

# Potions, Explanation of: Aging

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent.

Effect time: 3 turns (15 seconds).

Explanation: When this potion is consumed the imbiber will age according to the following chart:

<u>%Roll</u>	<u>Aging</u>	<u>Dice to roll</u>	<u>Value</u>
01-10	2-8 years	(roll 2 D-4)	1,000 W.G.
11-20	3-12 years	(roll 3 D-4)	1,400 W.G.
21-30	4-16 years	(roll 4 D-4)	1,800 W.G.
31-40	5-20 years	(roll 5 D-4)	2,200 W.G.
41-50	6-24 years	(roll 6 D-4)	2,600 W.G.
51-60	7-28 years	(roll 7 D-4)	3,000 W.G.
61-70	8-32 years	(roll 8 D-4)	3,400 W.G.
71-80	9-36 years	(roll 9 D-4)	3,800 W.G.
81-90	10-40 years	(roll 10 D-4)	4,200 W.G.
91-00	11-44 years	(roll 11 D-4)	4,600 W.G.

Hand movement: None.

Healing: None.

History: The race of Mutants devised this potion to gain power quickly.

Immunities: None.

Invoke time: None.

Liquid color: Gray.

Liquid texture: Thinner than water (about three times as thin).

Liquid taste: Like stale bread

Liquid smell: Stale, like an old cellar.

Maximum adjustment: None

Notes: None.

Preparation: Drink one dose of aging potion.

Range: Imbiber only.

Resting time: 24 hours.

Special: None.

Susceptibilities: None.

Value: See “explantation”.