

WILD MAGIC

THE WILD MAGIC TABLE

Roll	Name	Effect
1	Negative Entropy	Any Claan rolling Claan Dice subtract from their score, at the end of the season the lowest score wins.
2 - 5	Random Seed = 3	Take all Claan dice and randomly assign them a new step.
6 - 10	Memory Leak	Add a copy of all your lowest step dice to another random Claan's Dice Pool.
11 - 15	Root Mean Squared Error	Rather than rolling your Claan dice at the end of the fortnight, take the average score of each dice (rounding down)
16 - 20	Model Overfit	One random completed quest is removed from the Claan dice and must be completed again to score points.
21 - 25	Normalised Distribution	Your Claan D4s, D6s, and D8s are doubled, and D10s, D12s, and D20s and halved.
26 - 30	Nonconvergant Algorithm	Add an extra dice with a terrible probability distribution to your Claan Dice pool.
31 - 35	Dropout Dilemma	Lose d4 die from your Claan Dice pool (of the current step).
36 - 40	Gradient Eclipse	Roll a d6 and subtract the result from your Claan score.
41 - 45	Distorted Distribution	When scoring at the end of the fortnight, subtract 5 from the roll of the Dice pool.
46 - 50	Model Misfit	Reduce the step of your Claan Dice pool by 1.
51 - 55	Insightful Overflow	Increase the step of your Claan Dice pool by 1.
56 - 60	Data Harmony	When scoring at the end of the fortnight add 5 to the roll of the Dice pool.
61 - 65	Precision Surge	Roll a d6 and add the result to your Claan score.
66 - 70	Regression Resurgence	Add d4 dice to your Claan pool (of the current step).
71 - 75	Algorithmic Advantage	Gain an extra dice with a boosted probability distribution for your Claan Dice pool.
76 - 80	Fit Curve	You can chose to double all Claan D4s, D6s, and D8s, and halve all D10s, D12s, and D20s.
81 - 85	Stack Overflow	One random quest may be completed again to earn Claan dice, even if it has already been completed.
86 - 90	Mean Squared Error	Rather than rolling your Claan dice at the end of the fortnight, take the average score of each dice (rounding up)
91 - 95	Data Augmentation	Gained a copy of all lowest step dice from another Claan and add them to your Claan dice pool.
96 - 99	Random Seed = 97	You can chose to take all Claan dice and randomly assign them a new step.
100	Positive Entropy	Any Claan rolling Claan Dice adds to their score, at the end of the season the highest score wins.