



ABILITIES

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.



SPILLS

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

Lettivate 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.

Minecraftsmen'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).

Fireball

Hurts enemies. Sets stuff on fire. Hold in your hand as a light source.

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