Other Potions

Back to Alchemy { | ! Name ! Description ! Power ! Active ! Real ! END

| Beastly Churn | This rich liquid allows the character to communicate with any beast possessing a modicum of intelligence. Sometimes, however, the character will be unable to control the powerful mental effects of this potion, becoming fixated by his own primordial nature. The potion must be mixed with the juices of a freshly killed animal. | Telepathy 5d6 (Animal class of minds) (25 Active Points); Activation Roll 12- (-3/4), Side Effects (Beastly fixation - 3d6 INT Drain, Recover 1 per hour; -1/2), Costs END To Maintain (Full END Cost; -1/2), Communication Only (-1/4), Does Not Provide Mental Awareness (-1/4), Conditional Power Only for physical communication (-1/4) | 25 | 7 | 2

| Beauty Cream | This rare cream is highly prized by those desiring greater beauty, or just to recover their lost looks. The cream is applied to the face, and the characters appearance changes to match the local concept of beauty. | Aid COM 3d6, Delayed Return Rate (points return at the rate of 5 per 6 Hours; +1 1/4) (67 Active Points); Costs Endurance (-1/2), Gradual Effect (1 Turn (Post-Segment 12); -1/4) | 67 | 38 | 7

 \mid Black Lancer \mid Aid PRE 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1) (80 Active Points); Costs Endurance (-1/2) \mid This dark, cool drink gives the character an amazing presence that will leave his allies in awe and cause much concern among his foes. The potion is usually found in what appears to be a very old bottle of wine. \mid 80 \mid 53 \mid 8

| Healing

| | Simplified Healing 3d6 (30 Active Points) | 30 | 30 | 3

Aid END 1 1/2d6 (15 Active Points); Costs Endurance (-1/2) (Real Cost: 10) plus Aid REC 2d6 (20 Active Points); Costs Endurance (-1/2) (Real Cost: 13)

35 23

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