

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. | 1, 4 |
| Bone Resilience | Damage to bones is reduced by 50%; harder to break, crack, fracture, etc. | 1, 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 |

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|------------------------|---|------|
| 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 |

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|--------------|--|---|
| 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 twice 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 |

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| 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 |

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| 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 |

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| 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 |