

Introduction

The repository for this content is located at: <https://github.com/Scionax/RPG-Universe/tree/master/Potions>

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Potion Overview

If a potion has two tier listings, the first indicates a temporary variant and the second indicates a permanent variant. Temporary potions last between a long scene to a day (unless stated otherwise), and permanent potions will permanently alter the user. If only one tier is listed, the effect is permanent unless stated otherwise.

Permanent variants are much harder to produce, and consequently much more rare.

Biological Potions

Biological potions involve the modification of a user’s genetics, anatomy, or other physical traits. Animals can also benefit from these potions, but larger or enchanted creatures may require a higher dosage.

Permanent variants require a long scene for the body to readjust to the change. During that time, the user will probably lose much of their normal functioning with the related effect due to the volatile changes taking effect. Temporary variants only require a few seconds to take effect, and have no uncomfortable experiences or loss of functioning.

Ability Potions

Ability potions involve augmenting multiple sets of muscle memories, in addition to the neural webs to control them. Permanent variants involve a long scene of painful and disruptive transitions while the body and mind adjust to a flood of new information. Temporary variants last for a long scene, or just a scene with a half-dose.

Name	Description	Tier
Safe Landings	Body adjusts to falls with supernatural instinct. Treat all falls as though from half distance.	1, 4
Jump Strength	Muscle tissue for leaping is optimized at the nano scale. Jump strength is doubled.	1, 4
Contortion	Tissue is optimized for flexibility and contortion at the nano scale; increases by 100%.	1, 4
Tumbling	User gains five years worth of professional tumbling and safe landing experience.	1, 4
Athletics	User gains five years worth of professional gymnastic, free-running, and athletic training.	1, 4
Endurance	User’s stamina is doubled, allowing them to work harder, longer, and endure more.	1, 5
Strength Enhance	Muscle tissue for strength is optimized at the nano scale. Strength increases by 25%.	1, 5
Speed Enhance	Muscle tissue for speed is optimized at the nano scale. Speed increases by 15%.	1, 5
Acceleration	Muscle tissue for acceleration is optimized at the nano scale. Acceleration increases by 50%.	1, 5
Workout Upkeep	Muscle conditioning is optimized at nano scale. Gain 1 hour worth of working out each day.	1, 5

Genetic Potions

Dosage affects how significant a genetic change is. A partial dosage, for example, will only transition the user part way between the two states. Most transitional phases are physically uncomfortable, or downright painful, and are likely to disrupt the user’s normal actions.

Name	Description	Tier
Weight Loss	Decreases the user's weight based on dosage (within limits). Uncomfortable transition.	2
Weight Gain	Increases the user's weight based on dosage (within limits). Uncomfortable transition.	2
Muscle Loss	Decreases muscle mass based on dosage (within limits). Painful transition.	1, 2
Skin Color: {color}	Shifts user's skin closer to {color}. Transition is painless and has no impact on user.	1, 2
Facial {feature}	Changes a user's facial characteristic to {feature}. Very uncomfortable transition.	1, 2
Hair {type}	Changes the nature of the user's hair type to {type}. Slightly uncomfortable transition.	1, 2
Body {feature}	Change a user's cosmetic body characteristic to {feature}. Very uncomfortable transition.	1, 3
Regrow Limb	Regrows a limb that has been lost. Painful transition.	3
Species: {type}	Shifts user's genetics closer to a {species type}. Uncomfortable transition.	4
Gender: {type}	Changes the gender of the user to {gender type}. Painful transition.	2, 4
Pheromones	Body releases pheromones that attract and command attention, particularly the opposite sex.	1, 5
Shrink Self	Decreases the user's size based on dosage (within limits). Painful transition.	2, 5
Enlarge Self	Increases the user's size based on dosage (within limits). Painful transition.	2, 5
Muscle Growth	Increases muscle mass based on dosage (within limits). Painful transition.	2, 5
New Limb	User gains a new limb (within type limits) that will integrate seamlessly to their intent.	6
New Trait	User gains a new biological trait (within type limits) that integrates seamlessly to their intent.	6

Protection Potions

Name	Description	Tier
Blood Resilience	Blood loss is reduced by 50%, and blood regeneration is 2x faster. Easier to stabilize.	1, 4
Tissue Resilience	Skin, muscle, and tissue is 50% more resilient and 2x faster to recovery from injury.	2, 5
Bone Resilience	Damage to bones is reduced by 50%; harder to break, crack, fracture, etc.	2, 5
Organ Resilience	Damage to organs and intestines reduced 50%; recovers 2x faster. Organ failure is rare.	2, 6

Resistance Potions

Name	Description	Tier
Resilient Taste	Foul, unwanted, and overly intense foods are treated as tolerable. Will not disorient user.	2
Resilient Smell	Foul, unwanted, and overly intense smells are treated as tolerable. Will not disorient user.	2
Resilient Hearing	Loud, shocking, or overly intense sounds are treated as tolerable. Will not disorient user.	3
Resilient Vision	Bright, flashing, or overly intense light is treated as tolerable. Will not disorient user.	3
Regulate Heat	Regulates body temperature (heats and cools) 10x faster without any additional effort.	1, 3
Radiation Resistance	50% resistance to radiation effects.	4
Poison Resistance	50% resistance to all physical-influencing poisons.	4
Drug Resistance	50% resistance to unwanted mental-influencing poisons (alcohol, hallucinations, etc).	4
Toxin Resistance	50% resistance to toxins such as weaponized gases.	4
Pain Resistance	50% resistance to pain that exceeds an uncomfortable threshold.	1, 5
Heat Resistance	Resists heat. Treat anything above room temperature as 1/10th its difference.	1, 5
Cold Resistance	Resists cold. Treat anything below room temperature as 1/10th its difference.	1, 5
Immunity to Illness	Immune to headaches, colds, fevers, and other viruses and sicknesses.	1, 4
Immunity to Disease	Immune to new diseases. Slowly reduce impact of existing diseases over a few years.	4

Immunity to Radiation	Immune to radiation effects.	1, 5
Immunity to Poison	Immune to all physical-influencing poisons.	1, 5
Immunity to Drugs	Immune to all mental-influencing poisons (alcohol, hallucinations, etc).	1, 5
Immunity to Toxins	Immune to toxins such as weaponized gases.	1, 5
Resistance to Burns	50% resistance to heat burns, chemical burns, and other burn effects.	2, 5
Resistance to Frost	50% resistance to hypothermia, frostbite, cold burns, and other cold effects.	2, 5
Resistance to Electric	50% resistance to shock, electric burns, and other electric effects.	2, 5

Sensory Potions

Name	Description	Tier
Extended Color	Gain tetrachromacy; four cone cells in the eyes. See additional colors and better contrast.	2
Enhanced Taste	Taste clarity is tripled; can identify individual ingredients with high precision.	2
Peripheral Vision	Clarity of peripheral vision is tripled, making it easier to identify things in periphery.	3
Enhanced Smell	Smelling clarity is tripled; triple range, triple precision, and easier to identify direction.	1, 4
Low-Light Vision	Light receptors are improved, tripling light availability in low-light environments.	1, 4
Focused Hearing	Can focus hearing on targets at will. Reduces noise and distractions in periphery by 75%.	1, 4
Enhanced Hearing	Hearing range and clarity is tripled.	1, 5
Clear Vision	Clarity of vision is quadrupled, allowing four times the range with equal clarity.	1, 5

Survival Potions

Name	Description	Tier
Sustenance, Food	Only need 20% of normal food intake to be satisfied. Survive 10x longer without food.	4
Sustenance, Water	Only need 20% of water food intake to be satisfied. Survive 10x longer without water.	4
Reverse Aging	Reverse age several years; limited to child’s biology. Potion dosage affects 3-5 years.	4
Reduced Sleep	Only need 50% of sleep to be fully rested. Endure 2x longer without sleep.	5
Longevity	Body ages 50% slower, and naturally retains more youth through life.	5
Natural Regeneration	Body heals three times faster than normal. Temporary variant lasts for several days.	1, 5
Bone Recovery	Bones recover by 2% of their optimal health each day, back to 100%.	5
Tissue Recovery	Skin, muscle, and tissue recovers by 2% of its optimal health each day, back to 100%.	5
Organ Recovery	Organs recover by 2% of their optimal health each day, back to 100%.	5

Body Oils

Enchanted body oils can be considered living, viscous liquids that have some degree of autonomous behavior. The oil can move on its own and will rapidly spread itself out across skin on contact, making it extremely fast to apply. A full dosage will easily cover a normal sized body.

There are no permanent variants. All enchanted body oils will fade from their effect after a long scene of use.

Name	Description	Tier
Hair Gel	A 1/10th dose dyes hair any color, cleans it, and allows hair to move by user’s intent.	1
Slippery	Become 300% more slippery where applied. Oil will avoid user’s palms and feet.	1

Body Paint	1/5th dose applies any desired body color cosmetic, including elaborate tattoos.	1
Camouflage	Applies enchanted oils that adapts its colors to blend with the surroundings.	1
Shadow Paint	Applies a dark paint to the body and enchants it with light reduction and dispersal.	2
Deflection	Glancing blows deflect from the skin, making it significantly harder to indirectly pierce.	2
Stone Skin	Hardens skin and muscle tissue significantly, making it 4x as resilient to piercing.	3
Invisibility	Applies astral oils. Appears invisible while still and transparently distorted while moving.	4

Corpse Oils

Corpse oils are poured onto dead bodies. They are safe to use without disrupting the spirit or soul.

Name	Description	Tier
Dissolve	Dissolves a corpse completely, leaving no trace of evidence. No effect on the living.	2
Awaken	Awakens a corpse for a scene, allowing its spirit to communicate by astral voice.	3
Limited Revival	Apply to a recently deceased body. Stabilizes them for a long scene; must seek out healing.	5
Full Revival	Apply to a recently deceased body. Heals their body sufficiently and returns their spirit.	6

Cursed Oils

Cursed variants are not commonly used or created, but they do exist. Applying the full dosage of oil can be difficult, although coating them with partial dosage can still be an effective technique.

Name	Description	Tier
Sunburn	Oil will significantly amplify heat and suffering caused by sunlight, inflicting burns.	2
Frostburn	Oil will significantly amplify the presence of cold, inflicting frostburn.	2
Sunbound	Oil will relax while in the presence of sun, but will otherwise inflict considerable pain.	2
Slow Infliction	Oil will make the body feel weak and sluggish, reducing the user's physical speed.	2
Pain Infliction	Oils will cause a persistent and intense pain to the user, making it difficult to take action.	2

Item Coatings

Item coatings are enchanted pastes, liquids, and oils that can affect items and materials. All item coatings will dissipate over the course of a long scene of use, but their effects are permanent unless stated otherwise.

Name	Description	Tier
Alter Cosmetics	Allows altering the item's cosmetic appearance, partially by nearby intuition and intent.	1
Heat Tolerance	Increases the heat tolerance of the item, resisting up to 50% of any heat effect.	1
Improve Durability	Permanently upgrades the item's durability, increasing it up to the durability of steel.	2
Improve Flexibility	Alters the item to be more flexible. Amount of flexibility is based on dosage.	2
Shrink Item	Shrinks the item up to 20% from its original size. Otherwise behaves identically.	2
Enlarge Item	Enlarges the item up to 25% from its original size. Otherwise behaves identically.	2
Repair Item	Fully mends any cracks, tears, or weaknesses. Sharpens, cleans, and refines the item.	2
Mold Item	Allows reforming the item into a new shape, partially by nearby intuition and intent.	2
Item Invisibility	The item becomes completely invisible for a long scene; returns to normal after.	3

Dissolving Agents

Dissolving Agents are liquid potions that can be poured onto a material to dissolve it. The proportion of material dissolved is related to the dosage used.

Name	Description	Tier
Dissolve Wood	Quickly dissolves any non-magical wood or similar bio-materials; 100x its dosage.	2
Dissolve Ceramics	Quickly dissolves any non-magical ceramic material; 50x its dosage.	2
Dissolve Mineral	Quickly dissolves any non-magical stones, ore, and minerals; 50x its dosage.	2
Dissolve Metal	Quickly dissolves any non-magical metal; 2x its dosage.	3

Mental Potions

Mental potions are created by meticulously copying the neural essence of an individual that possesses an extraordinary trait, and then refining the essence to isolate the desired trait. The process is very complex and time consuming, so most are reproductions of previous versions.

Too many mental potions in a short period can cause complications: foreign thoughts and feelings, hallucinations, or even confusion and temporary loss of functioning. One or two mental potions per month is considered safe.

Flashback Potions

Flashback potions grant someone else’s memories of an experience. When combined with astral memories, the user can be immersed in a full deep-dive simulation. To outside observers the user will appear to be in a drugged, semi-responsive hallucinatory state.

Name	Description	Tier
Flashback	User acquires a stored memory that someone else had once possessed.	1
Deep Flashback	Experience a deep-dive simulation of someone’s previous memory.	1

Impulse Potions

Impulse Potions alter the user’s motivations and drives, particularly affecting the limbic system. Some types have temporary variants that last for a long scene, but all have a permanent variant.

Name	Description	Tier
Release Inhibition	User can focus on a specific fear, anxiety, or inhibition that will be purged.	2
Decrease Motivation	Next topic discussed with user shifts their motivation for it by -50%.	3
Increase Motivation	Next topic discussed with user shifts their motivation for it by +50%.	3
Worsen Mood	User’s native mood is permanently worsened to 75% of its normal state.	3
Open Mind	User’s open-mindedness shifts up to +25% on a 100% scale (based on dosage).	3
Close Mind	User’s open-mindedness shifts up to -25% on a 100% scale (based on dosage).	3
Decrease Willpower	Reduces willpower (mental endurance, ambition, etc) based on dosage.	1, 3
Decrease Fear	Reduces or eliminates the user’s fears based on dosage. Treats paranoia, anxiety, etc.	1, 3
Implant Suggestion	Next suggestion to the user is received as though they endured 3 years of brainwashing.	4
Improve Mood	User’s native mood is permanently improved by 50% above normal.	4
Increase Willpower	Increases willpower (mental endurance, ambition, etc) up to 150% its natural state.	1, 4

Increase Fear	Raises the user’s fears based on dosage. Can incite paranoia, cause insanity.	2, 4
Dominate	Taint potion with dominator’s blood. User’s preference of them shifts +25% on 100% scale.	3, 5

Memory Potions

Memory Potions permanently alter the user’s memory. These are extremely difficult to produce and enchant correctly due to the amount of information it has to parse before taking effect in an expected manner.

Name	Description	Tier
Release Memory	User can think about a specific memory, and release it by utilizing this potion.	1
Recall Memories	Re-experience up to three days worth of memories instantly, as though in a simulation.	1
Blackout	User forgets everything that happened in the last long scene (or scene for a half-dose).	2
Short Circuit	User is unable to remember anything in the next long scene (or scene for a half-dose).	2
Memory Wipe	User slowly forgets memories of people they focus on during the next scene.	2
Forget Memories	User falls into a trance, and is susceptible to forgetting any legitimate experiences described.	4
Forget Grievances	User slowly forgets past grievances of people they focus on during the next scene.	4
Improved Memory	The clarity and precision of user’s memory is permanently improved by 300%.	4
Alter Memories	User falls into a trance, can have any legitimate memory altered as newly described.	5

Skill & Lore Potions

Skill and lore potions grant skills or knowledge, or improve upon existing capabilities.

Intrusive variants will implant themselves quickly, but at the cost of overwriting an existing set of neural pathways. If prepared for this effect, the user can focus on skills or knowledge they are willing to unlearn while the potion takes effect. Otherwise, the potion will overwrite the first neural patterns that seem underutilized.

Improved variants are expertly refined to integrate seamlessly with the user’s mind. However, due to the amount of precision required to integrate correctly, it can takes weeks before the information is fully integrated. The user may notice some trivial changes after a week or two, but this effect ramps up significantly toward the end of the process.

Name	Description	Tier
Lore, Temporary	User gains a source of knowledge for a long scene.	1
Skill, Temporary	User gains a skill upgrade for a long scene.	2
Lore, Intrusive	User gains a permanent knowledge upgrade, but must sacrifice equal (or greater) knowledge.	2
Skill, Intrusive	User gains a permanent skill upgrade, but must sacrifice equal (or greater) experience.	3
Lore, Permanent	User gains a permanent knowledge upgrade, but it takes a few weeks to set in.	4
Skill, Permanent	User gains a permanent skill upgrade, but it takes a few weeks to set in.	5

Subconscious Potions

Subconscious Potions are permanent augmentations to the user’s subconscious mind. The subconscious mind can process details even when the conscious mind is not paying attention. Temporary variants are available for some Subconscious Potions.

Name	Description	Tier
Shift Consciousness	Can instantly shift consciousness to awake, asleep, in a trance, focused and alert, etc.	3

Identify Distance	Instantly identify the distance between two points at will.	4
Identify Speed	Instantly identify the speed that something is moving, and its acceleration.	4
Trance Awareness	Your subconscious will pay attention when unfocused or asleep, ensuring instant reactions.	1, 4
Dream Mastery	Can fully control all dreams as a full-fledged simulation, such as to study or train.	1, 4
Multiple Focus	Concentrate on two separate trains of thought simultaneously, such as two conversations.	5
Passive Instincts	Increases the user’s instincts and alertness, allowing them to detect subtle changes.	5
Instant Calculation	Calculate math problems at 10,000 times your natural competency.	1, 5
Pattern Recognition	Calculate and discover patterns at 10,000 times your natural competency.	1, 5
Library Mind	The mind researches and studies while asleep using all the knowledge its ever acquired.	1, 5
Fast Reactions	React to physical events 15% faster.	2, 6

Perception Potions

Perception potions generate a source of energy for the user that gifts them with additional awareness. The entire dosage of a potion grants a long scene’s worth of use (unless stated otherwise). You can half-dose for the duration of a regular scene.

Name	Description	Tier
Thermal Vision	See heat as thermal imaging.	1
Electric Vision	See electric fields and magnetic fields as an aura-like effect.	1
Aura Vision	See and detect auras, including any unique properties of the aura.	1
Detect Spirits	See and hear spirits. Can also feel a light physical sensation on contact.	1
Detect Illusions	See illusions as semi-transparent, allowing you to identify them with ease.	1
Detect Life	See visual “highlights” of living creatures, even through brush and minor obstructions.	2
Enchanted Vision	See the magical energies of enchantments, items, artifacts, wards, spells, etc.	2
Dark Vision	See in darkness as though ambient light is present.	2
Surround Vision	Sense 3D awareness in all directions; may occur by vision, sound, or vibration.	2
Bypass Vision	Use the astral to see through up to a meter worth of obstructions, such as walls.	2
Mobile Hearing	Listen through the astral, allowing eavesdropping up to 100 meters away.	2
Detect Power	Sense approximate magical abilities by a combination of subtle auras and intuition.	3

Restorative Potions

Restorative potions are considered temporary, though they may create permanent effects in their duration (such as healing).

Name	Description	Tier
Cure Ailment, Minor	Cures user of non-magical poisons, toxins, and sicknesses. Works in seconds.	1
Cure Ailment, Major	Cures user of non-magical diseases over the course of a few days.	3
Instant Surgery	Dissolves and safely excretes any foreign or unwanted materials from the body in 1 minute.	3

Name	Description	Tier
Heal, Minor	Heals a week’s worth of bed rest over the next twenty seconds.	1
Heal, Major	Heals six month’s worth of recovery over the next fifteen seconds.	2

Heal, Greater	Heals two year’s worth of recovery over the next ten seconds.	3
Heal, Full	Heals back to full health, including missing limbs, over the next five seconds.	4

Name	Description	Tier
Mana, Minor	Double user’s mana recovery speed for fifteen seconds. No cumulative effects.	1
Mana, Major	Triple user’s mana recovery for a full minute. No cumulative effects.	2
Mana, Greater	Quadruple user’s mana recovery speed for five minutes. No cumulative effects.	3

Name	Description	Tier
Rejuvenate	User recovers their physical energy. Eliminates all fatigue and exhaustion.	2