

# Potions, Explanation of: Jumping

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D6

Damage: None.

Duration: 1 hour (720 turns). See: "Special"

Effect time: 1 turn (5 seconds)

Explanation: This potion will enable the drinker to jump at 10 times his or her normal horizontal and vertical jumping ability.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Gaseous and Mind creatures are not effected by the power of this potion.

Invoke time: Not applicable.

Liquid color: Brown

Liquid texture: Like Honey

Liquid taste: Like the coolness of ice on the tongue.

Liquid smell: Like a leather boot.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Drink the potion. This potion takes 2 turns (10 seconds) to imbibe, due to the thickness of the liquid.

Range: Imbiber only.

Resting time: None.

Special: The drinker of this potion can do one single super jump, whether up or down. In doing so, the "Duration" will be cut down to this one single jump. The distance that the drinker can jump will be x100 his or her normal horizontal and vertical jumping ability.

Susceptibilities: None.

Value: 400 white-gold per dose.