½	½*	½	½	½	½	½*	0	0	0	0	0*	0	0	0	0	C	C
13-14	-	m	m	½	½	½*	½	½	½	½	0*	0	0	0	0	0*	0	0	C	C	
15-16	-	m*	m	½	½	½	½*	½	½	½	0	0*	0	0	0	0	0*	C	C	C	
17-18	-	m	½*	½	½	½	½	½*	½	0	0	0	0*	0	0	0	0	0	C*	C	C
19-20	-	m	½	½*	½	½	½	½	½*	0	0	0	0	0*	0	0	0	C	C*	C	
21-22	-	m	½	½	½*	½	½	½	½	0*	0	0	0	0	0*	0	0	C	C	H*	
23-24	-	m	½	½	½	½	½*	½	0	0	0	0*	0	0	0	0*	0	C	C	H*	
25-26	-	m	½*	½	½	½	½	½*	0	0	0	0	0*	0	0	0	0*	C	C	H	
27-28	-	m*	½	½	½	½*	½	½	0	0*	0	0	0	0*	0	0	C	C*	H	H	
29-30	-	m*	½	½	½*	½	½	½*	0	0	0	0*	0	0	0	C*	C	C	H*	H	

LEGEND*	ATTACK POWER (I.E. HAS A DAMAGE ROLL)	NON-ATTACK POWER
-	Automatic Miss	Power Fails (Nothing happens)
m	Minimum Damage & no add'l effect	Reduced Effect (subject to DM)
½	Half Damage	Normal Effect
0	No Change / Normal Strength	Normal Effect
C	Critical Hit / Maximum Damage	Maximum/Extra Effectiveness (DM)
H	Heavy Hit / "High Crit"	Double Effectiveness (DM)
[bold]*	Roll on the Rifts of Insanity Table	Roll on the Rifts of Insanity Table

NOTE: On an attack power, if the attack roll misses the target, all results are null.

RIFTS OF INSANITY TABLE

2d20 ROLL	EFFECT
2.	Time speeds up around the caster, his conscious link to Sæmyyr temporarily broken. He gains the stunned condition for 1d4 rounds.
3.	Haunting images assault the caster's mind, clouding his vision with phantoms and specters. The caster treats any target, friend or foe, as if it were under the effects of the <i>blur</i> spell for 2d4 rounds.
4.	Waves of weariness wash over the caster. He gains the fatigued condition for 2d4 rounds.
5.	An unnatural, unexplainable sense of terror enfolds the caster. He gains the shaken condition for the rest of the encounter.
6.	An army of whispers encircles the caster, distracting him. The caster gains the deafened condition for 2d6 rounds.
7.	The caster's spell is successful, but draws on some of his life force as an additional spell component. The caster loses 2d4 hit points.
8.	Waves of pain wrack the caster for 2d4 rounds, forcing him to refocus his efforts. Any spell he casts a spell, he must make a concentration check or lose that spell.
9.	Reality cracks a little, manifesting as strange angles and mathematical formula only the caster perceives. The caster is fascinated by this effect for 1d6 rounds.
10.	The caster's spell is successful, but draws upon the caster's distant memories as fuel. The caster suffers 1d2 points of Wisdom damage. The caster must make a Will save (DC equal to that of the original spell) or lose these memories forever. He regains his Wisdom as normal.
11.	Shadows coalesce in the caster's mind, making it hard for him to determine friend from foe. He gains the confused condition for 2d4 rounds.
12.	The caster suddenly sees the surrounding environment engulfed in hellish flames. He cowers in place for 2d4 rounds.
13.	A wave of nausea washes over the caster, forcing to retch in place. He gains the nauseated condition for 2d4 rounds.
14.	The caster's spell manifests, dehydrating the caster as it does. The caster takes 1d3 points of Constitution damage. The caster cannot heal this damage until he has drunk a gallon of water for each point lost in this manner.
15.	The caster hears a shrill voice cry out his name and must make a Will save (DC equal to that of the original spell) or gain the stunned condition for 2d4 rounds.
16.	The caster struggles to make sense of space and time, gaining the staggered condition for 1d4 rounds.
17.	The caster's spell is successful, but draws on the power of his future magic. The caster loses 1 randomly prepared spell or spell slot. If no spells (or slots) remain, the caster takes 2d6 points of damage instead.
18.	A wave of pain forces the caster to his knees. The caster gains the prone condition until the end of his next turn.
19.	Images of death and decay bombard the caster. He gains the frightened condition for 1d4 rounds and must flee from the person closest to him.
20.	A new vista of reality unfolds before the caster, giving him a temporary glimpse at the blackness behind all magic. The caster takes 1d6 points of Wisdom damage and must make a Will save (the DC equal to that of the original spell) or permanently lose 1 point of Wisdom.
21.	The caster is suddenly overcome with sadness; unable to do more than weep where he stands. He gains the staggered condition for 1d6 rounds.
22.	The caster develops an uncontrollable migraine. He gains the dazzled condition in the presence of any light source for 2d4 rounds.
23.	The caster is physically drained by the spell. He takes 1d4 points of Strength damage.
24.	The caster's spell fails and he is overcome with uncontrollable rage. He is treated as if he had targeted himself with the <i>rage</i> spell. The effect lasts 2d4 rounds.
25.	The caster is overcome with apathy. He suffers a -4 to all Will saves for the next minute.
26.	The caster hears infernal chanting and drumming in the distance that, as it persists, grows louder and louder. He gains the deafened condition for 3d4 rounds.
27.	Uncontrollable dread washes over the caster as visions of his own, tortured end flood his mind. He gains the panicked condition for 2d6 rounds.
28.	Terrible hallucinations of flesh-eating insects swarm over the caster, forcing him to stop to remove them. Treat the caster as if were grappled for 2d4 rounds.
29.	The caster's spell manifests, draining some of the caster's life force as it does. The caster takes 1d6 points of Constitution damage and must make a Fortitude save (the DC equal to that of the original spell) or permanently lose 1 point.
30.	The caster suddenly sees his allies as dancing corpses, their flesh peeling from their very bones. Unless he makes a Will save (the DC equal to that of the original spell), he permanently loses 1 point of Wisdom.
31.	The caster's spell manifests, but at great cost to the caster's mind. The caster takes 1d6 points of Intelligence damage.
32.	The caster is overcome with pain and begins to curse uncontrollably. The caster suffers 1d4 points of Charisma damage.
33.	The caster unexpectedly believes he's unlocked some divine secret, focusing on that knowledge to the exclusion of what surrounds him. He gains the dazed condition for 3d4 rounds.
34.	The caster is overcome with grief and must make a concentration check (the DC equal to that of the original spell) whenever he attempts to cast subsequent spells. This lasts for 3d4 rounds.
35.	The caster is sapped of strength, taking 2d4 points of Strength damage and losing an additional 2d4 hit points.
36.	The caster feels reality shift beneath him, perceiving parallel timelines that do not truly exist. The caster is staggered for 3d4 rounds.
37.	The caster suffers severe mental dissonance. He takes 2d4 points of Intelligence damage and permanently forgets the last spell cast.
38.	The caster suffers a mental breakdown. He gains a random mental affliction (see chart X). This affliction can only be cured by powerful spells such as <i>heal</i> or <i>break enchantment</i> .
39.	The caster believes his spell has catastrophically failed. He gains the unconscious condition for 2d4 hours, loses all of his prepared spells (or spell slots), and wakes in pain, gaining the exhausted condition for another 2d4 hours.
40.	The caster suffers severe mental recoil. He gains the unconscious condition for 1d4 days, loses all of his prepared spells (or spell slots), and gains a random mental affliction (see chart X). This affliction can only be cured by powerful spells such as <i>heal</i> or <i>break enchantment</i> .