

CHAOS THEORY

(CHAOS LORD BASE LIST)

		Area of Effect	Duration	Range
1.	Chaotic Interpretation I	Target	1 rnd	1d100'
2.	Random Perceptions	Target	1d10 rnds	2d100'
3.	Chaotic Interpretation Field I	2d10' radius	1 rnd	2d100'
4.	Chaotic Interpretation II	Target	1 rnd	1d100'
5.	Chaotic Null	Target	1 rnd	1d100'
6.	Random Perceptions Field	2d10' radius	1d10 rnds	2d100'
7.	Minor Improbability	Target	varies	2d10'
8.	Chaotic Interpretation Field II	2d10' radius	1 rnd	2d100'
9.	Chaotic Interpretation III	Target	1 rnd	1d100'
10.	Indiscriminate Power Flux	Target	1d10 rnds (varies)	1d100'
11.	Chaotic Null Field	2d10' radius	1 rnd	2d100'
12.	Chaotic Interpretation Field III	2d10' radius	1 rnd	2d100'
13.	Touch of Chaos	Target	1d10 mins	Touch
14.	Major Improbability	Target	varies	1d100'
15.	Chaotic Interpretation IV	Target	1 rnd	1d100'
16.	Chaotic Curse	Target	1d10 mins	2d100'
17.	Chaotic Gift	Target	1d10 mins	2d100'
18.	Indiscriminate Power Flux Field	2d10' radius	1d10 rnds (varies)	2d100'
19.	Chaotic Interpretation Field IV	2d10' radius	1 rnd	2d100"
20.	Chaotic Interpretation True	Target	1 rnd	1d100'
25.	Chaotic Interpretation Field True	2d10' radius	1 rnd	2d100'
30.	Accentuated Chaotic Null	Target	1 rnd	1d100'
50.	Master of Chaos	Self	1d10 mins	Self
75.	Lord of Chaos	Self	P	Self
100	Impossibility	Special	varies	6d100"

Note: Some of the spells on this list defy normal spell casting conventions. Due to the inherent randomness of chaos, many spells have added random factors such as radius, duration and range. Although the ranges of these spells may be altered within the rolled parameters, the radius and duration may not.

Option: Mastery of chaos is notoriously difficult and as such, using the Spell Mastery skill for these spells incurs a -30 penalty.

1. **Chaotic Interpretation I** (F) Allows caster to gift a target (or himself) with the ability to amplify chaos and random chance. All rolls made by the target within the duration that would normally be allowed to be interpreted as open-ended are affected by this spell. Any roll of 01-10 becomes open-ended low and any roll of 90-100 becomes open-ended high.

2. **Random Perceptions** (F) Caster causes the target's perception of the world to become jumbled. The target may now see sound, hear tastes or feel sights, etc. The target becomes disorientated and suffers a penalty to all actions equal to the amount he failed the RR. Additionally the target suffers double the penalty to all perception rolls.

3. **Chaotic Interpretation Field I** (F) As *Chaotic Interpretation I* except for area of effect and range.

4. **Chaotic Interpretation II** (F) As *Chaotic Interpretation I* except the open-ended ranges become 01-20 and 80-100, respectively.

5. **Chaotic Null** (F) Allows caster to gift a target (or himself) with the ability to forgo the effects of chaos to a limited extent. For the duration of the spell the target no longer rolls dice to resolve maneuvers, criticals or RRs. Instead, the roll is treated as 51.

6. **Random Perceptions Field** (F) As *Random Perceptions* except for area of effect.

7. **Minor Improbability** (F) With this spell the caster causes something to happen that is entirely improbable, such as a brand new rope breaking, someone tripping where there is nothing to trip upon, etc. Due to the nature of chaos upon which this spell is based, the event will tend to take ordinary objects and break them down into chaos, rather than the reverse. So this spell will never repair broken objects, turn a gas to a solid, etc. The effects of this spell should be very minor, dealing with objects that weigh no more than 10lbs as a general rule. The events should also be improbable not impossible. While the caster can specify the general target and basic intent, the exact event is up to GM interpretation.

8. **Chaotic Interpretation Field II** (F) As *Chaotic Interpretation II* except for area of effect and range.

9. **Chaotic Interpretation III** (F) As *Chaotic Interpretation I* except the open-ended ranges become 01-30 and 70-100, respectively.

10. **Indiscriminate Power Flux** (M) The caster affects the way the target can tap into the Primal Essence, essentially modifying power point usage. Each time a spell caster attempts to cast a spell during this spell's duration he must roll 2 different colored d10, one representing negative influence and the other, positive influence. The negative die reduces the number of power points it takes to cast the spell; the positive die increases the number of power points it takes to cast the spell. If the PP cost is reduced to 0 or less, the spell casting attempt fails (roll on the spell failure table).

11. **Chaotic Null Field** (F) As *Chaotic Null* except for area of effect and range.

12. **Chaotic Interpretation Field III** (F) As *Chaotic Interpretation III* except for area of effect and range.

13. **Touch of Chaos** (F) Caster gifts a target (or himself) with the Mark of Chaos. The target must roll once on the Chaotic Gifts table and once on the Chaotic Geas table (RMC III Pg 49-51). The target gains the benefits and drawback of both gift and geas for the duration. These effects may only be cancelled by an Expel Chaos spell or made dormant for 1 rnd per level of the caster if Diminish Chaos (RMC III Pg 47) is cast.

14. **Major Improbability** (F) As *Minor Improbability* except for the increased range and the fact that a more improbable event can occur. This event can affect an object up to 100lbs and can even affect magical objects (RR applies). Magical weapons can be broken, boulders can be made to fall and the wheels of a chariot can be made to fall off, etc.

15. **Chaotic Interpretation IV** (F) As *Chaotic Interpretation I* except the open-ended ranges become 01-40 and 60-100, respectively.

16. **Chaotic Curse** (F) Caster curses a target with the Geas of Chaos. The target must roll once on the Chaotic Geas table (RMC III Pg 51). The target suffers the geas for the duration of the spell. These effects may only be cancelled by an Expel Chaos spell or made dormant for 1 rnd per level of the caster if Diminish Chaos (RMC III Pg 47) is cast.

17. **Chaotic Gift** (F) Caster gifts a target (or himself) with the Gifts of Chaos. The target must roll once on the Chaotic Gifts table (RMC III Pg 49). The target gains the gift for the duration of the spell. These effects may only be cancelled by an Expel Chaos spell or made dormant for 1 rnd per level of the caster if Diminish Chaos (RMC III Pg 47) is cast.

18. **Indiscriminate Power Flux Field** (F) As *Indiscriminate Power Flux* except for area of effect and range.

19. **Chaotic Interpretation Field IV** (F) As *Chaotic Interpretation IV* except for area of effect and range..

20. **Chaotic Interpretation True** (F) As *Chaotic Interpretation I* except the open-ended ranges become 01-49 and 50-100, respectively.

25. **Chaotic Interpretation Field True** (F) As *Chaotic Interpretation True* except for area of effect and range..

30. **Accentuated Chaotic Null** (F) As *Chaotic Null* except the caster can designate the die roll from 06 to 95 (in place of 51).

50. **Master of Chaos** (F) Allows the caster to cast any level 20 or lower spells from this list at the rate of 1 spell per round, without expending power points.

75. **Lord of Chaos** (F) In order to cast this spell the Chaos Lord must know all his base lists to level 50. At that point he may cast this ritual to transform himself into a Lord of Chaos. Although this confers no special benefit other than the ability to initiate new Chaos Lords into the circle (thereby allowing the initiate to use the Chaos Lord profession after swearing a supernatural fealty to the caster), the Chaos Lord gains a reputation on sight of being an agent of Chaos.

100. **Impossibility** (F) As *Minor Improbability* except the range is greater and the event can be much more significant and far-reaching. Also the effects can be completely impossible rather than just improbable. Buildings can be swallowed up by the ground, a magical sword can be reverted back to its original ore, a person can grow a new limb, an object can be summoned/banished to another place, etc. The more impossible and creative the effect the better (subject to GM approval).