

Talents

Expert

You are great at the profession of your choice. You have deep knowledge in this field. Get advantage on all rolls relevant to your area of expertise.

Strength

You're as strong as a bodybuilder.

Agility

You are very flexible and fast, good at jumping, climbing, and gymnastics.

Toughness

Unbendable will and resilient body.

Perception

Keen senses, allowing you to notice subtle and hidden things.

Stealth

Sneaking, hiding, avoiding unwanted attention.

Sleight of Hand

Manual trickery, physical forms of deception: steal, plant, conceal, etc.

Melee Combat

You have excellent combat skills.

Ranged Weapons

You are an excellent marksman.

Nature

Follow tracks, avoid natural hazards, and navigate wilderness.

Crafting

You're good at putting together makeshift devices.

Insight

Understanding people, figuring out their intentions, reading social cues.

Persuasion

You are charming, likable, eloquent, good at convincing people.

Deception

You are cunning, remarkably good at lying, trickery, and pretending.

Intimidation

You're good at influencing people through threats and inspiring fear.

Diplomacy

You're great at solving problems through non-violent means.

Investigation

Find subtle clues, notice details, make deductions.

Lore

You know facts about the world and its history.

Technology

You're an expert when it comes to anything technology-related.

Animal Handling

You are good at dealing with animals.

Performance

Delight the audience with your acting, storytelling or other types of art.

Vehicles

You're good at driving/piloting all kinds of vehicles.

Skills

Identify

Figure out properties of an object and how to use it. Learn whether the object is affected by spells and what they are.

Spider Climb

You can climb any surface.

Deadeye

Make extremely precise shots at the tiny objects extremely far away.

Battle Stomp

Smash your weapon into the ground, knock down everyone around you.

Darkvision

You can see in pitch darkness as if it's an overcast day.

Forgery

Forge items, documents, or art.

Boy Scout

You're always prepared! Search through your pockets and find any mundane item of your choice (it should be believable that you have prepared in advance).

Musician

When you're playing a musical instrument - roll the dice. If you roll above 10, everybody around you can't resist dancing.

Copycat

Once per day you can copy a skill or a spell you have seen used in the past hour.

Lock Picking

You can pick simple locks.

Pet Pal

You can speak with animals.

Inspire

Give your friend a compliment, and they will have an advantage on the next roll. Works once per scene.

Connections

You're on good terms with a group of people (choose one). They'll do their best to help you out when they can.

Famous

You are well known. Choose what reputation you have in a specific region (Hero, Villain, Philanthropist, Impeccable Taste, Sex Symbol, etc.)

Spread the Word

Spread any rumor. Say a couple of sentences, and they go viral. Not everyone believes it, but everyone is talking about it.

Handsome

Dazzle someone with your beauty.

Fast

Your reaction time is tripled.

Sprinter

You can run as fast as a horse.

Leap

Jump 10 times the normal distance.

Spells

Message

Telepathically send a message to the nearby creature, they can respond.

Illusion

Create an illusory object no larger than a horse, complete with sounds, smells, movement. Within 50 meters, in your line of sight.

Telekinesis

Levitate small objects, no larger or heavier than a bucket of water.

Summon Familiar

Summon a small creature who will be your pet and a friend. You can communicate with it telepathically, give it commands, see through its eyes, hear what it hears, cast spells through it. If the creature takes damage it disappears until you resummon it. Works once per day.

Familiar Transposition

Swap places with your familiar.

Charm Person

The person regards you as their friend for 1 hour. Everyone around knows that they've been charmed. When the spell ends, they know they've been charmed.

Enlarge/Reduce

Make the object or a creature grow or shrink to 4 times its size.

Sense Magic

Sense the magic auras within 200 meters around you, get a vague sense of what and where they are.

Change Momentum

Halt, decrease, increase, or reverse the momentum of a moving object. Can apply enough force to suspend a falling boulder for 10 minutes.

Animate Object

Object will obey your commands as best it can. Requires a sacrifice.

Spider Web

Your wrists can shoot thick webbing (like Spider Man).

Misty Step

Instantly teleport a short-distance (a stone's throw, line of sight. Think Nightcrawler from X-Men).

Elasticity

You can do what Elastigirl from Incredibles can do.

Phobia

A target creature becomes terrified of an object of your choice.

Greed

The target creature develops an overwhelming urge to possess a visible item of your choice. Lasts 30 minutes.

Wall of Ice

Once per hour you can create an ice wall, 10x10 meters. Window is optional.

Minercraftsman's Delight

Once per second you may summon or banish a 3-meter-wide cube of earth.

Loudmouth

Makes your voice 10x louder.

Spells

Summon Item

Mark an object or an item (no larger than 2x2 meters). Whenever you cast this spell, it will teleport to your hand (or in front of you) from wherever it is.

Invisible Tether

Two objects within 5 meters of each other cannot be moved more than 5 meters apart. Lasts 30 minutes.

Suggestion

The target obeys a single, three-word suggestion that sounds reasonable. After spell ends, you're susceptible to suggestions from other people.

Produce Emotion

Make the target feel happy, sad, angry, smitten, afraid, insecure, etc.

Scry

You can see through the eyes of a creature you touched earlier today.

Technomancy

Control mechanical and electrical devices with your mind.

Befuddle

The target creature is unable to form new short-term memories for the next 15 minutes. But neither can you.

Disassemble

Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.

Grease

Cover an object or a surface in grease, making it frictionless and flammable.

Levitate

Slowly lifts the target vertically above the ground, up to 15 meters. The target can weigh up to 300 kg.

Veil

Create a static illusion no larger than 100 meters in any direction. Like a building, an oasis, a pile of treasure, etc. When anything touches the illusion, it is dispelled.

Intwine

Use nearby grass, vines, and tree branches as if they were your own limbs.

Accio

Summon any object within your line of sight and within 300 meters towards you.

Dispel Magic

Dispels magical effects on a target.

Secret Message

Write a message visible only to the people you choose.

Skywrite

Cause up to 10 words to form in the sky you can see (made of clouds).

Fireball

Hurts enemies. Sets stuff on fire. Hold in your hand as a light source.

Firehose

A stream of water pours out of your hand as if it's a firehose.

Frost Powers

You can do what Frozone from Incredibles can do.

Items

Bag of Gold

Spend it to do something a rich person can do (throw a lavish party, bribe someone, hire an assassin, etc.), or trade it for another item of your choice.

Weapon

A simple melee or ranged weapon of your choice.

Grappling Hook Gun

Shoots the grappling hook to the distance of up to 50 meters.

Ropey

A sentient piece of rope. 50ft. As smart as a puppy. Obeys simple commands.

Immovable rod

Activating it makes it magically fixed in place. Until someone deactivates it, the rod doesn't move, even if it is defying gravity.

All or nothing coin

Once per day instead of rolling a die you flip a coin. Heads critical success, tails critical failure.

Horseshoe of Attraction

Turns into a powerful magnet when activated. Can switch polarity and repel metal objects instead. Can be activated telepathically, from a distance of up to 50 meters.

Blanket of Silence

No sound can escape from under it.

Superglue

Permanently glues objects together.

Cloak of Disguise

Creates an illusion around yourself - an appearance of any humanoid creature you've seen. Lasts 1 hour. Can be used 3 times per day.

Bottomless Mug

Can hold a swimming-pool-worth of any liquid.

Fairy Dust

Allows you to imbue an item with one of the spells you know. The item will be able to cast the spell once per day. Consumable, can be used only once.

Pokeball

Stores a friendly or defeated animal.

Ring of Tracking

The owner of the ring always knows it's location.

Gravity Orb

When shattered, it reverses the gravity in a 10 meter radius around it.

Adventurer's Journal

When you write down 1-2 paragraphs of notes that describe what happened in the previous session from your character's perspective, you gain a free ability.

Illusory Minion

A small pearl that turns into an illusory person or a creature when it's activated. The illusion can perform simple tasks you give it. It lives for a day, and can travel any distance away from you. When it's nearby, you can control it telepathically.

Items

Portable Force Field

Creates an immobile force field 10 meters in diameter springs up around you. It's impenetrable from the outside but not from the inside. Deactivates once you leave the area. One-time use.

Velocity Ward Scroll

Nothing can move faster than a falling feather within a sphere of 15 meter radius for the next 15 minutes.

Portable Monster

A small wooden figure. When activated, it turns into the animal it depicts.

Auto-Spell-Activator

Imbue it with a spell you know. When a specified condition is met within the 15-meter-radius, the spell will be cast.

Conman's Paper

A sheet of paper, can be transformed to appear like any official document. Transformation is permanent, can't be used more than once.

Jack's Compass

Will point in the direction of the object of your choice as long as that object is within 300 meters of you.

Magic Mirrors

A set of two small mirrors. When activated, the mirror transmits sounds and images from it's counterpart (works like Skype).

Hoverboard

Frictionless, floats 30cm above the ground, supports up to 3 people.

Ring of Sending

Send a telepathic 25-word message to anyone you have ever met. The recipient can send you a 25-word reply. Works twice per day.

Howling Letter

Screams its contents once delivered.

Mirror of Merlin

Can reflect spells back to the caster.

Portable Hole

A round black piece of fine silk, 5 meters in diameter. When unfolded creates a 5-meter-deep hole.

An orb of Poseidon

A small glass orb, when shattered will summon a natural disaster - a storm, a hurricane, or a blizzard.

Swap Arrow

You instantly swap places with any creature it hits.

Alarm Pebble

A small rock, will alert the holder when anything comes within 15 meters of it.

Time Orb

Once shattered, teleports you 60 seconds into the past, giving you a chance to replay what just happened.

Scroll of Teleportation

Allows you to teleport anywhere within 100 meters once.

Wingsuit

Allows you to glide through the air.

Potions

Invisibility Potion

Turns you invisible for 10 minutes.

Smoke Potion

Creates a huge cloud of black smoke when spilled.

Catnip

When spilled attracts all the cats within 100km radius.

Anti-Gravity Potion

The drinker isn't affected by gravity for an hour.

Potion of Many Eyes

Drinking it enables you to see through the eyes of all living creatures in a 150 meter radius around you for the next 10 minutes.

Animorph Potion

Add a hair or a claw of a non-magical creature. Drinking this potion will turn you into this creature for an hour.

Fear Potion

Anyone who inhales it feels horrified for the next 10 minutes.

Spirit Potion

Pour it onto a dead person or a creature to summon their ghost. You can communicate with them for the next 10 minutes.

Strength Potion

For the next 10 minutes you'll be strong enough to lift an elephant.

Truth Serum

One who drinks it can't tell lies for an hour.

A Potion of Telepathy

For the next 10 minutes you can read surface thoughts of any creature within 50 meters around you.

Twin Potion

Drinking it splits you into two identical clones. Each clone has 50% of your vitality points. The clones can fight and use magic (including splitting into more clones). When a clone takes any damage it disappears, it's memories instantly merged into the remaining clones. When there's only one remains - it becomes the "original" you, keeping the memories of all the copies. Lasts an hour.

Spider Queen Potion

Enables you to sense and control all the insects within 100 meter radius for the next hour.

Shrinking Potion

The drinker shrinks to be 20 times smaller for 20 minutes (And-Man).

Potion of Body Switching

When two people drink this potion, it swaps their minds freaky-friday style for 2 hours.

Tea of Shared Dreams

When multiple people drink it and go to sleep, they will find themselves in a shared dream.

Potions

Polyjuice Potion

Drop someone's hair into it, and drinking this potion will turn you into that person or (non-magical) creature for 30 minutes.

Potion of Greater Telekinesis

Enables you to levitate objects and creatures (not including yourself, no larger than an elephant). Effect lasts an hour.

Petrify

When spilled, it turns a non-magical creature or an object (no larger than a barrel) it's touching into stone for the next hour.

Magic Mushrooms

The drinker will experience incredibly realistic hallucinations of your choice.

Liquid Air

Air around you becomes swimmable.

Bottled Sunshine

When spilled, shines as bright as the sun.

Portal Paint

Allows you to paint two connected portals (like from the game Portal). The connection lasts 10 minutes after the second portal has been drawn.

Luck Potion

Makes you supernaturally lucky. Gain advantage on all rolls for the rest of the hour.

Chloroform

The one who inhales it instantly falls asleep for 1 hour.

Ghost Potion

Turn into a ghost for 5 minutes.

Love Potion

Drinker falls in love with the person who brewed it.

Potion of Undeath

Raises a zombie. It is stupid and can obey simple commands.

Sail the Wind

Turn into a cloud of fog. You can slowly drift in any direction of your choice. Lasts an hour.

Super Speed Potion

Gives you Flash/Quicksilver powers for 30 seconds.

Walk on Walls/Ceiling

You can walk on any surface at any angle as if it was a regular floor.

Predator Potion

Gives you infrared vision. Enables you to see through walls.

Cartographer's Ink

Use it to draw a map of a place familiar to you. It will function like the Marauder's Map from Harry Potter.

Warg Potion

Gives you the power to enter the mind of a non-magical animal you can see, perceive the world through their eyes, and control its actions.