



# THE WAYFARER

## ◦ABOUT◦

This is a Solo RPG about exploration and worldbuilding. Journey through your world and discover it as you play, one scene at a time.

# LEARN HOW TO PLAY

## SET UP

Define the world you want to explore.

- A fantasy archipelago inhabited by cursed pirates.
- A post-apocalyptic city reclaimed by nature.
- A forest inhabited by sentient animals.
- A space colony on the edge of explored territory.
- A cyberpunk metropolis ruled by mega-corporations.
- A prehistoric jungle where dinosaurs still roam.

**Roll for your character archetype** on the archetypes table. To roll on a table (now, and in all the other instructions), roll two 20-sided dice, and pick one option you like the most.

### THE EXPLORER

Map uncharted territories and document new discoveries. **Reach a milestone** when you discover something surprising about a location or character.

**Describe your character** (your name, appearance, personality, occupation, and the reason for your journey). If you need a prompt, you can roll on the characters table.

I roll two character prompts, and pick "Curious Orc". **Gornuk**, a nerdy and curious orc cartographer sent by his tribe to scout and explore the enemy territory.

**And come up with one special ability** that helps you on your adventures (it can be a useful skill, item, magic spell, sci-fi gear, potion, superpower, pet, vehicle, ally, etc.)

**SPEAK WITH ANIMALS** - I understand the language of animals, birds, and other creatures.

## GAMEPLAY

**Roll on the locations table.** Describe how you arrive at this location, and what you see when you visit it.

I roll and get "Ancient Ruins" and "Secret Lair." I choose Ancient Ruins. I discover a crumbling stone pyramid covered in moss and vines, half-submerged in a river.

**Roll on the events table,** describe the event you encounter.

I rolled "Discover a danger or an obstacle in this place." The water around the pyramid is unnaturally dark. Eels lurk beneath the surface, corrupted by the ancient magic.

**Describe what you want in this scene,** and what makes it difficult to achieve. Think small - it should be a task you can succeed or fail at by the end of the scene, not a long-term goal that requires complex planning.

I want to enter the pyramid to explore its corridors, but the eels make crossing the river dangerous.

**Describe the action you take to get what you want.**

If you're unsure what to do, describe how you use one of your abilities to advance your journey.

I build a simple raft from bamboo and use a long branch to push myself across the river, avoiding the eels.

When you attempt something challenging, risky, or opposed by another character, **roll the dice** to determine the outcome.

I set **10** as the number I need to beat. I roll a **12**. I successfully navigate past the cursed eels, and reach the pyramid's entrance.

Repeat this process for the next scene. You can journey to a nearby location you want to explore, or you can roll for a random location and journey there.

## ROLLING THE DICE

Set the difficulty number you need to beat based on how likely you think you are to succeed at this task.



Set lower target numbers for easier tasks and clever solutions, and higher numbers for difficult situations and risky actions.

I try to jump from my raft into the pyramid's doorway. I am not very athletic, the raft is unstable, and I didn't invent some clever approach that would make this task easier. If I saw this scene in a movie, I'd expect the character to fail, so I'll set a pretty high difficulty number.

If you beat this number - you succeed. Otherwise, describe a setback, complication, or an obstacle you encounter.

## ADVANTAGE & DISADVANTAGE

**Gain advantage** when you:

- Use an ability relevant to the action you're attempting.
- Creatively use the environment to your benefit.
- Get some help from your allies.

If you have **advantage** - roll twice and take the best result.

I'm trying to find my way through the dark corridors of the pyramid. I use my ability "Speak with animals" to ask local rats for directions, which enables me to roll with advantage.

**Gain disadvantage** when you **have a condition** that impedes your actions. If you have **disadvantage**, roll twice and take the worst result.

I have the condition "injured leg" and need to climb out of the pit I've fallen into. Since my injury directly impacts my climbing ability, I roll with disadvantage.

Advantage and disadvantage dice cancel each other out (if you have both, you only roll a single die).

## CONDITIONS

If you fail a roll in a risky situation, describe how you gain a condition that makes your journey more difficult.

Injured, cursed, angry, tangled, distracted, tired, sneezing, broken equipment, sand in the eyes, cornered, embarrassed.

Severity of the conditions progressively increases, for example:

Off-balance → cornered → injured → unconscious.

To get rid of a condition, describe the action you take to fix it.

Use a bandage, rest, cut the entangling vines, run away in fear, get comforted by a friend, break something to release your anger, act cool to improve your reputation.

To defeat opponents (in action scenes or social situations), inflict conditions on them until they lose or run away.

I try to dazzle the guardian mummy with my torch. I roll and succeed, inflicting "Blinded."

If someone tries to inflict a condition on you - describe how you defend yourself, and roll the dice to see if you succeed.

The mummy turns the floor under my feet into quicksand. I defend myself. If I fail a roll, I'll get a "trapped" condition. I grab a hanging vine and use it as a lasso to hook on the mummy's leg. Since I'm creatively using the environment, I roll with advantage. I succeed, pulling myself out of the quicksand and inflicting "Off-Balance" on the mummy.

# EXPLORE YOUR WORLD

## MARK YOUR PROGRESS

Every time you **reach a milestone** (defined in your character archetype), describe it in your journal.

**Milestone 1:** I map the river temple and discover carvings of the ancient civilization that worshipped river spirits.

When you've reached the number of milestones equal to the number of abilities you have, you gain a new ability and your milestone count resets to zero.

If I have 3 abilities, and just reached my 3rd milestone, I gain a 4th ability, and reset my milestone count to zero. Now I need to reach 4 more milestones to gain the next ability.

**Invent a new ability,** and describe how you've gained it.

**New ability:** Waterbreathing. I found a blue coral amulet in the pyramid that lets me breathe underwater.

When you gain a new ability, **describe a new region** of the world that you haven't explored yet, or a **distant location** you want to visit. Describe what makes this place more dangerous or challenging, and what compels you to explore it.

**New Location:** The Misty Mountains. Carvings in the stone walls of the pyramid mentioned frozen, fog-covered mountains hiding ancient orc strongholds. I want to explore them and find out what happened to my ancestors.

## PLAY STRUCTURE

You can play entirely in your imagination, but it's best to leave a record of your adventures. I recommend this simple format:

**SETUP:** In a [location], I [encounter an event].

**OBJECTIVE:** I want [x], but [y] makes it difficult.

**ACTION:** The action I take to get what I want.

**RESOLUTION:** Die roll result, description of the outcome.

Let's say I'm at the Misty Mountains, and I rolled for the event:

Meet a character you want something from, but they're refusing to give it to you. Why?

A scene played in this format might look like this:

### SETUP

In a frost-covered hut at the mountain's edge, I meet Gretchen, the Frost Witch.

### OBJECTIVE

I want to learn about my orc ancestors, but Gretchen refuses to speak of them unless I prove my worth.

### ACTION

I show her my maps of the river temples and explain the connection between water and ice magic I found in the hieroglyphs.

### RESOLUTION

I roll 14 against difficulty 10. Gretchen reveals that my ancestors were not exiled but fled to protect a powerful artifact from her sister. She describes a path to a hidden valley where their descendants might still live.

## KEEP EXPLORING!

Try playing as multiple different characters to explore your world from different perspectives. Your journey can be as long as a season of a TV show, or as short as a single scene.

## STORY SHEET

To make it easier to keep track of the things you have learned and discovered about your world, you can create a story sheet.

See the printable version of the story sheet here:

<https://rpgadventures.io/the-wayfarer-story-sheet>

## FULL GAMEPLAY EXAMPLE

Define the world you want to explore:

Tropical frontier lands in a fantasy world.

Roll for your character archetype on the archetypes table:

### THE COURIER

Transport interesting, rare, fragile, bulky, confidential, illegal, or unusual items requiring special handling. **Reach a milestone** when you make a delivery.

Describe your character:

I roll for two character prompts, and pick "Cynical Cultist". **Nerissa**, a grumpy teenager who took a job as a delivery girl for a sinister cult, now delivers packages between the lairs.

Come up with one special ability:

**SUMMON AN IMP** - I can perform a dark ritual that summons a small imp (low-level demon) to do my bidding.

Roll for a location and an event:

I roll for two locations, and pick "Wild Outpost". I roll for two events, and pick "Face a stealth challenge".

Play through the scene:

### SETUP

Nerissa journeys to the cult camp at the local swamps to deliver a jar of tentacles to be used in a ritual. She is late, so if the camp leader notices her, he will yell at her.

### OBJECTIVE

I want to sneak into camp leader's tent to drop off the jar and get paid, before the mean camp leader notices and berates me. But the watchful cultists are guarding the camp.

### ACTION

I summon an imp to create a distraction. The imp sets a priceless eldritch tome on fire, creating chaos.

### RESOLUTION

I used my ability, so I roll with advantage. I succeed! I sneak into the cult leader's tent, leave the jar on his table, and grab some gold coins from his desk in payment for my work.

I've reached a milestone, so I mark my progress:

**Milestone 1:** I have delivered a jar of tentacles to the local swamp encampment, and got paid for my work.

**New Ability:** I found a potion recipe in the cultist's desk, now I can brew a potion that consumes the surrounding light when spilled. I can brew one vial per day.

**New Location:** I roll for a prompt, I get "Guarded Crater." I overheard cultists gossip about a meteor crater guarded by holy knights. If I manage to grab a chunk of the meteor and bring it to the cult, I might get a promotion.

## MORE AWESOME STUFF

Enjoyed this game and the world you've explored? Try playing other kinds of stories stories set in the world you've created!

### THE PERFECT HEIST

<https://rpgadventures.io/heist>

You are the best thief in the world. You go on heists to steal things - for yourself, for hire, or to help those in need.

### STRANGEVILLE FILES

<https://rpgadventures.io/strangeville-files>

Improvise Scooby-Doo-style supernatural mysteries.

### THE DECK OF ENDLESS ADVENTURE IDEAS

<https://rpgadventures.io/adventure-ideas>

Use this simple and elegant system to generate limitless adventure ideas. Mix and match these prompts to create millions of unique locations, characters, and quests!

# CHARACTER ARCHETYPES

## EASIER TO PLAY

### THE EXPLORER

1 Map uncharted territories and document new discoveries. Reach a milestone when you discover something surprising about a location or character.

### THE MERCHANT

2 Trade in rare goods between settlements. Reach a milestone when you successfully make a trade.

### THE COURIER

3 Transport interesting, rare, fragile, bulky, confidential, illegal, or unusual items requiring special handling. Reach a milestone when you make a delivery.

### THE COLLECTOR

4 Seek specific items, creatures, specimens, treasure, or knowledge scattered across the land. Reach a milestone when you add an item to your collection.

### THE FUGITIVE

5 Stay one step ahead of powerful pursuers while seeking leverage to end their chase. Reach a milestone when you evade detection or learn about your pursuers.

### THE BOUNTY HUNTER

6 Track and capture wanted individuals across the land. Reach a milestone when you successfully apprehend someone.

### THE MESSENGER

7 Carry vital information between isolated communities. Reach a milestone when you deliver a message, rumor, or news that change someone's circumstances.

### THE BEASTMASTER

8 Study and form bonds with creatures across the land. Reach a milestone when you tame or document a rare creature.

### THE GUARDIAN

9 Protect vulnerable individuals, communities, or natural areas from threats. Reach a milestone when you successfully defend someone or something from danger.

### THE TREASURE HUNTER

10 Recover valuable artifacts. Reach a milestone when you find a notable treasure.

## MORE CHALLENGING

### THE REBEL

11 Spread ideas that challenge the existing order. Reach a milestone when you successfully undermine someone in power.

### THE SPY

12 Gather intelligence while maintaining cover. Reach a milestone when you steal a secret and remain undetected.

### THE STORYTELLER

13 Collect tales and legends from across the land. Reach a milestone when you learn a significant story that reveals something about the world.

### THE SEEKER

14 Search for something specific like a lost person, artifact, information, or cure. Reach a milestone when you discover a clue related to your search.

### THE CRAFTSMAN

15 Seek components for your inventions, experiments, spells, or potions. Reach a milestone when you find a rare ingredient and use it to create or fix something.

### THE SMUGGLER

16 Transport illegal goods past authorities. Reach a milestone when you successfully smuggle an item.

### THE DIPLOMAT

17 Negotiate deals and agreements between individuals or groups. Reach a milestone when you resolve a conflict or help someone make a deal.

### THE MONSTER HUNTER

18 Fight dangerous creatures. Reach a milestone when you defeat or capture a monster.

### THE HEALER

19 Tend to the sick and injured across different communities. Reach a milestone when you find a necessary ingredient and use it to create a cure that heals someone.

### THE PERFORMER

20 Travel to share your art in different communities. Reach a milestone when you complete a successful performance.

# EVENTS

## EVENTS 1

1 Meet a character causing trouble. How do you deal with them?

2 Discover an opportunity in this place. What makes it difficult to reach?

3 Discover a map or directions to somewhere interesting. Do you change your current plans?

4 Discover an object that seems out of place in this location. How did it end up here?

5 Suffer an unexpected setback, complication, or misfortune. How do you recover from it?

6 Discover a useful item or resource. How can it help with your current goals?

7 Discover a message or signal meant for someone else. What does it reveal?

8 Witness people participating in an unusual event, ritual, or custom. How does it affect your journey?

9 Meet a character who wants something from you. How do you respond?

10 Discover information that changes what you know about this world or its history. What did you learn?

11 Meet a character who has a problem and needs your help. What do you need to do to help them?

12 Face a challenge that tests a personal weakness or fear. How do you overcome it?

13 Meet a character who isn't what they seem. How do you discover their true nature?

14 Meet a character who presents danger or obstacle on your path. How do you bypass them?

15 Discover a problem in this place. What do you do to help?

16 Discover evidence of someone who came before you. What can you learn from their traces?

17 Meet a character who has a surprising secret or information. What do you learn from (or about) them?

18 Encounter a moral dilemma with no clear right answer. How do you choose?

19 Discover something dangerous in this place. How do you deal with the danger?

20 Discover a helpful person or creature. How do they help you?

## EVENTS 2

1 Meet a character from your past. How have they changed?

2 Face a social challenge requiring diplomacy or persuasion. How do you overcome it?

3 Encounter a troublesome creature. How do you deal with the unwanted attention?

4 Meet a character who offers you an opportunity. What makes it worth pursuing?

5 Encounter traces of a threat or danger that hasn't arrived yet. How do you prepare?

6 Encounter a character or a creature with an unusual behavior. Why do they act that way?

7 Discover a hidden place, passage, or shortcut. What does it reveal?

8 Discover a dangerous item or artifact. How do you handle it?

9 Encounter an obstacle blocking your path. How do you overcome it?

10 Meet a character you want something from, but they're refusing to give it to you. Why?

11 Face a stealth challenge requiring secrecy or careful movement. How do you remain undetected?

12 Meet a character who is out of place in this location. How did they end up here?

13 Discover a location that defies your assumptions. What did you expect to see here, and how is it different?

14 Face an environmental challenge from terrain, creatures, or natural forces. How do you adapt?

15 Discover something secret or mysterious in this place. What did you learn?

16 Meet a character who defies your expectations. What did you assume about them, and how are they different?

17 Face an action challenge requiring physical prowess or quick reactions. What's at stake?

18 Meet two characters in conflict with each other. Do you intervene?

19 Find yourself caught between competing factions. How do you navigate their conflict?

20 Face a challenge requiring specialized knowledge. How do you obtain it?

# LOCATIONS

## LOCATIONS 1

1	Tropical	City
2	Overheated	Town
3	Frozen	Village
4	Cliffside	Camp
5	Subterranean	Jungle
6	Coastal	Swamp
7	Underwater	Mountain
8	Misty	Island
9	Stormy	Desert
10	Burning	Wasteland
11	Overgrown	Lake
12	Abandoned	Cave
13	Ancient	Field
14	Ruined	Forest
15	Occult	Valley
16	Steampunk	Cliff
17	Industrial	River
18	Unnatural	Canyon
19	Makeshift	Tree
20	Crumbling	Battlefield

## LOCATIONS 2

1	Dangerous	Tower
2	Guarded	Hut
3	Disputed	Castle
4	Occupied	Temple
5	Unstable	Shrine
6	Infested	Pyramid
7	Hidden	Lair
8	Remote	Laboratory
9	Flooded	Farm
10	Legendary	House
11	Treasure filled	Manor
12	Lawless	Museum
13	Forbidden	Port
14	Illegal	Junkyard
15	Fortified	Cemetery
16	Monitored	Factory
17	Sacred	Vehicle
18	Sinister	Ship
19	Primitive	Caravan
20	Besieged	Market

# LOCATIONS

## LOCATIONS 3

1	Prosperous	Crater
2	Colorful	Volcano
3	Peaceful	Mine
4	Corrupted	Road
5	Bustling	Waterfall
6	Deserted	Garden
7	Extravagant	Beach
8	Orderly	Nest
9	Chaotic	Hideout
10	Haunted	Sanctuary
11	Repurposed	Outpost
12	Dark	Lookout
13	Wild	Spire
14	Lost	Monument
15	Silent	Crossing
16	Loud	Gate
17	Small	Bridge
18	Enormous	Tunnel
19	Decaying	Wall
20	Isolated	Orphanage

## LOCATIONS 4

1	Trapped	Academy
2	Dystopian	Workshop
3	Utopian	Warehouse
4	Inaccessible	Prison
5	Unexplored	Inn
6	Conquered	Cage
7	Apocalyptic	Store
8	Mechanical	Graveyard
9	Living	Office
10	Cursed	Library
11	Moving	Hospital
12	Floating	Theater
13	Futuristic	Tomb
14	Transformed	Vault
15	Glowing	Cathedral
16	Alien	Arena
17	Fungal	Archive
18	Nightmarish	Shelter
19	Magic	Headquarters
20	Artificial	Bunker

# CHARACTERS

## CHARACTERS 1

1	Arrogant	Guard
2	Ambitious	Ruler
3	Curious	Authority Figure
4	Cautious	Invader
5	Eccentric	Rebel
6	Rebellious	Servant
7	Reckless	Apprentice
8	Timid	Aristocrat
9	Determined	Elder
10	Aggressive	Outcast
11	Creepy	Scholar
12	Confused	Child
13	Cowardly	Rival
14	Obsessed	Champion
15	Impulsive	Monster
16	Pompous	Bounty hunter
17	Fanatical	Animal trainer
18	Humble	General
19	Courageous	Ninja
20	Childish	Pirate

## CHARACTERS 2

1	Happy	Inventor
2	Friendly	Merchant
3	Excited	Peasant
4	Flirtatious	Warrior
5	Angry	Outlaw
6	Exhausted	Worker
7	Nervous	Expert
8	Pessimistic	Healer
9	Cynical	Assassin
10	Impatient	Caveman
11	Bored	Priest
12	Envious	Fugitive
13	Solemn	Actor
14	Humiliated	Vagrant
15	Vengeful	Spy
16	Apathetic	Leader
17	Helpful	Monk
18	Charming	Hunter
19	Manipulative	Hero
20	Intimidating	Orphan

# CHARACTERS

## CHARACTERS 3

1	Untrustworthy	Savage
2	Unpredictable	Artist
3	Secretive	Athlete
4	Scary	Entertainer
5	Knowledgeable	Teacher
6	Dangerous	Diplomat
7	Suspicious	Craftsman
8	Desperate	Sailor
9	Hunted	Librarian
10	Lost	Journalist
11	Corrupted	Bureaucrat
12	Disguised	Detective
13	Injured	Refugee
14	Misguided	Hermit
15	Trapped	Courier
16	Cursed	Smuggler
17	Doomed	Judge
18	Lucky	Messenger
19	Unlucky	Creature
20	Dying	Captain

## CHARACTERS 4 (FANTASY)

1	Vain	Princess
2	Sickly	Cultist
3	Imposing	Knight
4	Handsome	King
5	Hideous	Werewolf
6	Athletic	Orc
7	Rotund	Wizard
8	Old	Necromancer
9	Influential	Goblin
10	Famous	Witch
11	Powerful	Spirit
12	Legendary	Shaman
13	Primitive	Minotaur
14	Cunning	Vampire
15	Forgotten	Viking
16	Wealthy	Monster hunter
17	Incompetent	Ghost
18	Mad	Mutant
19	Poor	Demon
20	Lonely	Yeti

# TARGETS

## TARGETS 1

1	Advanced	Art
2	Discovered	Treasure
3	Ancient	Technology
4	Missing	Medicine
5	Disguised	Weapon
6	Primitive	Vehicle
7	Ornate	Key
8	Unique	Relic
9	Irreplaceable	Item
10	Sacred	Amulet
11	Exotic	Fuel
12	Rare	Prototype
13	Official	Suitcase
14	Foreign	Gem
15	Dangerous	Package
16	Futuristic	Vial
17	Military	Chest
18	Royal	Clothing
19	Secret	Food
20	Supernatural	Statue

## TARGETS 2

1	Smuggled	Engine
2	Experimental	Tool
3	Stolen	Drugs
4	Cursed	Corpse
5	Crude	Stone
6	Powerful	Ship
7	Expensive	Liquid
8	Luxurious	Masterpiece
9	Famous	Forgery
10	Broken	Energy Source
11	Beautiful	Gift
12	Fragile	Scroll
13	Holy	Document
14	Fake	Research
15	Illegal	Experiment
16	Dire	Secret
17	Toxic	Evidence
18	Strange	Blackmail
19	Controversial	Letter
20	Forgotten	Book

# TARGETS

## TARGETS 3

1	Forbidden	Map
2	Damaged	Plan
3	Legendary	Manuscript
4	Lost	Recording
5	Makeshift	Recipe
6	Mechanical	Picture
7	Living	Sample
8	Elusive	Data
9	Mysterious	Blueprint
10	Conspicuous	Footage
11	Contested	Message
12	Coveted	Credentials
13	Corrupted	Technique
14	Guarded	Address
15	Grim	Coordinates
16	Decaying	Journal
17	Misleading	Person
18	Priceless	Captive
19	Unnatural	Enemy
20	Alien	Hostage

## TARGETS 4

1	Archaic	Authority
2	Automated	Celebrity
3	Biological	Fugitive
4	Infamous	Ally
5	Abandoned	Leader
6	Unstable	Witness
7	Captured	Expert
8	Feared	Royal
9	Personal	Creature
10	Urgent	Animal
11	World-Changing	Monster
12	Giant	Plant
13	Ceremonial	Pet
14	Glowing	Parasite
15	Magic	Livestock
16	Sentient	Seed
17	Ancestral	Egg
18	Haunted	Cage
19	Invisible	Hazard
20	Levitating	Substance

# ABILITIES

## SKILLS

1 **MIGHTY** - Superior strength and toughness. Roll with advantage when using brute force or endurance.

2 **NIMBLE** - Extraordinary agility and reflexes. Roll with advantage on actions requiring coordination and quickness.

3 **DECEPTION** - Master of lies and manipulation. Roll with advantage when attempting to mislead others.

4 **BOY SCOUT** - You're always prepared! Search through your backpack and find any mundane item of your choice.

5 **CRAFTING** - Create makeshift devices from your surroundings. On rolls below 5, devices break or backfire.

6 **CONTACTS** - Once per day you can find a helpful ally in just the right place.

7 **REPUTATION** - Choose what you're known for in this region (Hero, Villain, Honest, Sex Symbol, Philanthropist, etc.)

8 **POLYGLOT** - You can speak and understand any language, including ancient or long-forgotten tongues.

9 **MIMIC SOUND** - You can imitate any speech or sound with perfect accuracy.

10 **EAGLE EYE** - Perceive tiny details from incredible distances with perfect clarity.

11 **MASTER PILOT** - You can expertly pilot any vehicle, from horses to helicopters.

12 **BEAST TAMER** - You can tame and train ordinary animals to follow your commands. You can tame one animal per week.

13 **HEALER** - You can heal any moderate injury if you have the right tool or ingredient.

14 **EXPERT** - You have a vast store of encyclopedic knowledge on a subject of your choice.

15 **GOSSIP** - Spread any rumor, make any gossip go viral. Not everyone believes it, but everyone is talking about it.

16 **STEALTH** - One with the shadows. Roll with advantage when trying to remain undetected.

17 **SHARPSHOOTER** - You can shoot a penny from the opposite side of a field. Make one extremely precise shot per scene.

18 **TRACKER** - You can follow any trail, even if it's days old or obscured by weather.

19 **INSPIRE** - Give your friend an inspiring speech, and they will have an advantage on the next roll. Works once per day.

20 **ROCK STAR** - Play a musical instrument, roll the dice. If you roll above 10, everybody around you can't resist dancing.

## POWERS

1 **ILLUSION** - Create an illusory object no larger than a horse. Within 50 meters, in your line of sight.

2 **MESSAGE** - Telepathically send a message to the nearby creature, they can respond.

3 **TELEKINESIS** - Levitate small objects, no larger or heavier than a bucket of water.

4 **DISGUISE** - Assume the appearance of any humanoid creature you've seen. For 1 hour, up to 3 times per day.

5 **PET PAL** - You can speak with animals.

6 **ELEMENTAL CONTROL** - Choose one element you can control: fire, water, earth, or air.

7 **ON/OFF** - If a device has a physical on or off switch, you can remotely turn it on or off (only works if you can see it).

8 **CHANGE SIZE** - Make an object or a creature grow or shrink up to 4 times their size. Works once per day.

9 **TIME DILATION** - For 1 minute, you think and react 50 times faster than normal. Doesn't change your movement speed.

10 **SPIDER WEB** - Your wrists can shoot thick webbing (like Spider Man).

11 **BLINK** - Instantly teleport a short-distance (within 30 meters, line of sight). Works 3 times per day.

12 **ELASTICITY** - You can do what Elastigirl from Incredibles can do.

13 **MINECRAFTSMAN'S DELIGHT** - Once per 5 seconds you may summon or vanish a 1-meter cube of earth.

14 **SUMMON ITEM** - Mark an object no larger than a barrel. Use this power to teleport to your hand (or in front of you).

15 **DREAMWALK** - When you sleep, you can visit dreams of other people and creatures.

16 **SCRY** - Once per day, you can see through the eyes of a creature you touched earlier today.

17 **DISASSEMBLE** - Any of your body parts may be detached and reattached at will. You continue to control them.

18 **CONTROL EMOTIONS** - Calm or intensify target's emotions for 10 minutes, 3 times per day.

19 **GREED** - The target gains an overwhelming urge to possess the item of your choice. Lasts 30 minutes. 3 uses per day.

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

# ABILITIES

## ITEMS

1 **BAG OF GOLD** - Trade it for another item of your choice, or spend it to do one thing a very rich person can do.

2 **FAMILIAR** - A trained creature who follows your commands and can communicate with you.

3 **VEHICLE** - Your personal vehicle or a steed.

4 **WEAPON** - A melee or ranged weapon of your choice.

5 **GRAPPLING GUN** - Shoots a grappling hook to the distance of up to 50 meters. Supports the weight of up to 3 people.

6 **ROPEY** - A sentient piece of rope. 5 meters long. As smart as a puppy. Obeys simple commands.

7 **IMMOVABLE ROD** - Once activated, stays perfectly fixed in space until deactivated, even if it defies gravity.

8 **GRAVITY BOOTS** - Enable you to walk any surface, including walls and ceilings, as if it were level ground.

9 **SMOKE BOMBS** - Create a cloud of impenetrable darkness within 20 meter radius. The cloud dissipates in 10 minutes.

10 **SUPER MAGNET** - Strongly attracts or repels metal objects when activated. Can be activated remotely.

11 **SPHERE OF SILENCE** - This item creates a 15-meter-radius sphere of perfect silence, no sound can escape from it.

12 **BOTTOMLESS BAG** - A bag that can hold as many items as would fit in a room, or a swimming-pool-worth of any liquid.

13 **POKEBALL** - Stores a friendly or defeated animal.

14 **RING OF TRACKING** - The owner of the ring always knows its location.

15 **GRAVITY ORB** - When activated, reverses the gravity in a 20 meter radius around it. Takes a day to recharge.

16 **UNBREAKABLE THREAD** - A coil of string, completely indestructible.

17 **VELOCITY WARD** - Creates 15-meter sphere where nothing can move faster than a falling feather. One use day.

18 **INVISIBILITY DEVICE** - Turn anyone who touches it invisible for up to 10 minutes per day.

19 **ANIMORPH SERUM** - Add a hair or a claw of an animal. Drink it to turn into this animal an hour. One use per day.

20 **TRUTH SERUM** - One who drinks it can't tell lies for an hour. You can make 1 vial per day.

## ITEMS

1 **HOVERBOARD** - Floats 30 centimeters above the ground, frictionless, supports up to 100kg of weight.

2 **PORTAL GUN** - Open two linked portals that last 10 minutes, or until they transport 200kg of weight. One use per day.

3 **PORTABLE HANG-GLIDER** - Use it to slowly glide through the air, gradually decreasing altitude.

4 **NEURALIZER** - When activated, it wipes the last 5 minutes of memories of any person who's looking at it. One use per day.

5 **CONMAN'S PAPER** - A sheet of paper that transforms into a flawless forgery of any document.

6 **PORTABLE HOLE** - A round black piece of fine silk, 2 meters in diameter. When unfolded creates a 5-meter-deep hole.

7 **NIGHT VISION GOGGLES** - Enables you to see in pitch darkness as if it's an overcast day. Shows heat signatures.

8 **TELEPATHY DEVICE** - Scans surface thoughts of all creatures within 20-meter radius. Lasts 10 minutes, 1 use per day.

9 **SPECTRAL CLOAK** - Grants the ability to phase through walls for up to 1 minute. Works once per day.

10 **WEATHER CONTROL DEVICE** - Manipulates local weather conditions within a 1-kilometer radius. Works once per day.

11 **TRACKER'S COMPASS** - Touch it to an item to bond with it. It will point to that item as long as it's within 1000 meters.

12 **RETURN BEACON** - Pick a location. Once per week, it can teleport anyone who touches it to that location.

13 **SUPER GLUE** - Creates an unbreakable bond between any two surfaces lasting for up to 24 hours. One use per day.

14 **FLUBBER** - A jar of the most bouncy substance in existence. Bounces off the objects with incredible force.

15 **FATE COIN** - Once per day instead of rolling a die you can flip a coin. Heads: critical success. Tails: critical failure.

16 **CATNIP** - When spilled attracts all the cats within 100km radius.

17 **JAR OF GREASE** - Cover an object or a surface in grease, making it completely frictionless, and flammable.

18 **DRONE** - A small drone you can pilot. Has a camera and a microphone. Can carry up to 50kg.

19 **LOCKPICKS** - Use them to open any ordinary lock within 5 minutes.

20 **LEVITATION BEAM** - Slowly lifts the target vertically, up to 30 meters. The target can weigh up to 300 kg.

