



MAGIC SCHOOL MYSTERIES

ABOUT

In this lighthearted storytelling-focused roleplaying game you'll play as a group of teen wizards studying at a magic school and solving mysteries in the style of Harry Potter, Scooby Doo, and Gravity Falls. You'll improvise mysteries from scratch, with no preparation.

BEFORE THE GAME

Choose the setting for the adventure (or invent your own):

Arcane Academy: the school of witchcraft and wizardry

Familiars: play as pets of the students of a magic school

Nethervale: a school for monsters and magic creatures

Protectorate: school for superheroes and supervillains

Duskfall Institute: steampunk school for inventors

Each player names 3 things they'd like to see in the story - characters, locations, magics, objects, mysterious events, challenges, troubles to overcome, etc. We'll try to include these elements as we play.

Discuss and pick a mystery you'd like to solve.

Decide where the story starts.

PLAYING AS A STUDENT

- Describe what your character says and does.
- Establish locations - choose where you go next.
- Say "yes and", and play to find out what happens.
- Be proactive, curious, and eager to investigate.
- Actively contribute ideas to the story.

PLAYING AS A NARRATOR

Each scene, a new player becomes a **Narrator**. They will describe the world around the heroes, the consequences of their actions, and play the roles of non-player characters.

Your goals:

- Introduce clues and suspects.
- Introduce something mysterious or unexpected.
- Introduce challenges, obstacles, and complications.

When you need help or aren't sure what happens next, ask questions and let the players tell you what happens.

What do you want to do now?

Something unusual is going on here. What is it?

What's weird about the potion's master behavior?

What's the spookiest thing you see in this dungeon?

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<https://rpgadventures.io/discord>



IMPROVISING A MYSTERY

FIRST SCENE

At the beginning of the adventure, the players describe where the heroes are and what they are doing when they encounter the mystery. Then the Narrator introduces a mysterious event the heroes encounter.

Mystery: The heroes are in the study room, a distressed student asks them to help them find his missing pet frog.

THEORIES AND CLUES

Each player privately makes up a **theory** about what's going on, why is it happening, how did it happen, and who is behind it. Update your theory every time you encounter a new clue.

When it's your turn to be the Narrator, you'll introduce new clues based on your theory and speculations.

Theory: The frog ate something that turned it invisible.

INVESTIGATION SCENES

The players describe what they do to investigate this mystery - establish the location they go to, what clues they're looking for, and what they're hoping to learn about the mystery.

The Narrator introduces a challenge, makes up some obstacle or a complication that makes the investigation difficult.

If the players overcome it, the Narrator reveals a clue based on their theory (without revealing the whole theory).

Players go to the greenhouses where the frog was last seen.

Challenge: A magical carnivorous plant is attacking you.

Clue: A half-eaten magic clover (after further investigation the players can learn that this is an invisibility clover).

SOLVE THE MYSTERY

Investigate the mystery until someone is ready to reveal the truth, explain what's going on, who's behind it, and establish the location where climax of the story will take place.

Roll the number of dice equal to the number of clues this theory explains. If at least one rolls 10+, the theory is correct.

Otherwise, continue investigating and discover a new theory.

The frog ate an invisibility clover, its footprints lead to the Enchanted Forest. We better catch it before someone eats it.

STORY CLIMAX

Once the truth is revealed, the investigation story transforms into a mission-based save the day scenario. If there's a culprit, their evil scheme is nearly complete.

The players rush to confront the culprit, help the person in need, or have some other dramatic resolution to the story.

The Narrator comes up with the final challenge the players must overcome in order to succeed.

The frog footprints lead to the swamp where chupacabras live. The invisibility has worn off, and we witness the frog being hunted by a chupacabra. We rescue it.



CREATE A CHARACTER

DESCRIPTION

What is your name, appearance, personality, backstory?

What is your motivation (what do you want and why)?

Fame, justice, mischief, friendship, curiosity, freedom, honor, wealth, power, revenge, security, knowledge, etc.

TALENTS

Choose 3 talents from the list, or invent your own.

Strong	Nimble	Tough	Sneaky
Cunning	Booksmart	Perceptive	Charming
Brave	Crafty	Helpful	Artistic
Persuasion	Deception	Intimidation	Insight
Nature	Technology	Magic	Research

ABILITIES

Abilities are anything that enables you to do extraordinary things: your magic spells, items, potions, powers, pets, etc.

Invent 5 abilities, use the examples below for inspiration.

Telekinesis: Levitate objects no heavier than a bucket of water, within 30 meters, in line of sight.

Strength: Gain super-strength for a scene, but in the next scene you'll feel extremely weak and tired.

Invisibility: Once per adventure, brew an invisibility potion (enough for 60 minutes of invisibility).

Wildshape: At night you can turn into a bat.

Cloak of Disguise: Assume the appearance of any humanoid creature you've seen (up to 3 hours per day).

Familiar: A trained creature who follows your commands and can communicate with you.

Clearly define what your abilities enable you to do. If an ability seems overpowered - add costs or limitations.

Takes time to use, attracts attention, unpredictable, can backfire, has limited impact, expensive, has limited number of uses, has negative side effects, works only under certain conditions, only on specific targets, etc.

RELATIONSHIPS

Establish a relationship with another player's character. What do you think about each other? How do you know each other? What do you want from them?

Favor, forgiveness, friendship, trust, truth about their past, respect, mentorship, protection, help, etc.



PLAY THE GAME

ROLLING DICE

When you attempt something challenging, risky, or opposed by another character - roll the dice.

If you beat the **difficulty number** (set by the Narrator) - you succeed, otherwise you encounter a setback or a complication.

If you have **talents** relevant to the task you're attempting - roll an extra die for each talent and take the best result.

If you have **conditions** that would impede the task you're attempting - roll an extra die and take the worst result.

CONDITIONS

If you fail a roll in a risky situation, you gain a condition.

Injured, cursed, angry, tangled, distracted, tired, sand in the eyes, cornered, sneezing, embarrassed, jealous.

Severity of conditions gradually increases, for example:

Scared → cornered → injured → unconscious.

To get rid of a condition, do something that would fix it.

Use a bandage, rest, cut the entangling vines, run away in fear, get comforted by a friend, break something to release anger, act cool to improve your reputation, etc.

To defeat opponents (in action scenes or social situations), inflict conditions on them until they lose or run away.

If someone tries to inflict a condition on you, describe how you defend yourself. The better your defense is, the higher the difficulty number for the attacker will be.

LEVELING UP

At the end of the adventure, gain a new talent or ability. Gain new talents and abilities by learning from characters you meet, books you read, or cool items you find.



MYSTERIES

Subject...	Mysterious event...
Faculty member	Is missing
Odd Professor	Is acting strange
Valuable object	Was stolen
Student's project	Was sabotaged
A student	Turned into a creature
First-year students	Were kidnapped
Magic plants	Turned carnivorous
Headmaster	Suddenly fallen ill
Student's pet	Has disappeared
Magical creatures	Have escaped confinement
Strange monster	Is roaming the castle
Shady figure	Is stalking someone
Someone innocent	Accused of a crime
Gargoyle statue	Moved overnight
Zombies	Walk the grounds at night
Acid slugs	Grow and multiply
School mascot	Found under your bed
Invisible entity	Writes messages on walls
Janitor's cat	Floats when it shouldn't
Abandoned laboratory	Glowes at night
Living portrait	Is acting nervous
Magical items	Lost their magic
Ancient artifact	Is behaving erratically
Mysterious footprints	Appeared overnight
Dormitory	Is upside down
Familiar	Speaks strange languages
Poltergeist	Is unusually polite
Rival professors	Have switched places
Sentient book	Is missing memories
Suit of armor	Is stalking someone
Statue	Went berserk
School's parrot	Is telling lies

LOCATIONS

Adjective...	Place...	Occupants...
Cozy	Studyroom	Students
Official	Faculty Lounge	Professors
Haunted	Library	Floating books
Secret	Lair	Cloaked Figures
Headmaster's	Sanctum	Living portraits
Professor's	Office	Secret papers
Crowded	Tavern	Adventurers
Hidden	Passage	Insects
Dusty	Stables	Magic creatures
Forbidden	Corridor	Spider webs
Gloomy	Dungeons	Glowing Fungi
Frightening	Abyss	Shadows
Ancient	Hall	Ghosts
Secluded	Tower	Owls
Unvisited	Classroom	Strange sounds
Sacred	Grove	Spirits
Ritual	Chamber	Demons
Creepy	Crypts	Undead
Guarded	Vault	Magic Artifacts
Enchanted	Forest	Sentient Trees
Heated	Forge	Golems
Terrifying	Nest	Spiders
Overgrown	Greenhouses	Magic plants
Dimly-lit	Witch's Hut	Familiars
Foggy	Swamp	Chupacabras
Disgusting	Troll Den	Snoring Trolls
Romantic	Balcony	Student Couple
Exclusive	Clubhouse	Prefects
Unvisited	Trophy room	Holy Grail
Candle-lit	Alchemy Lab	Potions
Bustling	Train Station	Travelers
Ancient	Ruins	Old hermit

CHARACTERS

Adjective...	Occupation...	Motivation...
Odd	Professor	Keep secret
Arrogant	Rival	Prove superiority
Rebellious	Trickster	Defy Authority
Nefarious	Potions Master	Reclaim Respect
Shrouded	Cloaked figure	Complete mission
Enigmatic	Janitor	Protect treasure
Compassionate	Groundskeeper	Conceal creature
Obnoxious	Journalist	Break news
Eager	Teacher's Pet	Gain Favor
Fiery	Athlete	Win competition
Cunning	House Ghost	Settle old score
Zealous	Necromancer	Revive someone
Eccentric	Inventor	Build a device
Secretive	Librarian	Guard knowledge
Dutiful	House Elf	Follow orders
Giggly	Schoolgirl	Gossip
Flamboyant	Drama Teacher	Put on play
Ambitious	School Bully	Gain power
Rumored	Monster	Hunt
Honorable	Champion	Defend title
Rugged	Dragon Keeper	Tame beasts
Daring	Treasure Hunter	Find riches
Grim	Necromancer	Revive someone
Reckless	Witch	Unleash magic
Curious	First-year	Trespass
Condescending	Artist	Get attention
Flustered	Apprentice	Hide a mishap
Frantic	Werewolf	Conceal condition
Shifty	Potions seller	Make a profit
Prodigy	Student	Show off
Meddling	Bureaucrat	Interfere
Charismatic	Head Boy	Secure votes



CLUES AND CHALLENGES

Clue...	Challenge...
	SOCIAL
Witness	Interrogate someone
Someone with a secret	Persuade someone to help
Interviews with experts	Persuade an authority
Rumors	Covertly extract information
Myths and legends	Pass a test
Contradictory statements	Trick someone
	ACTION
Personal item	Defeat a person
Biological evidence	Defeat a creature
Overheard conversation	Escape from someone
Notes, letters, messages	Break into a guarded place
Significant object	Escape after alarm goes off
Prophecies, dreams, visions	Break a magic spell
Magic artifact	Deal with a magic creature
	ENVIRONMENTAL
Secret passages or rooms	Navigate a pitch-dark area
Marks on the scene	Explore a dangerous place
Magical residue/phenomena	Resist a magical effect
Maps, blueprints, diagrams	Steal from a secure vault
Strange creature behavior	Survive in an environment
	STEALTH
Mysterious object	Steal something
Suspicious behavior	Spy on someone
Books and archives	Sneak into forbidden place
People in surprising places	Sneak through corridors
Marks left on the scene	Covertly investigate
Personal journals	Steal from a guarded room
	INVESTIGATION
Traces of physical evidence	Search for subtle clues
Footprints	Follow tracks
Surveillance Records	Sneak a peek at information

NAMES

First Names

Ahmad, Alecto, Andromeda, Arabella, Argus, Ariana, Arsenius, Arthur, Augusta, Aurora, Chiwetel, Cormac, Cuthbert, Daniel, Dedalus, Dev, Dimitrios, Eldred, Eleni, Elphias, Emeric, Emma, Emmeline, Fatima, Filius, Gabriela, Genevieve, Griselda, Helena, Imelda, James, Jing, Joanne, Lorenzo, Ludo, Mafalda, Maggie, Merope, Newt, Nnedi, Pablo, Penelope, Phyllida, Richard, Riya, Rodolphus, Rolanda, Rupert, Scarlett, Sean, Septima, Silvanus, Susan, Sybill, Terry, Thorfinn, Wei, Wilbert, Wilhelmina, Zoe

Last Names

Adebayo, Ali, Bagshot, Chowdhry, Davies, Diaz, Dubois, Finnigan, Goldstein, Grint, Johnson, Kazinsky, Khan, Leung, Macmillan, Mwangi, Ogden, Okafor, Patel, Quinn, Radcliffe, Santos, Schmidt, Spinnet, Tarkowski, Thomas, Valentini, Warren, Watson, Wong.

CONDITIONS

Emotional

Unnerved, scared, shocked, disturbed, angry, irritated, love struck, saddened, melancholy, jealous, envious, isolated, obsessed with [person or thing], furious with [person or thing], sad about [person or thing], volatile emotions, a desire to lash out, gloomy disposition, shaken to the core.

Physical

Sprained ankle, smoke inhalation, scratched face, intoxicated, sand in the eyes, exhausted, limping, unstable footing, vertigo.

Supernatural

Cursed, hexed, haunted, seeing unnatural shapes, strange reflection, the rats are whispering to me, sensitive to sunlight, drawn to graveyards, glowing eyes.

SOMETHING HERE...

SOMETHING HERE...



SKILLS

Pick Locks Pick any ordinary lock within 5 minutes.
Leap Jump up to 20 times the normal distance.
Hide in Shadows Three times per adventure you can hide so well as to become completely invisible.
Polyglot You can speak and understand any language, including ancient or long-forgotten tongues.
Boy Scout You're always prepared! Search through your pockets and find any mundane item of your choice (it should be believable that you have prepared in advance).
Improvised Weapons Create effective makeshift weapons from your surroundings. Roll the dice, when you roll below 4 the weapon breaks or backfires (your choice).
Mimic Sound You can imitate any speech or sound with perfect accuracy.
Unbreakable Three times per adventure you can avoid any injury or attack and escape completely unscathed.
Eagle Eye Once per day, you can see and observe details from an incredible distance, as if you were standing right next to the object or person.
Master Pilot You can expertly pilot any vehicle.
Escape Artist You can easily escape from ropes, chains, and other restraints, as well as locked doors and windows.
Tinkerer Once per adventure you can repair or modify weapons, armor, and other equipment, improving their performance or adding new capabilities.
Tactical Retreat Once per adventure you can help your team to safely escape from any combat situation.
Forger Once per adventure you can make a flawless forgery of any document, signature, or an item (non-functional, but indistinguishable from the original at a glance).
Silver Tongue Once per adventure, you can deliver a speech that convinces your audience of your point of view (you have to actually make a speech as a player).
Tracker You can follow any trail, even if it's days old or obscured by weather.
Beast Tamer You can tame and train animals to follow your commands. Works 3 times per adventure. For extremely powerful or intelligent animals the effect is limited to 5 minutes.
Power Napper Heal all your injuries by taking a 5 minute nap. Works 3 times per adventure.
Master of Traps You can design, create, and disarm various traps, making it easier for your group to secure an area or hinder your enemies.
Healer You can heal any moderate injury up to 3 times per adventure.
Encyclopedic Knowledge You have a vast store of general knowledge, allowing you to recall information on a wide range of topics.
Sprinter For the next 5 minutes you can run as fast as a horse. Works once per scene.
Superhuman Strength Once per day you can become as strong as Hulk.
Inspire Give your friend an inspiring speech, and they will have an advantage on the next roll. Works once per scene.
Well-Connected Once per adventure you can find a helpful ally in just the right place.
Reputation You are well known. Choose what reputation you have in a specific region (Hero, Villain, Honest, Sex Symbol, Philanthropist, Impeccable Taste, etc.)
Spread the Word Spread any rumor. Say a couple of sentences, and they go viral. Not everyone believes it, but everyone is talking about it.
Identify Figure out properties of any object and how to use it. Learn whether the object is affected by spells and what they are.
Master Musician When you're playing a musical instrument - roll the dice. If you roll above 10, everybody around you can't resist dancing.
Spider Climb You can climb any surface.
Land On Your Feet Like a cat, you are able to fall from great heights without excessive harm.
Escapist Once per day you can successfully flee from any conflict or escape from bonds.
Deadeye You could shoot a penny from the opposite side of a football field. You can make one extremely precise shot once per scene.
Battle Stomp Smash your weapon into the ground, knock down everyone around you.
Redirect Attack Once per scene you may force your opponent to attack another one of your enemies instead of you or one of your allies.
Darkvision You can see in pitch darkness as if it's an overcast day.
Copycat Once per day you can copy a skill you have seen used in the past hour.
Strong Back You can carry heavy loads without being encumbered.



SPELLS

Message Telepathically send a message to the nearby creature, they can respond.
Illusion Create an illusory object no larger than a horse, complete with sounds, smells, movement. Within 50 meters, in your line of sight.
Telekinesis Levitate small objects, no larger or heavier than a bucket of water.
Pet Pal You can speak with animals.
Summon Familiar Summon a small creature who will be your pet and a friend. You can communicate with it telepathically, give it commands, see through its eyes, hear what it hears, cast spells through it. If the creature takes damage it disappears until you resummon it. Works once per day.
Familiar Transposition Swap places with your familiar.
Charm Person The person regards you as their friend for 1 hour. Everyone around knows that they've been charmed. When the spell ends, they know they've been charmed.
Enlarge/Reduce Make the object or a creature grow or shrink to 4 times its size.
Sense Magic Sense the magic auras within 200 meters around you, get a vague sense of what and where they are.
Change Momentum Halt, decrease, increase, or reverse the momentum of a moving object. Can apply enough force to suspend a falling boulder for 10 minutes.
Animate Object Object will obey your commands as best it can. Requires a sacrifice.
Spider Web Your wrists can shoot thick webbing (like Spider Man).
Misty Step Instantly teleport a short-distance (a stone's throw, line of sight. Think Nightcrawler from X-Men).
Elasticity You can do what Elastigirl from Incredibles can do.
Phobia A target creature becomes terrified of an object of your choice.
Greed The target creature develops an overwhelming urge to possess a visible item of your choice. Lasts 30 minutes.
Wall of Ice Once per hour you can create an ice wall, 10x10 meters. Window is optional.
Minecraftsman's Delight Once per second you may summon or banish a 3-meter-wide cube of earth.
Paralyze Once per scene you can paralyze one creature for a minute by making uninterrupted physical contact with it for 20 seconds.
Summon Item Mark an object or an item (no larger than 2x2 meters). Whenever you cast this spell, it will teleport to your hand (or in front of you) from wherever it is.
Invisible Tether Two objects within 5 meters of each other cannot be moved more than 5 meters apart. Lasts 30 minutes.
Suggestion The target obeys a single, three-word suggestion that sounds reasonable. After spell ends, you're susceptible to suggestions from other people.
Produce Emotion Make the target feel happy, sad, angry, smitten, afraid, insecure, etc.
Scry You can see through the eyes of a creature you touched earlier today.
Technomancy Control mechanical and electrical devices with your mind.
Befuddle The target creature is unable to form new short-term memories for the next 15 minutes. But neither can you.
Disassemble Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.
Grease Cover an object or a surface in grease, making it frictionless and flammable.
Levitate Slowly lifts the target vertically above the ground, up to 15 meters. The target can weigh up to 300 kg.
Calm Emotions Make the target indifferent about the creatures of your choice.
Veil Create a static illusion no larger than 100 meters in any direction. Like a building, an oasis, a pile of treasure, etc. When anything touches the illusion, it is dispelled.
Intwine Use nearby grass, vines, and tree branches as if they were your own limbs.
Accio Summon any object within your line of sight and within 300 meters towards you.
Counterspell Three times per adventure you can dispel any spell or a magical effect on a target.
Secret Message Write a message visible only to the people you choose.
Skywrite Cause up to 10 words to form in the sky you can see (made of clouds).
Pyromancer Create and manipulate flame, as large as campfire.
Firehose A stream of water pours out of your hand as if it's a firehose.
Frost Powers You can do what Frozone from Incredibles can do.



ITEMS

Bag of Gold Spend it to do something a rich person can do (throw a lavish party, bribe someone, hire an assassin, etc.), or trade it for another item of your choice.
Familiar A trained creature who follows your commands and can communicate with you.
Weapon A simple melee or ranged weapon of your choice.
Grappling Hook Gun Shoots the grappling hook to the distance of up to 50 meters, in line of sight. Supports weight of 1 person.
Cloak of Disguise Enables you to assume an appearance of any humanoid creature you've seen. For 1 hour, up to 3 times per day.
Ropey A sentient piece of rope. 50ft. As smart as a puppy. Obey simple commands.
Immovable rod Activating it makes it magically fixed in place. Until someone deactivates it, the rod doesn't move, even if it is defying gravity.
All or nothing coin Once per day instead of rolling a die you flip a coin. Heads critical success, tails critical failure.
Horseshoe of Attraction Turns into a powerful magnet when activated. Can switch polarity and repel metal objects instead. Can be activated telepathically, from a distance of up to 50 meters.
Blanket of Silence No sound can escape from under it.
Superglue Permanently glues objects together.
Bottomless Mug Can hold a swimming-pool-worth of any liquid.
Fairy Dust Allows you to imbue an item with one of the spells you know. The item will be able to cast the spell once per day. Consumable, can be used only once.
Pokeball Stores a friendly or defeated animal.
Ring of Tracking The owner of the ring always knows its location.
Gravity Orb When shattered, it reverses the gravity in a 10 meter radius around it.
Adventurer's Journal When you write down 1-2 paragraphs of notes that describe what happened in the previous session from your character's perspective, you gain a free ability.
Illusory Minion A small pearl that turns into an illusory person or a creature when it's activated. The illusion can perform simple tasks you give it. It lives for a day, and can travel any distance away from you. When it's nearby, you can control it telepathically.
Velocity Ward Scroll Nothing can move faster than a falling feather within a sphere of 15 meter radius for the next 15 minutes.
Portable Monster A small wooden figure. When activated, it turns into the animal it depicts.
Auto-Spell-Activator Imbue it with a spell you know. When a specified condition is met within the 15-meter-radius, the spell will be cast.
Conman's Paper A sheet of paper, can be transformed to appear like any official document. Transformation is permanent, can't be used more than once.
Jack's Compass Will point in the direction of the object of your choice as long as that object is within 300 meters of you.
Magic Mirrors A set of two small mirrors. When activated, the mirror transmits sounds and images from its counterpart (works like Skype).
Ring of Sending You can send a telepathic 25-word message to anyone you have ever met. The recipient can send you a 25-word reply. Works twice per day. the eyes of a creature you touched earlier today.
Portable Hole A round black piece of fine silk, 5 meters in diameter. When unfolded creates a 5-meter-deep hole.
Invisibility Potion Turns you invisible. The bottle has enough potion for 100 minutes of invisibility, then it runs out.
Catnip When spilled attracts all the cats within 100km radius. Has enough for 10 uses.
Smoke Potion Creates a huge cloud of black smoke when spilled.
Anti-Gravity Potion The drinker isn't affected by gravity for an hour.
Potion of Many Eyes Drinking it enables you to see through the eyes of all living creatures in a 150 meter radius around you for the next 10 minutes.
Animorph Potion Add a hair or a claw of a non-magical creature. Drinking this potion will turn you into this creature for an hour.
Fear Potion Anyone who inhales it feels horrified for the next 10 minutes.
Spirit Potion Pour it onto a dead person or a creature to summon their ghost. You can communicate with them for the next 10 minutes.
Truth Serum One who drinks it can't tell lies for an hour.
A Potion of Telepathy For the next 10 minutes you can read surface thoughts of any creature within 50 meters around you.
Twin Potion Drinking it splits you into two identical clones. When a clone takes any damage it disappears, it's memories instantly merged into the remaining clones. When there's only one remains - it becomes the "original" you, keeping the memories of the copies. Lasts an hour. Can be used once per adventure.



SCI FI GEAR

Portable Force Field Creates an immobile force field 10 meters in diameter springs up around you. It's impenetrable from the outside but not from the inside. Deactivates once you leave the area. One-time use.
Hoverboard Floats 30 centimeters above the ground, frictionless, supports up to 100kg of weight.
Portal Gun Works like the gun from the Portal game. Can be used up to 3 times per adventure. Portals stay open for 5 minutes, or until they transport 200kg of weight (whichever happens sooner).
Portable Hang-Glider Slowly glide, gradually decreasing altitude.
Magnet Field Generator Point it at a metallic object, flip the switch - it can either attract the object to you or repel it directly from you. Exerts up to 10kg of force.
Neutralizer Click on a button, and it will wipe the last 5 minutes of memories of the person who's looking at it. Can be used once per session.
Mission impossible mask Allows you to assume the appearance and voice of any person with a similar build.
Drone A small drone you can pilot. Has a camera and a microphone. Can carry up to 50kg. Other devices can be attached to it.
Personal Droid Can do what R2D2 from Star Wars can do.
Suction Boots Enable you to walk on any surface, at any angle.
Pokeball Stores a friendly or defeated animal.
Communicator Can do anything a smartphone can do, but works on inter-planetary distances.
Quantum Pocket A small device that creates a pocket dimension, allowing you to store and retrieve items up to 200kg. Items stored do not affect your carry weight. Pocket remains open for 30 seconds.
Telepathic Translator A small earpiece that enables you to understand and communicate in any language, including alien languages, by reading the minds of willing creatures.
Time Dilation Device Slows down time for the user, giving them the ability to react and move 10 times as fast as normal for 30 seconds. Can be used once per adventure.
Holographic Decoy A small device that projects a realistic hologram of the user, which can move and interact with its environment. The decoy lasts for 1 minute or until destroyed. Works up to 3 times per adventure.
Gravitational Manipulator A gauntlet that allows you to alter the gravity of objects within a 5-meter radius. Can be used to lift heavy objects or create zero-gravity environments. Limited to 3 uses per session.
Chameleon Cloak Makes you perfectly blend in with your environment. Works for up to 10 minutes per adventure.
Nanohealer A small, injectable device that releases nanobots into the user's bloodstream, rapidly healing wounds and restoring health. Can be used 3 times per adventure.
Teleporter Beacon Set it up in a location. Once per session you can press a button, and you and your team can get teleported back to it.
Mind-Link Helmet Grants the ability to communicate telepathically with other users wearing the same helmet.
Matter Transmuter Converts a small amount of one element or material into another, with a maximum conversion of 1 kilogram per use. Limited to 3 uses per session and cannot transmute living beings.
Holographic Terrain Projector Creates a realistic, but intangible, holographic environment within a 10-meter radius. Lasts for 5 minutes or until dispelled.
Hulk Serum Turns you into a hulk for 5 minutes, can be used up to two times per adventure.
Thermal Vision Goggles Allows the user to see heat signatures.
Bio-Scanner Detects and analyzes living organisms within a 30-meter radius. Works once per adventure.
Molecular Adhesive A substance that can bond any two surfaces together, with the bond lasting for up to 24 hours. Limited to a small amount per session and cannot be used on living tissue.
Temporal Stasis Field Creates a small bubble where time is frozen for up to 30 seconds. Requires a full day to recharge and only affects non-living matter.
Spectral Cloak Grants the ability to phase through walls for up to 1 minute. Can only be used once per session.
Temporal Stasis Field Creates a small bubble where time is frozen for up to 30 seconds. Requires a full day to recharge and only affects non-living matter.
Weather Control Device Manipulates local weather conditions within a 1-kilometer radius. Takes 30 minutes to activate and has a limited supply of energy, providing up to 3 weather changes before needing to recharge.
Memory Crystal Stores and replays memories when held. Can only store one memory at a time and must be physically touched by the user to activate.
Temporal Stasis Field Creates a small bubble where time is frozen for up to 30 seconds. Requires a full day to recharge and only affects non-living matter.
Cryo-Gel Spray A portable canister that releases a gel that instantly freezes surfaces or objects upon contact. Limited to 5 uses per session and cannot be used on living beings.