



### Kalexandra's Continuous Computation

<b>Level:</b> 2	<b>Range:</b> 40' or more	<b>Duration:</b> 1 turn or more	<b>Casting time:</b> 1 action	<b>Save:</b> Will vs. spell check DC
<b>General:</b> The caster hexes their target with clumsiness and misfortune.				
<b>Manifestation:</b> Roll d4: (1) the caster's eye bulges as they stare at the target with malicious intent; (2) the caster's words turn into a swarm of irritating gnats, pestering the target; (3) a grey cloud appears above the target, and follows them around; (4) a hideous mocking laughter marks the target as hexed.				
<b>Corruption:</b> Roll d6: (1) the caster develops a comical stutter, manifesting at the most inopportune times; (2) the caster is followed by small, humorous misfortunes; (3) the caster's movement becomes a stumbling mess, halving their movement rate; (4) the caster's fumble die is increased by +3d; (5) major; (6) greater.				
<b>Misfire:</b> Roll dX: (1) caster releases a wave of misfortune around them, forcing all allies within 20' to roll a fumble immediately; (2) all allies within 20' stumble humorously in unison, falling prone unless they succeed in a DC 10 Ref save; (3) due to unforeseen circumstances the caster finds themselves suddenly stark naked, as all of the straps, buckles and such upon their person give up at the same time; (4) for the next 24 hours, the caster suffers a 10% chance of fumbling any attack or spell they attempt.				

Spell check result	Effect
1	Lost, failure and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-3) corruption; (4) patron taint (or corruption if no patron); (5+) misfire.
2-11	Lost, failure.
12-13	Failure, but the spell is not lost.
14-15	The target stumbles and trips, seemingly unable to move without falling down. Their movement rate is halved for 1 turn (affects all modes of movement).
16-19	Misfortune and ineptitude are made manifest. The target suffers a 20% chance of fumbling any attack roll or spell check they make. Roll this chance separately for each check, and note that the attack or spell itself may be successful even if it causes unwanted adverse effects. Also, the target's fumble die is increased by +1d on the dice chain. The effect lasts for 1 turn.
20-21	The target is thoroughly rattled, and makes many mistakes. They suffer a 30% chance of fumbling any attack roll or spell check they make. Roll this chance separately for each check, and note that the attack or spell itself may be successful even if it causes unwanted adverse effects. Additionally, the target's fumble die is increased by +2d on the dice chain. The effect lasts for 1 turn.
22-25	The target becomes a bumbling fool! They suffer a 40% chance of fumbling any attack roll or spell check they make. Roll this chance separately for each check, and note that the attack or spell itself may be successful even if it causes unwanted adverse effects. Additionally, the target's fumble die is increased by +3d on the dice chain. The effect lasts for 1 turn.
26-29	The caster hexes multiple targets with unprecedented incompetence. All of the 1d5+1 targets suffer a 30% chance of fumbling any attack roll or spell check they make. Roll this chance separately for each check, and note that the attack or spell itself may be successful even if it causes unwanted adverse effects. Additionally, the targets' fumble die is increased by +2d on the dice chain. The effect lasts for 1 turn.
30-31	The caster makes a group of enemies into blundering idiots! All of the 1d5 + CL targets suffer a 40% chance of fumbling any attack roll or spell check they make. Roll this chance separately for each check, and note that the attack or spell itself may be successful even if it causes unwanted adverse effects. Additionally, the targets' fumble die is increased by +3d on the dice chain. The effect lasts for 1 turn.
32-33	The caster sets a curse upon a single target. They suffer a 40% chance of fumbling any attack roll or spell check they make. Roll this chance separately for each check, and note that the attack or spell itself may be successful even if it causes unwanted adverse effects. Additionally, the target's fumble die is increased by +3d on the dice chain. This effect is permanent until specific conditions are met (defined by the caster at the time of casting) or a <i>Remove curse</i> spell is cast (treat as moderately powerful curse).
34+	The caster utters a powerful curse, affecting all targets within 10 km (~6 miles) and belonging to a group defined by the caster ("all enemy soldiers" or "all men of the city", for example). Everyone affected suffers a 30% chance of fumbling any attack roll or spell check they make. Roll this chance separately for each check, and note that the attack or spell itself may be successful even if it causes unwanted adverse effects. Additionally, the targets' fumble die is increased by +2d on the dice chain. The effect is permanent until specific conditions are met (defined by the caster at the time of casting) or a <i>Remove curse</i> spell is cast (treat as a moderately powerful curse).

