# Magical Overload

*Optional supplement for Classic and LF100*

Magic demands more than power. You can push your reserve to overcome danger, but crises leave a mark that rest cannot erase. This supplement uses one consequence table for both systems. Sport Fantasy may use the LF100 column if it retains those magic rules.

## One check at the end of the day

**1. Record your reserve.** Use your usual maximum PP at the start of the 24-hour cycle. Half of it, rounded down, is the safe threshold. Recharges and temporary increases do not raise it.

**2. Add actual expenditure.** Count your own PP spent after discounts, including failed attempts and power sent to others. Receiving or recovering PP does not reduce expenditure. Item charges that use no personal PP are excluded.

**3. Calculate the risk.** Each PP spent above the threshold gives a 1 % chance of crisis, up to 100 %. No excess means no check. At 100 %, a crisis is certain.

**4. Resolve at day end.** Before recovering PP through rest, roll 1D100 once: a result at or below the risk causes a crisis. 00 means 100. Ignore the core rules for criticals, fumbles and automatic failures.

**Example:** maximum 21 PP → threshold 10. Spending 16 gives a 6 % risk: crisis on 01-06. Recovering PP does not lower expenditure; spells and short rests do not cause extra checks.

## The lasting mark of crises

Add one to the counter for each crisis, even if it causes several effects or none. The counter persists between days, even after consequences end. Without protection, each crisis advances one stage in the table.

| Stage | Table rolls | Apply |
|---|---|---|
| 1 | 3 | Choose 1 result |
| 2 | 2 | Choose 1 result |
| 3 | 1 | That result |
| 4 | 2 | Both results |
| 5 | 3 | All 3 results |
| 6 onwards | Stage - 2 | All results |

## Divine magic and racial resilience

Elves, gnomes, skinks and rat men repeat each stage twice: crises 1-2 → choose from 3; 3-4 → from 2; 5-6 → 1 result; 7-8 → 2 effects, and so on.

Channelling is divine magic. The bond with the gods softens overload: repeat each stage twice and suffer only M consequences, like an elf. An elf using Channelling repeats each stage four times: crises 1-4 → choose from 3; 5-8 → from 2; 9-12 → 1 result; 13-16 → 2 effects. Daily risk is unchanged.

Elves and users of Channelling ignore C consequences without rerolling; they may choose and discard them. The crisis always counts. Other resilient races using Channelling retain two crises per stage and gain this bodily protection.

Divine protection requires all magic using personal PP that day to be Channelling. If Realms are mixed, apply only racial resilience. Channel power is a skill and does not itself grant this protection. Changing Realm never resets the counter.

Record your usual reserve, daily expenditure, crisis counter, applicable protection and consequences with severity and end date. Risk resets each day; the counter remains.

# Resolving consequences

## Game scales

Roll 1D100 on the table in both systems, including Classic: use two D10, one for tens and one for units. Each table roll is independent. The ranges cover 01-00 and retain their original probabilities.

Where two modifiers appear, the first is for Classic and the second for LF100: -2 / -10 % means -2 in Classic or -10 percentage points in LF100. Modify the check, not acquired ranks. HP, EXH, DP and INTU/RSN losses retain the same numbers in both systems.

“To actions” affects checks and active defences without changing action costs or BM. For ordinary magic, the penalty does not become extra RF; for Directed Spells, it modifies the attack. It does not alter this supplement’s fixed percentages.

## Triples and three digit results

Look at the initial dice of the character’s action check or resistance roll, before rerolls or adjustments. Check each trigger once. Exclude damage, duration, tables, the daily check and all auxiliary dice: crises cannot chain through their own rolls.

| Trigger | Classic · 3Do10 | LF100 · 1D100 | Probability |
|---|---|---|---|
| A triple | Three equal dice | Any double + matching D10 digit | 1 % |
| 666 | 6, 6 and 6 | 66 + confirmation 6 | 0.1 % |
| 555 | 5, 5 and 5 | 55 + confirmation 5 | 0.1 % |
| 777 | 7, 7 and 7 | 77 + confirmation 7 | 0.1 % |

In LF100, roll a single confirmation D10 for all active consequences that need it. Doubles are 11, 22…99 and 00; confirm 00 with 0 (10 on a D10 numbered 1-10). Confirming 66 with 6 triggers both triple effects and 666 effects. This does not change the action result, criticals or fumbles.

## Forgetting spells and episode duration

The reference spell is the last known spell cast that day, even if fumbled. If PP were spent only on other uses, the player and GM choose a known spell related to that use; otherwise, use the last spell previously cast. A sealed list blocks all its spells. If none are known, forgetting has no effect; the crisis still counts.

Resolve the action that triggers an episode first, then its consequence. A “brief scene” is one immediate situation outside combat, not an entire day; agree its end when it begins. Consequences with no time limit remain until specific treatment removes them.

## Stacking and recovery

Repeating a consequence does not double its penalty or ongoing damage. Group variants of the same sealed spell or list, Burning Skin/Broken Skin and Fractured Thought: keep the greatest severity and latest end date. Forgotten spells or lists that differ can coexist. Do not reroll duplicates.

Check the immediate dangers of 01 and 02 every time those results are applied, even if suffered before. The duplicate rule gives no immunity to a new rupture or collapse.

Different effects stack. For example, Unstable Reserve and Weakened Pulse together reduce maximum EXH by 30, minimum 0; reduce current EXH if it exceeds the new maximum. Different daily HP losses add up and apply once per day, starting the day after acquisition.

Rest or HP recovery alone does not cure a consequence. Healing can treat its effects under the core rules; the GM determines the remedy that removes its magical cause. Lost XP, DP or learning are not automatically restored. Treatment does not reset the crisis counter.

# Consequence table

*Results 01 to 26*

D100 · 00 = 100  M = mental · C = corporeal  Modifiers: Classic / LF100

| D100 | Type | Consequence | Effect |
|---|---|---|---|
| 01 | C | Vital Rupture | 50 % chance of death. If the character survives, the GM defines a severe consequence: coma, paralysis, loss of speech or sight, or impaired balance. Do not add another table roll. |
| 02 | C | Pulse Collapse | 10 % chance of death. If the character survives, gain Weakened Pulse (43-47): maximum EXH -20. This consequence is part of this result, not another crisis. |
| 03 | M | Unravelling Memory | Every 30 days without treatment, lose 1 acquired skill rank agreed by player and GM. Innate ranks and character level are unaffected. |
| 04 | M | Sealed List · months | Forget the reference spell and every spell in its list for 3 months. They cannot be cast, even with a grimoire. |
| 05 | M | Sealed List · weeks | As 04, for 3 weeks. |
| 06 | M | Sealed List · days | As 04, for 3 days. |
| 07 | M | Latent Fury | A triple triggers a scene of fury: the character reacts aggressively to provocation or obstruction. Player and GM decide the response; the triple alone does not force an attack. |
| 08 | M | Restless Vigil | If an action roll fails or fumbles that day, the night brings no restorative rest: recover 0 PP. Fatigue imposes -2 / -10 % until a restorative night. |
| 09 | M | Veiled Spell · months | Forget the reference spell for 3 months; retain the other spells in its list. It cannot be cast, even with a grimoire. |
| 10 | M | Veiled Spell · weeks | As 09, for 3 weeks. |
| 11 | M | Veiled Spell · days | As 09, for 3 days. |
| 12-13 | C | Burning Skin | Constant itching and compulsive scratching. Apply the lesions and effects of Broken Skin (18-19), with itching added. Do not double those effects if already present. |
| 14-15 | C | Withered Hair | Hair falls out over several weeks. Rest or ordinary HP healing does not reverse the loss. |
| 16-17 | C | Internal Erosion | Chronic blood loss and digestive discomfort: lose 1D10 HP at the end of each day. HP healing does not remove the consequence. |
| 18-19 | C | Broken Skin | Visible, painful lesions: lose 1D5 HP at the end of each day; -1 / -5 % to Interaction. Lesions persist for as long as the consequence. |
| 20-21 | C | Faded Mark | Skin develops patches of uneven colour. -1 / -5 % to Interaction. The patches persist for as long as the consequence. |
| 22-23 | C | Deep Burning | Persistent digestive pain and damage: lose 1D5 HP at the end of each day. |
| 24-26 | C | Unstable Reserve | Maximum EXH -10. A 666 causes a slump: -3 / -15 % to actions during the next turn; outside combat, for a brief scene. |

# Consequence table

*Results 27 to 77*

D100 · 00 = 100  M = mental · C = corporeal  Modifiers: Classic / LF100

| D100 | Type | Consequence | Effect |
|---|---|---|---|
| 27-29 | C | Fragile Blood | Healing rolls to stop this character's bleeding suffer -3 / -15 %, even if another character makes them. Other uses of Healing are unaffected. |
| 30-32 | C | Short Breath | From the fourth turn of sustained exertion, -2 / -10 % to running and combat. Ends when exertion stops; count again in the next encounter. |
| 33-35 | C | Feverish Agitation | Persistent intense hunger, sweating and agitation. -2 / -10 % to Interaction and Survival. |
| 36-38 | C | Racing Pulse | A 666 causes a faint lasting 1D10 turns. The character is unconscious and cannot act. The episode begins after resolving the triggering roll. |
| 39-42 | M | Painful Echo | After a failure or fumble, -1 / -5 % to actions during the next turn; outside combat, for a brief scene. New episodes renew the duration. |
| 43-47 | C | Weakened Pulse | Maximum EXH -20. Exertion feels heavier even while EXH points remain. |
| 48-53 | C | Burdened Body | After 3 months, become overweight: apply the core BM adjustment for excess weight (-1). Do not add it again if that adjustment or a worse one already applies. |
| 54-58 | C | Blurred Focus | -1 / -5 % to visual perception checks; -2 / -10 % to attacks with thrown weapons. Does not reduce PER. |
| 59-62 | C | Night Halos | At night only: -1 / -5 % to visual perception checks and -2 / -10 % to projectile attacks. |
| 63-65 | M | Disturbing Bond | Agree a specific aversion or attraction: fire, darkness, heights, storms, creatures or social situations. It shapes decisions without adding a general penalty. |
| 66-68 | M | Veiled Mood | Periods of dejection impose -2 / -10 % to actions while they last. Each period lasts 1 week; agree its triggering event at the start of the campaign. |
| 69-71 | M | Tangled Words | Difficulty expressing thoughts: -2 / -10 % to Interaction when speech is needed. Exchanges that require no voice are unaffected. |
| 72-74 | M | Elusive Signs | Double the DP cost of learning written languages and spells while this consequence lasts. Does not double casting PP or costs already paid. |
| 75-77 | M | Scattered Mind | Gain 31 fewer general DP at each new level, minimum 0. Does not consume utility DP or reduce points already held. |



# Consequence table

*Results 78 to 100*

D100 · 00 = 100  M = mental · C = corporeal  Modifiers: Classic / LF100

| D100 | Type | Consequence | Effect |
|---|---|---|---|
| 78-79 | M | Knot of Unease | Anxiety, doubts and intrusive thoughts about an agreed subject. Portray them in play; add no penalties beyond those written. |
| 80-81 | C | Misaligned Gaze | -1 / -5 % to visual perception checks. Does not reduce PER or affect hearing. |
| 82-83 | M | Tides of Mood | Alternate weeks of dejection (-2 / -10 % to actions) and euphoria (+2 / +10 %). Begin with dejection; the calendar continues across scene changes. |
| 84-85 | M | Compulsive Ritual | Recurring ideas or behaviours: define a specific ritual and when it occurs. Interrupting it causes discomfort without adding a general penalty. |
| 86-87 | C | Muted Colours | Cannot distinguish colours. Use other details to recognise objects; a check relying solely on colour is impossible without help. |
| 88-89 | M | Shadow of Suspicion | Reads coincidences as threats directed against the character. Agree a focus of suspicion; companions do not automatically become enemies. |
| 90 | M | Wavering Identity | Self-image and responses shift between two agreed attitudes. Portray this without bonuses or changes in who controls the character. |
| 91 | M | Echoes of Identity | Illusory memories and voices compete with the character's view of reality. Player and GM agree how they appear; they grant no powers or extra character sheet. |
| 92 | M | Fractured Reality | -2 / -10 % to Interaction. Once per interaction scene, a 5 % chance to mistake an intention for aggression and attack if possible; use normal actions. |
| 93 | C | Arcane Convulsion | A 555 triggers convulsions. After resolving that roll, the character cannot act during the next turn. The consequence remains after the episode. |
| 94 | M | Distant Voice | Difficulty understanding and responding to others: -3 / -15 % to Interaction. |
| 95 | C | Inner Silence | Cannot hear. Checks that require hearing alone are impossible without help. Reading and perception through other senses remain possible. |
| 96 | C | Spots and Veil | Visible spots and clouded sight: -2 / -10 % to visual perception checks. Does not alter PER or add another social penalty. |
| 97 | M | Sudden Sleep | A 777 puts the character to sleep after resolving that roll. Lose the next turn unless awakened beforehand with a MAJ action or by taking damage. |
| 98 | M | Fractured Thought · mild | INTU and RSN -1 each, minimum 0. Recalculate derived values under the core rules. |
| 99 | M | Fractured Thought | INTU and RSN -3 each, minimum 0. Recalculate derived values. Portray difficulty organising thoughts without adding penalties. |
| 00 | M | Fractured Thought · severe | INTU and RSN -6 each, minimum 0. Recalculate derived values. Identity and control of the character remain unchanged. |