

# Potions, Explanation of: Vitality

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1

Damage: None.

Duration: Permanent.

Effect time: Instant.

**Explanation:** By drinking this potion, the imbiber will gain damage-points in all areas of the body permanently. Also, by drinking this potion, the imbiber's constitution will permanently raise 3-D6 points. Remember to adjust your damage-points based on your rise in constitution before adding the additional damage-points to each area of the body as follows.

Roll on the following chart to see how many damage-points this potion will permanently grant the imbiber:

% Roll: Added Damage-points to all areas of the body:

01-10: 10  
11-20: 20  
21-30: 30  
31-40: 40  
41-50: 50  
51-60: 60  
61-70: 70  
71-80: 80  
81-90: 90  
91-00: 100

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Liquid color: Brown.

Liquid texture: Like granulated water.

Liquid taste: Like water, mixed with brown sugar.

Liquid smell: Brown sugar.

Maximum adjustment: 100 damage-points in all areas. +18 constitution added to current constitution.

Notes: None.

Preparation: Drink this potion.

Range: Imbiber only.

Resting time: None.

**Special:** Any sicknesses or disease one has when this potion is imbibed will be cured (not lycanthrope or vampire disease).

Susceptibilities: None.

Value: 1,000 white-gold per damage-point gained. 3,000 white-gold per point of constitution gained.