

Potions, Explanation of: Ability-point

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1 dose.

Damage: None.

Duration: Permanent

Effect time: 10 turns (50 seconds)

Explanation: When this potion is consumed, the imbiber will permanently gain Ability-points (A.P.). The amount of Ability-points that will be gained depends upon the power of the potion. Roll on the following chart for the increase this potion will raise a character's Ability-points:

%Roll: A.P. increase:

01-78: +3

77-84: +5

85-90: +7

91-94: +9

95-97: +12

98-99: +15

00: +18

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Creatures that do not use ability-points will not benefit from the power of this potion.

Invoke time: None.

Liquid color: Brown.

Liquid texture: Thick, like mud.

Liquid taste: Dirt.

Liquid smell: Dirt.

Maximum adjustment: None.

Notes: None.

Preparation: Drink the Ability-point Potion.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 10,000 White-gold per A.P.