



The Book of ABILITY



by the GLOG
for the GLOG

art and compilation by Everything's the Meta-Magician

D1000**ABILITY**

- 1** 3-in-10 chance of working, ally heals 1d6 HP but can only be targeted 1/day
- 2** Your surprise attacks deal double damage. Enemies never check to make sure you are really dead.
- 3** Your roar instantly kills creatures of 1 HD or less.
- 4** Your curse has blossomed. Once per day, the first time you would die, someone you care about dies instead and you heal to max HP as your inner demon devours their soul in exchange for your own.
- 5** Your challenges to games of strategy or chance are taken very seriously by supernatural beings.
- 6** You can choose to sacrifice yourself in pursuit of a noble or terrible goal; rendering you immune to harm, magic, and forced movement for 1d4 hours but causing you to die at the end of that period.
- 7** You plate your scales with metal; it counts as chain while not consuming any slots. You shine, and look amazing.
- 8** You have a network of octopus courier underlings. You can request a parcel every day, and can have letters delivered to anywhere on the continent in less than a day.
- 9** You never make sound unless you want to. When you critically strike an opponent, you can choose to have cut out their tongue in addition to any other effects.
- 10** You may telepathically speak with the dead by touching them as long as they haven't been properly laid to rest.
- 11** You may telepathically move up to ten items at once, and can carry fire in this way.
- 12** You learn of how you can free yourself, and reclaim your proper position and power as a Demon Lord/Ruler of Hell/Satan from your usurper.
- 13** With some time you can heal someone's pain.
- 14** You have personal correspondence with Death. You may write Death a letter and ask a question and they will respond in a week by raven.
- 15** You have a painting of your soul on your person, about the size of your torso. Unless the painting is destroyed, you cannot die.
- 16** You can access dream-computers whenever you dream, which can make predictions from qualitative data (though the results are invariably cryptic).

D1000**ABILITY**

- 17** You have a swimming speed that is at least as fast as whatever the fastest water monster is on the DM's side. You are a fiend in the water.
- 18** You fully comprehend your deep and inscrutable singular name. No force or power can make you do something you don't already want, and nothing but yourself can tarnish your identity. +1 MD.
- 19** You can secrete a chemical euphoriant called Bliss from your hands, and are immune to the effects of addiction to it.
- 20** You can weld a severed head onto a body to resurrect both under the head's control, as long as neither is critically damaged.
- 21** You can switch between a bear form and a humanoid form at will. Animals respect you.
- 22** You can suture other creatures' organs together and animate them to do your bidding. They die of necrosis in [LEVEL] days.
- 23** You can speak a language so hard to pronounce that it acts as per the spell Confusion. This only affects each target the first time they hear it, as they will not attempt to decipher it again.
- 24** You can perceive things through the senses of anyone who has one of your songs stuck in their head.
If you die, you live on through your music.
- 25** You can charm non-sentient aquatic life into loyally serving you, providing you regularly serenade them with your flute.
- 26** You can make a Charisma check to declare that an objective fact is a lie. On success the world corrects itself to erase the lie. On failure you fall into a coma for 2d6 days and age 2d6 years.
- 27** You can hallucinate other creatures as giant barnacles. Even though it's all in your head, you treat them as normal sized barnacles.
- 28** You can fly uninterrupted for 10 minutes, but automatically drown in water. Anyone whom you fall in love with and who loves you becomes a firefly person.
- 29** You can emit waves of freezing cold, or create an aura of wintertime weather extending in a [LEVEL] mile radius around you at will.
- 30** You can easily wrangle up a mob of peasants to get pastoral tasks done, like clearing a chunk of wilderness, digging large ditches, or burning down the wizard's tower on the hill.
- 31** You can cuss in a manner so extravagant and distracting that you force reaction rolls, spellcasting, and dragon breath to be rerolled (up to once each, at will) as your cussing just short-circuits everyone's brain.
- 32** You can create biomantic combat creatures.
Unless you have sedatives, their loyalty is not guaranteed.

D1000**ABILITY****33**

You can control ink that is in contact with you as an extension of your own body.

34

You can conduct a ritual that will banish rain from the land, and cause a devastating drought.

35

You can blot out the sun by raising a staff high in the air with both hands, for as long as your staff remains raised. +1 MD.

36

You automatically succeed at any action if it is ordered by a mortal authority. This action may take time or resources to complete, but you will succeed at it.

37

You are ever-worshipped. Every morning you wake up with 1d6 random people surrounding your bed who are Charmed by you for the entirety of the day. After this charm they are terrified of you.

38

While sleeping, you can pull up to two people per level into one shared dream.

39

While performing manual labor, you are immune to magic and do not need food, water, or rest. Tools never break or wear down in your hands.

40

Whenever someone swears to kill you or stop you they have to test INT or be cursed. They have disadvantage on all rolls against you while they're cursed.

41

When you wear a headband, it functions as an outward-facing sphere of annihilation.

42

When you perform a demonstration, everyone watching is absolutely captivated by it and won't do anything else until you're done. Afterwards up to 1d6 eager young people will approach you seeking apprenticeship.

43

When you overcome a random encounter, you can oblige them to travel with you for redress, punishment, or redemption.

44

When you kill somebody a flowerbed sprouts from where they died. If you touch the flowerbed you can either force the victim's spirit to answer three of your questions or raise them as an overgrown thrall who obeys your every command for a week.

45

When in a mob, your maximum HP is equal to the number of people in the mob.

46

The will of the storm acts through you - you learn a random spell, (only roll a random action for it, its thing is lightning) +3 MD.

47

The more morally upright and righteous a person is, the more damage they take from you.

48

Plant a fingertip in a defeated foe. One month later, a child with 1 level in this class hatches. They grow to adulthood in another month and are mostly loyal to you.

D1000**ABILITY****49**

Normal people will always assume that something you did has a different cause, and will ignore the explanations of non-normal people no matter how logical.

50

Mirrors, vampires, and water all fracture in your presence without your say in the matter. Artificial creatures such as golems fracture in your presence if you choose to make them do so.

51

It is revealed that you are not a human, but a group of 10 monkeys carefully posing as a human. You may drop your disguise to do actions that a group of 10 highly coordinated and intelligent monkeys could reasonably do, which is a lot. Onlookers will often react with disgust, shock, and betrayal when you reveal yourself. It takes 10 minutes to get back into disguise.

52

If you punish a sinner, you can rip out their sin and devour it to gain its power.

53

If you die violently with an open flame in sight, you stumble out of the fire naked, burned, and possessed by a ghost.

54

If you can manage to be accepted by a community and settle down, all future PCs from that community start at level 2.

55

Given a day to do research, you can learn the location of every ruin or dungeon in a 24-mile radius and collect a rumor about each of them.

56

Given 10' of bonefloss per HD, you can sew a skeleton together such that it will animate under your command as though affected by an Animate Dead spell.

57

Each month, 1d6 local apex predators arrive to have you judge their cases. You can assign them tasks of penance - roll Charisma to assign tasks that carry risk.

58

Each month, 1d4 bearded commoners awaken after being sent to sleep for years, grateful for some lesson you've helped them learn, and offer their service.

59

Each day, attract the assistance of a level one Pawn, a version of you from an alternate dimension. Maximum eight.

60

You can command elementals of lower HD than you. If they are of a different element than you, a larger elemental of their type may eventually appear to challenge you.

61

You can climb your foes without penalty.

62

All birds fear and respect you in equal measure, and you can transform into a kite and back at will.

63

Absorb an alcoholic beverage to gain 1d6 HP and intrusive thoughts.

64

You can make food so tasty that someone who eats it must test CON or become a spice elemental. +1 MD.

- 65** You can make food so tasty that someone who eats it must test INT or abandon a passion of your choice. +1 MD.
- 66** When a stranger is sincerely grateful for what you did for them, you gain a Link with them. While you have a Link, you always know where the person on the other end of it is and can spend the Link at any time to reroll a die.
- 67** With a touch, you can grow anything. Be as loose with the definition of grow as you want.
- 68** Your statements are always taken at face value. Roll over Intelligence to counter spells and complex arguments spoken in your presence, or send wizards and scholars into apoplectic rage by mischaracterizing their claims.
- 69** You continually disperse pollen, which naturally cleans the air around you of any poisons and miasma.
- 70** Your organization will freely provide you with mundane equipment, expertly faked documents, and invitations to exclusive events. Once per week, you can roll Charisma to have them provide you with a great deal of cash or other assets, a stupid spy gadget, or an incredible favor. They expect you to do morally questionable quests in return.
- 71** Your legal authority is respected in human lands and beyond. When you croak out a Law, creatures of the forest and jungle obey it to the letter.
- 72** Your cry causes machinery around you to try and protect you in any way it can.
- 73** Your companions never check morale as long as you're in the group.
- 74** You deal double damage to aquatic life when wielding a bladed weapon.
- 75** You're a walking almanac, a font of practical farm knowledge. You can accurately predict weather/natural disasters/seasons changing up to a week in advance, have immediate rapport with all mundane animals, and know a variety of home remedies (1-in-6 chance of working, but if it works once it'll work every time).
- 76** You roll with advantage on mutation or biomancer mishap tables, tests against disease, poison, or other afflictions of the flesh, et cetera. You can confer this benefit on an ally with 1 hour of care.
- 77** You recall arcane formulae, the bubbling of strange reagents. You can learn four spells, each selected randomly. +2 MD.
- 78** You may enter any art scene and cause it to self-destruct, disintegrating it into vice, infighting, erudition, pretention, and squabbling over 1d6 hours.

D1000**ABILITY**

- 79** You do not need to sleep, but can sleep as a daydream at will.
- 80** You dabble in the arcane arts, learn 2 random spells and the ability to smile in a way that implies that you know more than you let on even if you don't. +1 MD
- 81** You contain the evils of the world within yourself, and suffer no penalty or other ill effect from curses, demons, sufferings, or maladies.
- 82** You carry yourself with the terrifying majesty of the ocean. Saltwater creatures obey you without question, and you can dictate the currents and sea winds at will. +1 MD.
- 83** You can write coded messages in your music that are only understood by those you want to, and wildly misinterpreted by conspiracy theorists.
- 84** You can weaponize organs you've taken. Throw them as one-shot bombs that explode for an effect related to their function.
- 85** You can use your finger to write like with a fountain pen.
- 86** You can turn water to dust with a touch.
- 87** You can subtly tailor the lines of a creature's skull to produce a perfect facsimile of a different individual of that species or any proximate one, provided you have a reference.
- 88** For every HP spent, you can raise 1 HD worth of zombies. The zombies die instantly if the sun's rays touch them.
- 89** You can speak to any denizen of the ocean, and roll with advantage when making Charisma checks to influence them.
- 90** You can sense the minds of other beings as glowing lights, even through walls.
- 91** You can return to totally liquid form and back again, you still take damage in liquid form.
- 92** You can produce a gunpowder explosion from your open palm by shouting, dealing 1d6 damage and producing a prodigious quantity of thick grey smoke.
- 93** You can herd all animals, even frenzied or magical ones.
- 94** You can grind away curses, diseases, and traumas, but always grind away something important as well.
- 95** Invent a very specific spell. You can grant up to [LEVEL] other people your spell, and 1 MD to cast it with.
- 96** You can get into any upscale party and will never make a faux pas at one.
- 97** Pick bird or fish. You can talk to what you picked, but the other is aware of your choice and hates you forever.

D1000**ABILITY**

- 98** You can eat items of metal-durability or lesser.
- 99** You can detect the surface thoughts of anybody in a position of mortal authority.
- 100** You can cause plants and animals to rot and turn into nutrient-dense mulch with a touch, and create an aura of autumntime weather extending in a [LEVEL] * 100' radius around you at will.
- 101** You can call down wasting diseases or painful boils on your foes. +1 MD
- 102** You can burden people with the crushing weight of their sins.
- 103** You can ask monkeys to do you a favor and they will always oblige. They will expect you to repay the favor, eventually.
- 104** You can always tell how hurt others are and in what ways, both physically and emotionally.
- 105** You can always identify which direction is north, which direction leads to the wealthiest person on your plane, and which direction leads to the wealthiest dragon on your plane.
- 106** You automatically obtain 100gp and one piece of mundane office equipment per two weeks via expert embezzlement.
- 107** You always know the most hard-hitting way to emotionally hurt somebody.
- 108** You always deal max damage, if you use a weapon that you have not used in the last four rounds of combat. When you yell your own name, one target with fewer HD than you have levels must test Morale or become terrified as they see your inner demon instead of you.
- 109** You acquire the service of a messenger bird, dog, or capybara. This creature can always deliver your letters and return with a reply.
- 110** When you fake pains to look helpless, one target foe tests CHA or must try to bite you
- 111** When you make a soft, intentional, and intimidating noise - cracking a bone, grinding a knife edge against stone or metal, &c - the direction is impossible to pinpoint, and anyone who hears it must check morale.
- 112** When you holler out a song of friendship out of a sincere desire for such, you can turn any group into your friend. This does not count as a charm effect - it is sincere and bizarre and wholesome, all at once, and they don't get a save. You may use this once per season.
- 113** When you enter a structure or observe it for ten minutes from a distance, you are aware of all windows it possesses and their locations.
- 114** When people initially lay eyes upon you, they must test CHA or begin uncontrollably weeping.
- 115** When in cover, you have DR 2. For 10 gp you can craft a bomb that deals 1d8+2 damage at the center and 2 damage in a 15 foot radius.

D1000**ABILITY****116**

When attempting to move within the span of feet or meters, you move at half speed of a human. When attempting to move within the span of leagues or fathoms, you move with a scuttling racket at the speed of a freight train.

117

When attacking from above, you deal +1d6 damage.

118

When advocating on behalf of unlikable political figures, people pay attention to your words, not what you're doing or where you're going.

119

Under your direction, crew-served weapons double their rate of fire.

120

Under your command, a ship with weird angled sails and a shallow draft is always faster than any competition.

121

The military will support you in any attempt to seize power.

122

Whenever you try something for the first time, you critically succeed at it. Write down what you tried at the back of the mind sheet.

123

When you make a ranged attack against a surprised foe, you automatically deal maximum damage.

124

Pounce to attack thrice. If your foe is still alive, you stumble prone.

125

Once per week, you can request a parcel from dispatch. This arrives at an opportune time in the scene, and is a cheap, mundane item of your choosing and appropriate size

126

Once per combat, you can declare an attack against you to have been Foreseen. That attack automatically hits a different target within range, of your choice.

128

When you look into a mirror, you can change your face.

129

No one can find you or your camp or home in a forest, unless you wish them to.

130

Ignore 30' of fall damage. When you would take damage from fire, traps or other inconveniences you can test DEX to avoid it entirely.

131

If you roll max damage on an attack or attack somebody by surprise, you can gracefully pluck the eyes from their skull. If you stare into them with contemplation you learn of the victim's most recent sin.

132

If you go on an evil monologue against an incapacitated enemy, the next attack made against you misses.

133

Given a day of work, you can create a biomantic tool or weapon and replace a missing limb with it.

134

You can eat barnacles, snails, and other hard objects without breaking your teeth. Heal 1 HP per barnacle eaten.

135

You learn 2 random spells. +1 MD

136

You can make an extra attack per round. Each attack must be with a different weapon.

D1000**ABILITY****137**

Cats recognize and respect your skill, and will come to you with problems of theirs. Whenever you solve a problem for a cat, they owe you a favor which you can call in at any time by speaking their name. +1 MD.

138

By spending an hour gossiping and bragging in any populated settlement, you can learn the name of and one fact about each of the three best members of any one category.

139

Books count as polearms for you, for you not only carry hefty tomes but have the reach of a practiced and irate professor.

140

You can step into a mirror in order to step out of any other mirror within line of sight.

141

As long as you clench your fist and look upon a person, you hold the curse of truth upon them. When they speak a knowing untruth, they must test CHA or take 1d6 damage. You can do this to as many people at a time as you have fists to clench.

142

Aristocracy assumes you are wise. You can use magic and magic items even if they don't fit or you couldn't normally hold them.

143

Adjacent allies get +2 to all maneuvers and are honorary members of your warhorde. Anyone who lets you tattoo them can't be killed by misfortune.

144

A terrible heat has started coiling in your stomach, you're immune to cold and can keep others who huddle around you warm.

145

A healthy diet and hard work has hardened your scales and the flesh underneath. You are impervious to light weapons.

146

+1 MD. Reroll up to 2 dice when casting spells that are purely harmless and non-combative.

147

When you point at someone, they sneeze. This doesn't take an action. +1 MD.

148

You can make a belief or opinion grow in a person. Given hours to speak with them equal to their HD, you can fix that sentiment in place and make it grow into taking over more and more of their personality.

149

Your touch can clean wounds or coat something in flammable and slippery alcohol.

150

Your music causes people to feel the exact physical sensations you were feeling when you composed it.

151

Your mother has begun to grant you gifts, preparing you for your eventual birthright. You can sustain yourself on salt alone, and shape or control water within 10' of you at will. +1 MD.

152

Your hands are incredibly dense and cannot be restrained, obstructed, or damaged by anything weaker than five strong men. They count as a single heavy weapon in melee combat.

D1000**ABILITY****153**

You've figured out how to temporarily be dead by drinking this special cocktail you've devised. You become a ghost for [LEVEL] hours before you need to head back to your body, unless you just wanna stay a ghost.

154

You toughen up. When hit by a physical attack, you can halve the damage taken if you put Fatigue in a inventory slot.

155

You're so good at interfacing with technology that you can speak with it. Tools and machines don't have much to say beyond the task they were created for and complaining about people using them wrong.

156

You perform manual labor twice as fast, and dig thrice as fast. You can shift your grip on any mundane tool or weapon to treat it as if it were any other.

157

You no longer need to drink water. Your body becomes a shriveled husk.

158

You know the secrets of flight, and can construct wing-sets of wood and canvas that allow you to fly for up to [LEVEL] minutes before resting. If anyone else wears them, they can only glide.

159

You know the secret language of boats, and on any reaction roll result but the very worst, can convince boats to cut it out with leaks, or capsizing, or ending up in a whirlpool. Your words give them inspiration nobody knew boats could experience.

160

You have claws that can cut spirits and footsteps that make no sound. In each town you spend any significant amount of time in, there will be 2d10 of your offspring from sleeping around. +1 MD.

161

You have an encyclopedic knowledge of both archaeology and anthropology. Whenever you roar, you may psychically educate those who hear it, even as they tremble at the sound.

162

You have advantage on attacks against angels, gods, and Lawful paladins.

163

You have advantage on all checks to wrestle someone over to a window and/or throw them through it.

164

You get an extra attack per round when fighting onboard a ship, and have advantage to swing on rigging, cut ropes to make cargo fall on someone, or otherwise buckle swashes.

165

You get +[LEVEL] on checks to avoid being heard. When you attack an unaware opponent, you automatically hit and critically strike.

166

You cannot be affected by single-target spells. As long as you have at least 4 hp, you can say a great deal in only a few seconds.

167

You can weld new appendages or organs in relatively good condition onto or into a body. The body shifts to accommodate the new additions, which it can use as its own.

D1000**ABILITY****168**

You can vomit up an unlimited amount of coolant, fuel, lubricant, and oil, one heave at a time.

169

You can understand the language of all monkeys and can speak it fluently. To outsiders it sounds like you are screaming, as there is no subtle way to speak Monkey.

170

You can tailor a creature's bones to reduce its weight by half, increase its speed by 10', or give it +2 WIS. A creature can only have one bone-tailoring applied to it at a time.

171

You can sunder your ludicrous hairstyle to block one successful attack on you. Restyling it takes an hour.

172

You can summon a swarm of vermin by tapping your staff on the ground. +1 MD.

173

You can spit out barnacle chunks as deadly projectiles, dealing damage as a pellet-bow.

174

You can speak with the wind, are accepted by nobles as a person of importance, and afforded at worst diplomatic status and at best legal authority within settled areas.

175

You can see lies being spoken as a fading heatmap up to a distance of 120' even through walls and earth. Only an inch of lead or tinted glasses can block it.

176

While you are playing an instrument, all non-sentient aquatic life that can hear you obeys your commands.

177

You can lift the constant pain you experience off yourself for up to [LEVEL] hours per day. During that time you get +1 to all actions.

178

You can scribe hypergraphic messages that can only be read by your collaborators and Belle-Letrists.

179

You can leap ten feet in any direction at will and are invisible while holding your breath.

180

You can fit anything that is the size of a boot or smaller in your mouth, and regain 1 HP per boot eaten.

181

You can emit debilitating waves of heat or create an aura of summer-time weather extending in a [LEVEL] * 100' radius around you at will.

182

You can draw evils into your body, removing curses, &c from others with a touch at the cost of taking them on yourself.

183

You can drain the life of anything you or your host touches, dealing [LEVEL]d4 damage and healing yourself for the same amount, which can be split between you and your host. You take double damage from holy things.

D1000**ABILITY****184**

You can create a living, fleshy copy of any weapon with ten minutes of effort. The fleshy copy deals acid damage, does not require ammunition, and dies after 24 hours.

185

You can cough up a bloody wad of ectophlegm that induces crippling claustrophobia in nearby creatures.

186

You can channel pure EVIL! It withers plants, scares animals, makes children cry, all that fun stuff.

187

You can always run someone of lesser standing out of town.

188

You can always extort the locals for supplies without risking reprisal or sending them into famine. You may attack each adjacent enemy once per turn.

189

You are mildly empathic. You can radiate feelings of childlike whimsy or quiet melancholy which affect every sapient being nearby.

190

You are invited to every party when in civilized areas, and accompanied by 1d4 auxiliaries when not.

191

You are ever-adventurous. When you are doing something dangerous, you may shed a personal possession or risk a companion's safety to escape consequence-free.

192

You are always as light as a feather, and when targeted for a single target attack, can make an attack roll of your own to deflect it at an opponent.

193

You and your party can move through wilderness as though along a road.

194

You can wrap yourself around a foe to deal 1d6 damage per round until they get you off. They attack with disadvantage until you are removed.

195

With a touch, you can turn any liquid into ink. You can drink ink like water.

196

Whenever you help someone with an oddly specific problem they'll join your cult.

197

Whenever you go carousing, you are inexplicably able to get wealthier than when you started. A mix of expert dumpster diving, excellent gambling skills when alone, and a knack for helping out rich people provides you this wealth. You can never replicate it outside of carousing, and you never earn XP for gold gained this way.

198

When you travel within a settlement, you can choose to go quickly or safely. If you choose quickly, you arrive in half the time it would take anyone else but roll double the encounters (minimum one). If you choose safely, you encounter nothing along the way.

199

When you direct arcing fire (artillery, long-range archery, &c), all rolls to hit are made with advantage.

D1000**ABILITY****200**

When you headbutt someone, make them forget an idea. If the idea is both important to them and older than a day, they will remember after healing to full unless reminded sooner.

201

When you get a creature drunk, specify a time up to 20 years later that they will wake up.

202

When in a dungeon, crypt, or any underground complex, you can sacrifice one willing living being to transport yourself and anyone else who participated in the sacrifice to the surface.

203

Up to [LEVEL] times per day, you can cause a level 1 member of your organization with the appropriate class to appear from an unlikely hiding spot to assist you with a single task.

204

Theory is just as important as practice. For every hour you spend proselytizing to the oppressed, you convert 2d10% of the crowd into new revolutionaries and have a cumulative 1-in-6 chance of attracting attention from the Law.

205

You are unaffected by any eldritch power, be it blasts of magic or attempts to rob you of sanity. The insanity of your existence is more than enough.

206

You can learn the troubles of the common folk and find a sympathetic place to lie low by spending a day handing out screeds in any populated settlement.

207

You can pluck hand-sized or smaller objects out of their reflections in any mirror. Your reflected copy is real, but disappears as soon as it is unobserved.

208

NPCs will not attack you unless you attack them or do something truly horrifying.

209

People who (unwisely) make eye contact with you instantly know you're a piece of shit. You instantly learn what they are most self-conscious of, and what they are most afraid you will bring up. Cool shades negate.

210

Once per week, an angry former mark of yours shows up to hunt you down. They are blind with rage and relatively easy to fool or turn toward your own ends.

211

Once per day, you may pluck a few flowers from your body and spend a turn brewing 1d4 doses of tea from them. The tea heals any who drink it for 1 hit die, and cures poison. It has no effect on you and it deals 2d6 damage to any insect based lifeform.

212

Once per day, you can become a rolling black cloud for 10 minutes. Anybody that breathes you in is reduced to tears.

213

You can phase through up to 12" of solid material at will.

214

Machines that are broken inexplicably function in your presence, repaired by wraith-parts and gremlin magic until you move on.

D1000**ABILITY****215**

If you write a sinner's name, you can teleport to their location.

216

In abandoned buildings and sites, you can maintain a perfect mental map of everywhere you've traveled so far. You have a 3-in-6 chance to interpret dead languages.

217

If your STRENGTH is less than 16, it becomes 16.
Your clawed bear hands are heavy weapons.

218

You are immune to environmental effects as long as you remain at least 100' above sea level.

219

If you touch somebody, you can override one of their senses with overgrowth. For instance, the target can't see because roots grow over their eyes, or they can't taste (or speak) because they can't stop puking flowers. The overgrowth lasts for 10 minutes before dying away.

220

You can transform a dead body into a portrait painting with 10 minutes of effort.

221

If someone signs a contract or form that you produced in triplicate, they are compelled to honor it until all three copies are destroyed.

222

Gain three skills. You're an expert at them, with almost preternatural ability.

223

Pick an element. You can freely glide through that element.

224

For some reason you are always running into triplets. They are masters of their own random skills, and are usually happy to help.

225

For each notable person or location, you know one fact that was true about them in an alternate reality, and is usefully false in this one.

226

Fire is drawn in your direction and talks to you. It will tell you secrets to get you to come closer.

227

You always know of a library or institution that has any information you seek, the most expedient route to it, and whether or not the information will be readily accessible when you get there.

228

You can detect cheaters by smell. Your attacks against cheaters always hit.

229

When you are the first thing someone sees upon awakening, you can place a curse on them. Their home will burn within a week.

230

Demons, gods, and Chaotic witches have disadvantage on attack rolls against you.

231

You count as living, dead, both, or neither - whichever is most advantageous to you at the moment.

232

+4 MD

233

You can learn any skill by watching it being practiced three times.

D1000**ABILITY****234**

You can surround yourself with a cloud of fluttering fireflies at will.

235

You can transfer unconscious creatures into or out of mirrors that they can fit through at will. Their conscious form cannot exit the mirror dimension.

236

You have a set of heraldic arms. The nobility trust you (at least a little) and your hirelings have +1 Loyalty

237

Whenever your attacks hurt more than they damage, your foes are demoralized.

238

You're an animate plant person. You need water and sunlight to survive. Your body is poisonous to insects, who must test CON or take 1d6 damage when touching you.

239

Your worldview is strictly pastoral, and so magic rolls right off your back like water off a duck. You can ignore all magic effects, so long as you can confuse it for a natural occurrence.

240

Your talent at navigating bureaucracy allows you to make Intelligence checks via letter to negotiate, convince, or deceive as though they were Charisma checks made in-person. You can skim complicated legal or technical documents to immediately understand their clauses and implications.

241

Your party has access to three factions, but only one at a time: wealthy aristocracy, the people, the church, the military, the wizardry, the spy network.

242

Your facial hair tingles when untrustworthy people are near, giving you a 4-in-6 chance to detect lies and negate ambushes. You can appraise spices by scent and weight to within 1gp of their value.

243

Your eyes burn and water when someone is being dishonest to your face.

244

Your attacks always hit and your weapons are always treated as if they are in a fast inventory slot, but you always take maximum damage. When you challenge an opponent to a duel in a manner they are capable of understanding, they will always accept.

245

You're immune to fear, the deleterious effects of pain, and have advantage on checks to talk yourself into or out of trouble.

246

You become an expert in a refined and noble skill of your choice, and more importantly have a reputation as a virtuoso among the upper class.

247

You are a shaman, and can see spirits. +1 MD.

248

You serve a monarch that was never born. Every level, declare a mandate of the queen. When acting on this mandate, get +1d6 to STR rolls and attacks.

D1000**ABILITY**

- 249** You recognize and know any useful facts about every fish or bird you see, including mythical ones or magical hybrids. You are a nerd like that.
- 250** You never trigger traps by accident, and have incredibly knowledge about architectural history.
- 251** You know that one day fire will consume you. Nothing else can kill you (but other things can still hurt you).
- 252** You have peak animal intelligence, can communicate general ideas with grunts or barks, and track creatures easily by scent.
- 253** You have an encyclopedic knowledge of anatomy, and can extract up to [LEVEL] organs from a living creature without killing it.
- 254** You have been marked by squishing all the ectoplasm out of ghost coal, and are now intangible to fires.
- 255** You have an array of evil minions; skeletons, goblins, imps, etc. A number equal to your current HP are present at any given time. They are dumb, weak, and fragile.
- 256** You have an amazing sense of smell and can track like a bloodhound. Stick a garlic clove in your nose to get temporary reprieve from this.
- 257** You have a number of heads equal to your current HP. Get a bonus to perception and initiative equal to the number of heads you possess.
- 258** You have a large supply of Bliss, a highly addictive drug that causes euphoria, and given a week you can refill your supplies.
- 259** You gain +1 MAX HP for each curse, demon, suffering, or malady you possess.
- 260** When you leave yourself open to attack, enemies must roll Charisma to strike you.
- 261** You deal double damage to agents of authority, and triple damage to authorities themselves.
- 262** You count as six times heavier when trampling something.
- 263** You can turn water to blood with a touch, and know the spell Sticks to Snakes. +1 MD.
- 264** You can take 1 fatigue to perform an hour's work in a single round, and recover 1 fatigue by taking a half-hour break to smoke and stare wistfully at the horizon.
- 265** You can squeeze through gaps no wider than an inch, throw anything parcel-or-boxlike as if it were a normal-sized baseball, and your grip cannot be broken unless you want it to be.
- 266** You can speak with alcohol and, as long as you do not drink, it is friendly to you. You have DR 2 as long as you are not bleeding.
- 267** You can draw the water out of an object or creature by touching it.

D1000**ABILITY****268**

You can speak with creatures of the forest and jungle, and they will pay you 12 to 38 kilograms of bamboo leaves, stems, and shoots each day if you hold court and judge their grievances for at least four hours. You must eat 12 to 38 kilograms of bamboo leaves, stems, and shoots each day or starve.

269

You can shotput projectiles with the force of a cannon, with damage and range as a firearm appropriate to the shot being fired.

270

You can see people's darkest sins, and smell sinners. Saints are invisible to you.

271

You can perform poetry so radically novel that all who hear it must listen for as long as you continue to recite. Speaking normally or otherwise communicating anything other than the contents of a poem ends the effect.

272

You can change your form to appear identical to anyone depicted in a piece of art that you can see. This lasts for one day, and can be extended by revisiting the piece of art.

273

You can leap up to 20 feet vertically, and constantly glow like a street lamp.

274

You can issue Ordinances and Resolutions, which thunder, lightning, rain, and storms within the same municipality as you are will obey about as well as regular people obey normal laws. Issuing more than one per month will bother them, and may see you replaced as their mayor at the next election.

275

You can induce growth and fertility into plants and animals. You can create an aura of springtime weather extending in a [LEVEL] * 100' radius around you at will.

276

You can hold your breath for up to [LEVEL] hours, speak with aquatic mammals, and convert gold or raw meat to their equivalent value in the other substance at will with a touch. Orcas live underwater, aren't very suspicious folk as a rule, and excel at producing large quantities of raw meat. This is why you grift orcas.

277

You can go back and forth between a humanoid form and a giant, clumsy, squid.

278

You can climb at breakneck pace, without fear of falling, as long as you are unharmed and unharnessed.

279

You can change the contents of any writing or illustration done with ink by touching it.

280

You can become a formless mass of insects, dispersing or moving like liquid.

281

Instead of sleeping, you turn into a bear for 6 hours a day. You can communicate ideas to animals, but not understand them.

D1000**ABILITY****282**

You are ever-youthful. You always appear childlike and cannot die of old age.

283

You are an expert in inserting, removing, and tailoring bones, and never need to roll to perform bone-related surgery. Given ten minutes you can tailor a mass of bones into any tool, piece of equipment, or clothing that they could theoretically be used to make.

284

You are an expert in cutting, shaping, and welding flesh, and never need to roll to perform non-bone-related surgery. Given ten minutes you can weld two pieces of flesh together and join them as one.

285

You are able to float through walls, only leaving behind some plant matter and overgrowth behind you.

286

You can crawl through tiny spaces, and your cry sounds like deafening screeching metal.

287

You are a great musician and everyone knows your name. Appearing in a public space will summon 3d6 paparazzis.

288

Poison and disease are hobbies, not dangers, to you.

289

As long as you can see the sky, you can never get lost.

290

You win games of strategy by default. If a normal person could do it with an intelligence check you can do it without one.

291

When you touch somebody you may steal the memory that gives them the most grief in their life. Regain 1 HP when you do this. You can spend 1 HP to reverse this effect or implant painful memories into somebody.

292

While sleeping, you can enter other people's dreams and choose to wake them up at any time.

293

When you shout your political affiliation, get +2 to fleeing or to a destructive action.

294

When you nail someone or something with a bowling ball, send it flying.

295

When you do the same thing three times in a row, the third time counts as a critical success.

296

When you demand to speak with someone's superior, they always let you.

297

The sea is your mother, and will never harm you. You can speak to saltwater creatures, and learn 2 random spells. +1 MD.

298

Once between meals, someone who has eaten food you prepare can undo an action they just took. It still consumes their turn, if in combat.

299

Nobody really pays attention to you or takes you seriously.

300

You can materialize mirrors up to your body-length at will.

D1000**ABILITY**

- 301** If given 10 minutes you can find a monkey. It doesn't matter where you are or what situation you are in, you can find them.
- 302** Nothing can see your arrival but everything can always hear your arrival.
- 303** In ten unsupervised minutes you can cause up to [LEVEL] * 100gp of irreparable damage to a house, throne room or other nice place. To be clear; you don't profit from this. Those valuables are gone.
- 304** Immunity to the negative effects of disease and poison. You can spread any disease or poison through your blood and saliva.
- 305** If you play a tune to an eel, you can slip, slide, and swim along your stomach at high speeds for the next 1d6 hours.
- 306** If you can touch a dead person, you can talk to them. You can ask them a question, which they must answer honestly, and they will ask you to deliver a message to somebody they knew in life. If you don't deliver the message in a week you will contract a random disease.
- 307** Given a day of work, you can create a tiny flesh creature that can crawl around and do a single task well.
- 308** Everything within a [LEVEL]* 10' radius of you is in absolute agony constantly, the pain field stays if you die. Nothing is safe, not people, not things, not concepts. Personally you're a bit numb to it and all other sources of pain or threats of death don't phase you.
- 309** Bladed weapons you carry never make sound unless you want them to. You can butcher corpses and perform minor surgeries quickly, quietly, and without a roll.
- 310** Anything that bites you tests CON or dies. You can always convince a minor NPC to lead the way and take risks for you.
- 311** 1/month give birth to 2d10 1 HD monsters. They are hyperactive and will not attack you, but are otherwise uncontrollable.
- 312** +1 story in height. You are on fire, but you don't even care. Instead of hands, you use malignant telepathy.
- 313** You suffer no ill effects from replacing sleep with caffeine.
- 314** If you can persuade someone to listen to you explain your niche interest for one minute, they become your friend.
- 315** When you fire a projectile from a bow it deals +1d4 fire damage, and you can fire bolts of fire from a bow for 1d6 damage without spending ammunition.
- 316** Your fangs deal damage like a greatsword. You can burn 2 MD to instantly drain somebody's blood.
- 317** Your baked confections are irresistible even to spirits and outsiders, and you can request their favors in exchange. +1 MD.

D1000**ABILITY**

- 318** Your body replenishes 1 liter of blood per day, up to 10 liters. As long as you have 5 liters of blood or more, you are immune to cutting or stabbing damage.
- 319** You can absorb fresh water into your body, healing you 1 HP per liter absorbed.
- 320** You're immune to the ill effects of high altitudes.
- 321** You may reduce the damage from an attack by 1d12 by taking on a dueling scar and gaining a permanent associated penalty (either to your ability scores or other capabilities).
- 322** You may designate one person who can touch you without harm. All others catch fire when they touch you.
- 323** If you have access to enough bones to fill a graveyard, you can combine them into a superskeleton and animate it to serve you.
- 324** You cannot die unless it is directly by the hand of another sentient creature. When you die, the creature that killed you loses most of their memories.
- 325** Once in your life, when you die, return the next scene looking only slightly worse for wear.
- 326** You can summon impenetrable mist in a 60' radius, or normal mist in a 1d4 mile radius.
- 327** You can project non-directional light out of yourself, with brightness and range of your choosing. You are also affected by it if it is blinding or otherwise detrimental.
- 328** You can plant evidence effortlessly, even when being watched.
- 329** You can excommunicate people from the Church. This is a great shame upon them, their friends, their family, and anyone else they interact with regularly, and they will be shunned.
- 330** You can move at any speed and direction through a city, even with a group.
- 331** You can levitate around on a gust of hot air.
- 332** Whenever you spend 1 hour speechmaking in a town, you gain 2d20 peasant soldiers. They will soon get hungry, ask for pay, and become curious about what evil you are fighting.
- 333** With five unsupervised minutes, turn a baby into a horcrux.
- 334** Change the season of your immediate surroundings to winter. Temperatures drop, plants die, the surface of water bodies freeze, etc.
- 335** Whenever you win a battle with poise in civilized spaces, gain 2d6 loyalist followers.
- 336** When you defeat a foe with 4 HD or less, you can exile them from existence.

D1000**ABILITY**

- 337** While dying, you are not incapacitated until dead.
- 338** When you hug someone, the hug doesn't end until someone else pulls you off of them.
- 339** Stone respects you enough to join your bulk if you ask nicely. More stone slows you down, but certain stones might give you new powers.
- 340** You can read an entire book in 1d2 hours, even if it would normally take longer. Reading or rereading a book allows you and any of your companions to travel to any of the areas detailed in the book.
- 341** You can spend 2 HP to jump through anything that can be described as a wall, leaving a you-shaped hole behind.
- 342** If you kill a king (even self-declared), you can dissolve into a cloud of pepper spray. You re-form at dusk in a convenient sewer.
- 343** If you ever have no pearls in your possession, you'll soon discover 1d4 pearls each worth 1d10 gp.
- 344** Magic users and travellers always consider you a trusted friend. You can fold up spellcasters and carry them in your pockets - they take up inventory slots equal to their current MD.
- 345** As long as you have killed someone within the last round, you cannot die.
- 346** You can animate dead at will, but all undead invariably hate you with a burning passion.
- 347** You are always treated hospitably by anything that can understand your language, and can commune with a besotted arctic spirit that is using you as a host.
- 348** Once ever after 5 minutes of setup, you can play music hellish enough to summon a major demon.
- 349** Three times per day, you can swallow a loud sound. You can regurgitate any loud sounds you have swallowed until dusk.
- 350** Once per day when firing a cannon, you can hit an impossible target like an idea or the moon.
- 351**
- 352** Your speed is doubled, and your party moves quadruple speed on open road.
- 353** Your soul is either condemned, or exalted. Either way, you're immune to malignant effects of the soul and when you die you will not be able to be resurrected or raised as undead.
- 354** You deal double damage to all enemies who have more HP than you. Also, your blood is now incredibly flammable and creates poisonous fumes if burnt.
- 355** You can talk from the shadows. A deep, raspy voice. Makes people sweat.

D1000**ABILITY****356**

You get +1d6 to and never suffer a penalty to Charisma tests with men. +1 MD.

357

You get +1d6 to and never suffer a penalty to Charisma tests with women. +1 MD.

358**359**

Your lies catch up to you and manifest as a tiger. It is hunting you, but you can command it [LEVEL] times per day and it must obey.

360

You can smell fear.

361

Once, you can roll any dice associated with an action in advance and then decide whether to go through with it or not. You regain the use of this ability whenever you roll a critical success.

362

Once per day, your grief can make your dead husband return to possess your current lover (awkward as all hell). While possessed, they are a 4th-level Fighter.

363

You acquire the soul of any ensouled creature you witness the death of.

364

You come into possession of a massive Chocolate Factory, which is a megadungeon. You will be provided with the maps. +1 MD.

365

Your strikes from above are immobilizing. While on stilts, melee attacks you make prevent the target from moving on their next turn.

366

Your sigh moves people to tears, and a single tear causes paroxysms of wailing.

367

When you deploy a chemical weapon, it only affects creatures you choose.

368

When you fire a cannon, you never miss.

369

When you fire a ballista, you never miss.

370

When you fire a catapult, you never miss.

371

When you fire a trebuchet, you never miss.

372

You're part of a coven of lesbian witches. You can request their favors so long as you remain in good standing (i.e. bringing food to the moonlit naked bonfire meetups). +1 MD.

373

You're old enough for the mountains to give you the time of day. You can speak with stone at will, and it may move if you give it good reason.

374

You sprout a great pair of butterfly wings that allow you to fly tirelessly.

375

You know where to find the answer to any question. It usually involves exotic drugs.

D1000**ABILITY****376**

You can switch places instantaneously with anyone wearing similar clothes.

377

You can sense any crime occurring in a 100 foot radius around you.

378

You can edit magic scrolls to include fake words of your own invention. When you cast a spell from a scroll that you have edited, apply +1 MD to the spell for each fake word you included and roll a cumulative 1-in-6 chance per fake word of the spell backfiring.

379

You can make sentient watches. They are 1 HD constructs that can only do one task each. You get an extra attack once every minute, if you have a watch to check the time.

380

You can make a brilliant deduction about any scenario. That deduction is true as long as you never encounter the targets of your deduction.

381

You brim with enthusiasm, making you immune to mind-influencing effects as long as you're in a scrape. When you say a cool one-liner, allies who can hear you can reroll their saves against mind-influencing effects.

382

While at full HP, you move three times as fast.

383

Once per day, you can touch a creature and cause it to test CON or die.

384

The voice in your head is becoming louder. +1 MD

385

You can steal intangibles like laughter, skill, or memories from people. It is about as hard to do as stealing something someone is wearing or holding.

386

You and any of your possessions are immune to all damage, except attacks and combat spells.

387

People who hug you won't try to kill you as long as none of their nasty friends saw them do it.

388

You can navigate through echolocation, and ignore 1d6 damage from each attack with a magic weapon.

389

Once per day, you can cause anyone you do not know the name of to test INT or be charmed. Whenever someone you've kissed dies, you heal 1d6 HP.

390

If you nestle a harvested heart against your skin, you cannot be killed while it remains intact and in contact with you. It pulses with light and obvious power.

391

Magical items only encumber you half as much. Whenever an adjacent ally casts a spell, you can make a free attack.

392

Lanterns you light only illuminate what you want them to.

393

You are immune to cold damage, and can commune with a helpful arctic spirit using you as a host.

D1000**ABILITY****394**

Anything huge, expensive, and stolen that you possess is effectively invisible to anyone you want it to be invisible to.

395

If you spend 10 minutes giving a speech to a crowd, you can get them riled up and ready for violence against somebody/something of your choosing. After 10 minutes roll Wisdom, on a success the crowd disperses, coming to their senses. On a failure, you no longer control their violence and their bloodlust is not yet sated.

396

If you spend 10 minutes draining somebody's blood, you can look like them for an hour. You can give off a fantastical sparkling sheen at will.

397

If you snatch a bug (roll under DEX) out of the air while an enemy is talking, they forget what they're saying.

398

If you headbutt someone who considers you inferior, they must test STR or their skull cracks.

399

If you ask piteously enough, you can borrow anything for a minute before the owner's thoughts catch up with them.

400

If anyone breaks a contract written in your presence, they suffer a madness you're carrying.

401

If an ally you trusted does a bad thing, you can snap briefly and do something absolutely atrocious with no consequences - people will excuse your behavior.

402

You can give a rousing speech to assemble an enthusiastic host of 2d6 unskilled fighters in any town or city.

403

You have 5 extra inventory slots that you can only use to hold things you acquired that day.

404

You can convert any completely cleared dungeon into a Spelljammer, a magic space boat that can travel between planes. Doing this takes you one week per floor of the dungeon, but somehow doesn't cost you anything.

405

An adjunct council is currently driving destiny. Each day, benefit from 1d6 small coincidences from members of the council that support you, and suffer from 1d4 small coincidences from members that oppose you.

406

Whenever you drink all the blood of a roughly human-sized creature, gain advantage on attack rolls until dusk.

407

After a battle, stack the heads of your foes in a heap. On the next day, you may replace a d20 roll with the number of heads heaped.

408

You receive a flying broomstick, motorcar, or other totally sick method of transportation. +1 MD.

409

If someone has ever paid you or promised you payment, you can travel through their stream of thought.

410

You can re-shape ice and detect spirits at will.

D1000**ABILITY**

- 411** You are immediately aware of lies told in your presence, but make all d20 rolls with disadvantage for 1 hour if you reveal the untruth directly.
- 412** You can travel freely to Hell by closing your eyes and whispering a curse.
- 413** Jeff, a level 1 hero incarnates for 5 minutes, and helps you with your tasks. He will mock the whole group the whole time.
(Use a random mind sheet for his abilities.)
- 414** If you slam your hand down on a die before it finishes rolling and successfully pin it to the floor/table/whatever, you can reroll it if you don't like the result it landed on. The GM is also allowed to do this on rolls that affect you. You can't do the same thing to the reroll.
- 415** As long as you have a map of your current location, you get +[LEVEL] to attack.
- 416** Magical wards, barriers, forcefields, etc., become ineffective towards you. If you become undead, holy ground can't harm you, and so on.
- 417** Your saccharine style is singular and has attracted you a Sweetheart, who is half your level. Do not round. +1 MD.
- 418** You understand the function of all common machines, and can „accidentally“ disable them within 5 minutes.
- 419** Once per day after 5 minutes of setup, you can play music occult and spooky enough to deal 1 damage per minute to everything within 100'.
- 420** Your ghost parent knows a contact in every populated settlement that will buy anything you bring them.
- 421** When learning this ability write CULT on your current Sol Sheet. A cult worshipping the mind sheet, with 1d6 members, and a small temple within the nearest city appears over night. They worship whichever person uses the mind sheet. +1 MD.
- 422** You're a skilled diver, and can hold your breath for 10 minutes.
- 423** You were the Queen, and to some you still are. You can rest at anyone's lodgings for up to a month for free, and requisition up to 4 servants for „business.“
- 424** You can spend 5 HP to hurl a projectile from either you or your body, dealing 2d6 damage as a ranged attack.
- 425** You can reroll random encounters while travelling. Coins and travel supplies do not encumber you.
- 426** You can plant any rumor with a person in mind. It reaches them in 1d6 days.
- 427** You can hum a psyche-shattering truth into the ears of someone as long as you both touch iron.
- 428** You know where the homes of everyone you issue a Citation to are.

D1000**ABILITY****429**

You can use technically inedible things as ingredients in your baked goods. Consuming them provides a related temporary benefit. +1 MD.

430

Whenever you tell a parable, write it and its moral down. You can cross off the parable at any time to make its moral apply to the situation.

431

You can spend ten minutes eating normally-inedible organic matter to gain benefits as if you had eaten a ration.

432

You know the secrets of horology, and can always sell watches you make for more than the cost of materials.

433

Whenever you are holding or projecting a light, creatures that see it must test INT or be drawn to it.

434

You can forcibly lend a madness to another creature. You must reimburse them for taking care of it for you.

435

You can invoke „the authorities“ to calm distressed people as long as you stay with them.

436

When wielding a maul or hammer, you can spend an action to effortlessly trip anything larger than you.

437

+1 MD. Regain 1 MD by eating 1 kg of onions.

438

You can blame something you did on someone else who just left and people will believe you until the other person comes back.

439

When you enter combat, you automatically and instantly move next to the nearest enemy and they must test STR or be grappled by the throat. You take your first turn before any surprise round or initiative roll.

440

You are immune to pain.

441

You can elicit donations to your cause by spending one minute posing with a weapon in any populated settlement. Each time you do this, you gain one annoying groupie.

442

While you're wearing a mask, you roll Charisma with advantage when threatening and enemies in your presence roll morale with disadvantage.

443

When you take something from someone, they know the direction to you if you choose.

444

When you ingest a being's blood, you become aware of its exact position for the next 24 hours.

445

When you get the literal drop on a foe, do +1d8 damage and ignore harm from the fall.

446

When you would kill a foe with HD equal or lesser than yours, you can choose to instead curse them with a geas. The goal of the geas cannot be illegal.

447

If you successfully steal something from someone grappling you, you escape their hold.

D1000**ABILITY****448**

You can track treasure like a bloodhound tracking blood. Whenever you gather rumors, you hear an extra one about treasure.

449

There's gold in them there hills. You can sell off chunks of your body in a pinch for cash. 1 MAX HP is $d6 \times 10$ gp.

450

A voice in your head is teaching you to fight. You no longer fumble with any weapon, and each round in combat can choose to attack recklessly (double damage, half AC) or defend yourself (+4 AC, can't attack).

451

You're really cold. Your touch deals 1d6 cold damage per round, and can freeze liquid.

452

Whenever you spit in someone's direction, both they and you are cursed to take -1d4 to all d20 rolls for the next hour.

453

So long as you behave heroically, your followers will never desert or betray you.

454

You can curl up into a ball and charge up to 60' for 1d10 damage. Your boss Videocalls you to let you know when unholy activity is in the area.

455

People will confess one thing they regret while you hug them.

456

You can move a willing ally up to 15' in any direction as an action, including course changes and verticality. When you cook a meal, anyone who eats it can roll Constitution to regain 1 MD.

457

Whenever you make eye contact with someone for at least 10 seconds, you deal +1d6 damage against them for the next hour.

458

You can let your own blood to gain +1 to attack for each point of HP spilled, up to [LEVEL]. You lose the bonus when you regain the HP.

459

If you spend 10 minutes draining somebody's blood but leave them alive, you can scry on them at any time for a week. You can hover 1' off the ground at will.

460

If you clap back with a ruthless retort, the target of your burn literally catches flame.

461

If you scream „GO PINS!!!!“ at the top of your lungs, you can cause clothing to rip.

462

If you get high on psychedelics, you have a mysterious vision that's relevant to your present situation.

463

You are invisible when viewed against a blue background - the sky isn't blue, a cave wall painted blue in absolute darkness is, them's the rules.

464

If you bless someone, you can cure them of any ailment provided they repent their sins.

465

If someone thinks they squished you, they didn't. Whenever someone lifts their hand or foot up, you can scurry away.

D1000**ABILITY****466**

You can glow as a torch for up to [LEVEL] hours, and can choose to burn anything that touches you for 1d10 damage.

467

If someone displeases you, dispatch a letter to your parents. In 1d6 days, that person will disappear or be fined and publicly mocked.

468

In a battle, pick one of the opponents as your buddy. As long as you can see each other, you both ignore fear. The buddy will still fight against you.

469

Threats of pain mean nothing to you. Whenever you take maximum damage from an attack, you can perform a free combat maneuver.

470

Destiny is beginning to unravel without you to direct it. Once per day, when someone makes a roll to perform an action you can physically snatch the die before it finishes rolling. If you succeed, you can perform the action instead of them and change any targets as you wish.

471

You can convert any magic item into an anti-gravity item of equivalent power.

472

You can read an entire book in 1d6 hours, even if it would normally take longer. By reading or rereading a book, you can ask a question about the world or the future related to its subject matter and have it honestly answered.

473

Your fists are immune to damage and harder than anything else.

474

Anyone who is totally out of touch with politics will believe you are a queen.

475

No one ever remembers to ask your name, and you get +1 to-hit in fights you didn't start.

476

You can identify magical ingredients and Lesbian Baking Witches on sight. +1 MD.

477

You know if someone is utterly lonely by looking them in the eye, and can always get at least one honest conversation from anyone who is.

478

You can put out small fires (torch-sized or smaller) or cause sparks with a glance.

479

Your fingers work like lock picks, and anything touching you takes [LEVEL] necrotic damage per round.

480

You're proficient enough with whips and medieval torture devices to always inflict the desired amount of damage when using them.

481

You have advantage on Charisma checks to lie or fit in.

482

You have a reputation that can get you audience with kings. Most of it is a lie. If people knew that, you would be ruined.

483

You feast on bad luck; heal 1 HP whenever you roll a 1. If you actually swallow the die in real life, it counts as a critical success.

484

You can talk to any land-dwelling beast and they will understand.

D1000**ABILITY****485**

You can eat a soul to heal [LEVEL]HP, or to make a contested Charisma check to make someone follow a command

486

Once per day, you can make a hideous sound. Everything asleep within earshot wakes up and is affected as though by Confusion.

487

Your skin secretes sugar slime sweat, dealing [LEVEL] damage to anything that bites you. +1 MD.

488

You are unbound from the chains of the world, and can turn the effects of gravity on or off for yourself at will.

489

Ropes you tie are never dangerous when you want them to be safe, and never safe when you want them to be dangerous.

490

You generate 30 pounds of ice per day, and are plagued by uninformed opinions from the arctic spirit that inhabits you.

491

You have cantrips like a witch, -1d6 to Charisma tests with women and children, and can literally bake people into pies.

492

Your parent taught you that most things worth stealing often aren't worth much in the grand scheme of things. Therefore, you can choose to steal something that really matters, like someone's name or heart.

493

Your lips are locked. Literally. Your mouth is a keyhole, and someone powerful has the key around their neck. You may mime, and as long as you communicate who bound you, the law will never harm you.

494

Your knowledge of ancestral architecture gives you a dwarf-like ability to detect stone features and a rogue-like ability to detect traps.

495

Your head is immune to damage and cannot be severed.

496

Your teeth deal damage as a light weapon. If you spend 10 minutes draining somebody's blood, you gain 1 MD.

497

Once per day after 5 minutes of setup, you can play music loud enough to deafen everyone within 100'.

498

You're like a walking mountain, made of stone and towering over your companions. You have disadvantage on all attacks made indoors and move at half speed in sunlight, but deal 1d10 damage with your unarmed attacks.

499

You obey a heroic code of your own devising. Gain an extra attack whenever you are engaged in honorable combat.

500

You can spend any number of HP to create a water spirit under your control with that amount of HP.

501

You may declare any casual behavior as „against the law“, and fine the perpetrator. If they have no money, or even if they do, you can issue them a Citation.

502

You have DR 4 while stealing.

D1000**ABILITY****503**

You know the secrets of many things. If someone asks you an esoteric question, you have a [LEVEL]-in-6 chance of knowing the answer. You also know a lot about rainforests.

504

You have been imprisoned in this world as a mere mortal. All supernatural creatures treat you as an important person, though many will mock your predicament.

505

You have been chosen for a holy mission. Once per day you can ask an angel for advice. The angel typically encourages clever but emotionally detached and violent solutions. You gain +1 to-hit and ignore immunities and resistances when attacking devils.

506

You have 4 legs, and move at double speed. If you possess a cannon, you can lift it as if it were a medium weapon and nobody else can lift it at all.

507

You don't belong anywhere, and are immune to social powers and comforting deceptions.

508

You can squeeze through any space larger than your skull, and never get lost while crawling through tunnels.

509

You can manufacture a slight, unintentional insult, plunging any calm scene into an orgy of violence.

510

Whenever you spend a whole round admiring a watch, you move twice as fast for five minutes.

511

You always win at games of chance. It's not a cheating thing, just fate.

512

Whenever you climb, you can choose to do it as fast as you can run, or without a roll. You deal +1d6 damage against treasure.

513

You learn 2 random spells. Instead of MD you use pearls. A 1 MD spell requires a 1gp pearl, a 2 MD spell requires a 10gp pearl, a 3 MD spell a 100gp pearl, a 4 MD spell a 1,000gp pearl,

514

You know 2 random spells and can bake spells into food by casting them in the process to be released when consumed. +1 MD.

515

People cannot deny your challenges to fisticuffs under a specific restriction, as long as you follow that restriction as well.

516

[LEVEL] x 2 times per day, you can summon a gout of flame at a location you can see.

517

As long as you wear an alligator costume people will assume you are whatever they are, but in an alligator costume.

518

You can bore into any unconscious, bony thing in one minute. While inside them, you control one of their limbs of your choice.

519

You can never be exhausted by travel.

D1000**ABILITY**

- 520** You can phase through up to twelve inches of material once per day.
- 521** Cthulhu has granted you gills to breathe underwater, and eyes to see through even murky water perfectly.
- 522** Come up with a new word of at least 4 letters. If someone uses your fake word, you can see through their eyes for the rest of the day.
- 523** Your friends cannot fail tests against fear and your hirelings cannot fail morale checks as long as you do not attempt to flee the battle.
- 524** You restore HP by drinking blood, take damage from sunlight, and can transform into a bat.
- 525** You can speak to the spirits of stone and learn their secrets. They are surly and rude, but cooperative.
- 526** You can shift small objects into or out of the Shadowlands with a touch.
- 527** While you play a wind instrument, you and your allies can travel at the speed of a horse without tiring.
- 528** You can generate up to 10 cubic feet of stone per day, shaping it however you wish. You can also shape stone with your bare hands, as if it was clay.
- 529** You get +1 to attack and damage on a single attack for every round you spend aiming a ranged weapon.
- 530** You can befriend and ride any horse, unicorn, griffin or dragon with enough time.
- 531** When you learn this ability pick axe,sword,bow or spear.
You get +2 to attack and damage with the chosen weapon.
- 532** When you wear only light armor you get +2 ARMOR.
- 533** When you wear only medium armor you get +1 ARMOR and +1 DEX.
- 534** When you wear only heavy armor you get +2 DEX.
- 535** You get an extra attack per round, and are a skilled scout.
- 536** Your are famous. Strangers have a 2-in-6 chance of having heard of your exploits, good and evil.
- 537** Your shadow can whisper words and cause slight breezes.
- 538** Your shadow is as strong as two men. People do not notice you unless specifically searching for you.
- 539** Losing your head does not kill you, though you can pretend it does.
- 540** You get +2 to all rolls and 10 temporary HP when drinking vodka with some form of fruit juice.
- 541** Once per day, you are immune to everything but fire for a minute.

D1000**ABILITY**

- 542** When negotiating payment you count as 2 people that have to be paid.
- 543** You can disappear into any loose, powdery substance and ruin any amount of flour given one minute.
- 544** You are a bank of insanity. Anyone can store their madresses inside you, provided they pay the monthly fee.
- 545** Whenever you spill an enemy's blood before they spill yours, you may heal 1 HP.
- 546** When you hit a foe, knock them five feet in any direction. Allies adjacent to you get a bonus to their ARMOR equal to double their MD.
- 547** You can sneak like a rat, climb like a monkey, and steal faces with a surprise attack, but must eat four times as much.
- 548** Razor sharp quills coat your body, granting you 10 ARMOR but preventing you from wearing any other form of armor. You can pay 4 ARMOR to force all adjacent creatures to roll under DEX or take 1d4 damage.
- 549** Once per day, you can declare someone to be fatally allergic to either pepper spray or blue paint.
- 550** Once per day, someone you touch must test INT or die.
- 551** If you flap your arms really hard, you can fly for up to [LEVEL] minutes per rest.
- 552** If you can prove that you have a legal reason to fight somebody, you gain +1 to-hit against that person and ignore any immunities they have to your attacks.
- 553** You travel twice as fast if rivers are involved in your route at all, in any way. When someone promises you a fare, they are compelled to pay it.
- 554** You are immune to all emotional/morale effects, generally emotionless, and can grant this ability to up to [LEVEL] other people per day with a kiss.
- 555** Every time you walk into a place with lots of people, someone will mistake you for a famous person.
- 556** Enter a mystical rage for [LEVEL] d6 rounds, gaining [LEVEL] MD and inflicting any mishaps or dooms you suffer on your targets. You cannot act defensively or in a focused manner while raging, and are fatigued when your rage ends.
- 557** You move in complete silence, even when wearing armor.
- 558** As long as you have at least one round to prepare, you can blend in perfectly to any city street.
- 559** Adults tend to ignore you unless they already know you or you represent an urgent need for their attention.
- 560** Whenever you take damage, you get an equivalent bonus on your next d20 roll made within one minute.

D1000**ABILITY**

- 561** You're an advisor to some relatively minor ruler-type. They don't actually have much power, but are easily manipulated for your vile schemes. (You definitely have vile schemes.)
- 562** Your bite deals [LEVEL] damage, and your body is preternaturally prehensile - like an octopus.
- 563** You have a sugar sweet personality and get + [LEVEL] to reaction rolls.
- 564** Get +[LEVEL] to-hit against creatures that can move faster than you.
- 565** You gain the soul of every ensouled creature you slay. Whenever you roll a die, you can spend any number of souls to shift the result that number in either direction.
- 566** As long as you can see a fire of campfire size or larger, you can fly.
- 567** When you deal damage to a restrained or surprised enemy, you can choose to sever one of their limbs.
- 568** Obstacles to breaking into or otherwise infiltrating someone's home are half as impeding for you. Doors have half the durability, locks are half as hard to pick, squeaky floorboards make half the noise, etc.
- 569** With a ritual sacrifice, you can summon servants of forbidden elder gods (shoggoths, deep ones, and starspawn). You also discover the secret to agriculture.
- 570** When you speak, everyone up to a mile away hears it loudly and clearly.
- 571** Surprise attacks you make against undead are always critical. Undead never surprise you.
- 572** People whose blood you drink must test CON or turn into a vampire on the next full moon. You can turn into mist at will.
- 573** Ignore 60' of fall damage. You can jump up to 60' vertically and 120' horizontally.
- 574** During the full moon, turn into a fully grown she-tiger with 20 HP and two attacks per turn.
- 575** Creatures must test INT against madness when they meet your eyes. At night, you can choose to cast your mind's eye to a nearby hazard or to your uncle's most recent fight.
- 576** You can smell gold, and trace the scent.
- 577** You can project yourself into other's dreams, and can turn yourself into a nightmare.
- 578** You can pay X HP to summon that many lesser demons that burst out of your body to wreak havoc.
- 579** You are immune to magic. Undead will never attack you.

D1000**ABILITY**

- 580** When negotiating payment you count as 2 people that have to be paid.
- 581** You always know the worst thing to tell someone (for them, not for you) at any given moment. +1 MD.
- 582** When you write a letter to someone, rather than mailing it, you can send its contents telepathically to their head.
- 583** When fleeing authorities, you can always find a friendly basement to hide in. You suffer no penalties from running while aiming.
- 584** Spandex gives you 10 ARMOR and counts as weather-appropriate clothing for you.
- 585** Once per day, you can call up a stone elemental who will follow your commands.
- 586** You are immune to Law.
- 587** You can spread disease and poison through your blood and saliva, and are immune to the negative effects of both.
- 588** You can carry any fragile object with no chance of breaking it.
- 589** Pick one when learning this ability: fire, blades, arrows, bites, poison or falling. You are immune to what you picked.
- 590** Your righteousness gives you +1 to-hit for every innocent you are defending.
- 591** You can mine at twice the speed of a normal person, and blasts produced by explosives you detonate do not harm gold or gemstones.
- 592** You can make an odorless, tasteless, thoroughly deadly poison - or its antidote - out of household materials.
- 593** You are proficient in all weapons and instinctively understand the use of any tool or mechanism you pick up.
- 594** When you pass a save, chuck whatever is in your hands at the thing which caused it. You can ignore fear if your first response is to scream and charge at the source.
- 595** You can survive in the wilderness without trouble, and have working knowledge of eldritch beings.
- 596** While resting near a body of water, you can spend your downtime panning for gold and earn 1d8 gp worth of nuggets.
- 597** The blazing crown on your head sheds daylight out to 30'. Up to [LEVEL] times, grant an MD and a single spell by kissing the forehead of a faithful follower.
- 598** Nobody will ever question your presence in a prison, or a location that has a prison somewhere in it as long as you don't do anything stupid.
- 599** Any NPC who is even plausibly interested in you can be seduced in 1d6 hours. They get to test CHA if they know they really, really shouldn't, but otherwise this works on anyone.

D1000**ABILITY**

- 600** You've either been through or heard of every secret passage and hidden door, and can open any door given enough time and tools.
- 601** You can hire stealthy mundane transport from anywhere to anywhere else on a moment's notice.
- 602** Everyone in the criminal underground knows your name and respects you. They'll rip you off the absolute minimum amount and are willing to do favors to stay in your good graces.
- 603** While inside a house or other lived-in space, you can walk through walls, extinguish lights, make food poisonous, and generally cause terror.
- 604** When inside a building, you can teleport to any doorway inside that you've been through before.
- 605** While inside a house or other lived-in place, you have a vague idea of what everything within is doing. You don't know what kind of creature they are, and you can't sense mindless creatures.
- 606** You can cook and clean supernaturally fast, and no one can know your true feelings about something without mind reading.
- 607** You can tell inspiring stories around the campfire, giving everyone advantage on a related test the next day. Your tall tale has to be at least mostly true to your personal experience.
- 608** Whenever you travel to a new region, you may learn a fighting style or ability from the people who live there. Learn two at creation, one from your home region far away, and one from where you begin the campaign.
- 609** You can create images out of swirling stellar dust. It's thick enough to block vision.
- 610** You can generate bursts of radiation, withering plants and killing small animals. It won't kill humans, but it might sterilize them and definitely give them horrible cancer in a couple of years.
- 611** You can cause a pillar of vile light to shine down once per night. Any who stand in it must test CHA or become corrupted and evil.
- 612** You can see anything that happens under the sky.
- 613** Demons, the undead, and animal predators are aware you are nobility and have authority over them. Their reaction to this may vary.
- 614** If you are left alone for an hour with a body, you can remove all evidence or leave false evidence inculpatating some other Murderer and removing social repercussions for the deed.
- 615** Local guards and military will supply you with weapons and intelligence if they know who you are (and your target isn't one of them).
- 616** Anyone who hears you play your instrument must test INT or fall asleep. Passing the test renders them immune until the next time they sleep naturally.

D1000**ABILITY****617**

You can project a cacophonous nightmare into the dreams of anyone sleeping by playing your instrument, dealing them [LEVEL] damage per round. You can target as many creatures as are within earshot.

618

When you would die, you can instead fight on with raw willpower for 5 minutes or so, slowly disintegrating in the process. You also get a really good battle theme to go with it.

619

You have a lizard scientist girlfriend or something. She can build or improve your equipment, or send some weird mutated monsters to help you out in a bad situation.

620

You can perfectly mimic the voices of anyone whose head you possess. You can send the head off as a letter, and have it say whatever you want to the recipient.

621

If you spend an afternoon in fraud, you have a 2-in-6 chance of doubling your cash, a 2-in-6 chance of going broke, a 1-in-6 chance of catching the attention of the Law, and a 1-in-6 chance of nothing happening.

622

You are weightless if you want to be. Ignore damage from iron weapons.

623

Intelligent creatures cannot break eye contact with you if you do not allow it, and are vulnerable while so mesmerized. Your eyes reflect like burnished silver by moonlight.

624

You can imbue your attacks with the power of the sun, dealing 1d6 unhealable damage to undead.

625

You can hit incorporeal beings with your weapons as if they were corporeal.

626

Take 2 fewer damage from mundane weapons, and deal 2 more damage to undead.

627

Given access to a grand ball, town crier, posting-tree, doors of a church, or other method of disseminating information to the masses, you can thoroughly ruin anyone's reputation.

628

You instinctively know what to say to make people angry, and can goad anyone into a fight by rolling opposed Charisma.

629

You can give others names that are not theirs, which will stick. They may make that name their own and take on its qualities, or they can reject it and become a Victim of a Name.

630

Words you whisper to acquaintances are mistaken for their own thoughts and opinions.

631

You are never blamed for an action taken on behalf of another. You were merely following "orders".

632

Treat all mundane doors as unlocked, and ignore penalties for fighting in darkness.

D1000**ABILITY****633**

If you are wearing a ranged weapon and have surprise, you get two shots as initiative is rolled.

634

+4 to charisma checks if your target's mother would be ashamed of their actions.

635

Dispel enchantments with up to [LEVEL] MD by sacrificing 1d6 HP.

636

You can see demons, ghosts and angels, and can interact with them. They don't like you very much.

637

You are immune to magical damage and healing.

638

You can follow people without appearing suspicious, and have an instinctive knowledge of when they're going to be alone.

639

NPCs usually accept your offer to duel. 5-in-6 chance of winning a normal duel.

640

Always deal maximum damage on a surprise round.

641

You have advantage on all damage rolls with weapons.

642

You have advantage on all damage rolls with spells.

643

You give comfort. Nothing can bother you or your allies as you rest.

644

You cannot die while protecting the innocent. If you would, your death is postponed until they are safe.

645

Whenever you run out of books, you find a new one in an hour. You can expend a book to cause a supernatural effect related to the subject of the book.

646

You can fly and are tiny. Books you carry are shrunken to your tiny size.

647

Enemies must pass a morale check to attack you before you have attacked them.

648

For each week you meditate on how best to kill someone, you gain +1 to-hit and damage against them until you meditate on killing someone else.

649

If you would die of starvation, thirst, suffocation, or exposure (works on freezing to death, doesn't work on being thrown into lava), you enter suspended animation instead.

650

Your fists, feet, elbows, knees, and forehead are light weapons. Your attributes cannot be lowered.

651

In shallow shoreline waters, you can dismantle a ship or kill a person with a single bite.

652

You can see treasure, food, and gear perfectly even in complete darkness.

653

You are an expert in setting and un-setting traps.

D1000**ABILITY****654**

NPCs with especially dark secrets must test CHA or spill to you.

655

You can trade secrets in lieu of money.

656

Once per day you can declare a target and cast a chaotic spell. Roll for a random spell, it is cast with 3 MD on the target.

657

For 50 gold in ingredients you can create a mutagen potion, that gives a random mutation when drunk.

658

Everyone gets +1 to d20 rolls while following a plan that you created or helped create. Those actually in your presence get +[LEVEL] instead as long as everything is going according to plan.

659

You can teleport yourself and your allies up and down waterways freely.

660

In total darkness, you can walk on walls and ceilings. You can navigate by echolocation and never get lost underground.

661

You can sniff out precious metal like a bloodhound. You sweat black powder and glow in the dark.

662

When you set off explosives, you may designate things to be unharmed by the blast.

663

You can control the movement, color, and heat of fires.

664

Your skin becomes cracked igneous rock, which gives you +3 ARMOR

665

You can spit globs of mucus that heat to burning hot temperatures within several seconds.

666

In your hands, a magic sword can kill gods. If it does, you replace them.

667

Once per day, you decide the result of a dice roll.

668

You can fire almost anything from a bow, even if it's ludicrously non-aerodynamic.

669

With a few minutes time and access to geometry tools (protractor, sextant, sundial, &c), you can fire arrows accurately up to a mile.

670

You can craft trick arrows with simple materials and one hour of work per arrow. Some sample tricks you can produce are knockout arrows, smoke bomb arrows, potion-tipped arrows, noisy arrows, arrows that split in two mid-flight, etc.

671

You can bounce projectiles fired from a bow off [LEVEL] surfaces with perfect accuracy.

672

No one will ever think you're lying unless you wish them to.

673

Your mind cannot be swayed by illusion or magic.

674

Any surfboard you stand on hovers over the ground. +1 MD.

D1000**ABILITY**

- 675** You can breathe underwater. +1 MD.
- 676** You can walk into a tree and walk out of any other tree, anywhere, that you have touched.
- 677** You can grant plant life within earshot the ability to ambulate around and interact with objects, as long as you can convince them to do so towards your ends (try negotiating!).
- 678** You can talk to trees and photosynthesize instead of eating.
- 679** If you cast your Evil Eye upon someone, they have bad luck for the next 24 hours. +1 MD
- 680** You can appear any age and attractiveness you wish, but your true form is wizened and hideous. You learn 2 random spells. +1 MD
- 681** Your Strength is doubled when defending someone you love.
- 682** You can recite sappy poetry to a skeleton, and they must test CHA or become smitten or at least flattered.
- 683** You can dig up bones with remarkable speed, and can identify who or what they were by touch as well as cause of death.
- 684** You can shift yourself to resemble aquatic life. You can gain a minor ability from each aquatic animal you've taken a bite of, and shift into a nightmarish mash of gills, tentacles, claws, and jaws.
- 685** You can drink as much water as you want, with your only limit being time. You can vomit it back up as saltwater, filled with technically edible rotting fish and kelp.
- 686** You can breathe in water, and swim in it at inhuman speeds. You reek of the ocean.
- 687** If you reveal yourself dramatically, all present must test morale or flee.
- 688** If you sabotage something, it will not be discovered until you wish it to be or your sabotage achieves its goal.
- 689** You can always kill totally silently with your sneaky weapon of choice.
- 690** You can never be detected or seen in terrain you're intimately familiar with unless you wish it.
- 691** You move twice as fast in the dark, and can extinguish small fires (torch-sized) from thirty feet with a breath.
- 692** You can see perfectly well in the dark outdoors, and hear anything whispered into the night winds within any area that you focus your senses.
- 693** You can make a pipebomb out of household ingredients with half an hour's effort.
- 694** Wear cursed objects for bonuses to attack, ARMOR and MAX HP proportionate to the curse. Curses still apply.

D1000**ABILITY****695**

You are accompanied by a friendly ghost who does favors for you like a ranger's animal companion.

696

When an adjacent ally takes damage or rolls a fumble, you suffer it instead of them.

697

You can scream without rest for a week straight.

698

You can throw your voice way farther, like across a meadow, and can have it emanate from any point with throwing distance.

699

You can mimic other people's voices really well and can do a really haunting howl.

700

When you dance that wild dance, hooves clip clop and horns swing-a-ling, nobody but the pure of heart can resist, they gotta join the party.

701

You are unbothered by rough terrain in a forest or wooden building, even in the thickest brambles in a full sprint. In fact you can run through it and leave no mark of your passing.

702

If you pass a test against a mind-altering effect, the caster suffers the effect instead.

703

Supernatural beings will not hurt you unless seriously provoked.

704

By sacrificing a chicken, you can summon a random demon to this location.

705

You can completely dismantle any organization in ten unsupervised minutes, if you have access to their records or their leader.

706

You are a victim of an oppressing power. You have a +1 to all rolls to help you Fight the Power.

707

You can dig a 5x5x5 cube in five minutes.

708

You may drop 1d4 items to reroll attempts to climb, sneak, or harass.

709

You can walk on water for as long as you can hold your breath.

710

You can chuck a knife at someone before they make a ranged attack against you. If it hits, they automatically miss.

711

While holding two weapons, make an extra attack each round at disadvantage. If you miss it looks like you totally meant to do that.

712

Whenever a beneficial spell is cast on you, an ally gains the effect too.

713

While unobserved, your STRENGTH is 30.

714

If a foe is driven by revenge, you have advantage on attacks against them.

715

Whenever you have to make a test, call a number.
If you roll that number, you heal 1 HP.

716

Your poisons are effective against demons, ghosts and large buildings.

D1000**ABILITY**

- 717** If you whisper the name of someone to your dice, you curse them. Both you and your target take 2d6 damage from seemingly random accidents.
- 718** Jump ten feet by setting off small explosions beneath you. Works in mid-air.
- 719** Once per day, bring your hands together to cause a 4 MD fireball to go off centered on your location, dealing no damage to you.
- 720** Your hands deal damage as a knife, and your touch corrodes metal in seconds.
- 721** You are undetectable in shadow.
- 722** You cannot be moved if you don't want to be, and nobody can move past you without tripping.
- 723** Those you kill with your bites rise the following midnight as buccaneers.
- 724** You can breathe fire.
- 725** When you carouse, you may spend 500 gp to wake from a fugue having crafted a terrible magic weapon, with unique capabilities but harsh drawbacks.
- 726** You can crawl into a recently deceased corpse and pilot it around.
- 727** Those who break agreements with you, knowing your nature, test INT vs. death.
- 728** Fires you start cast light only you can see.
- 729** You may destroy a spellbook or other important piece of information to reroll a save against an ongoing effect.
- 730** You may glow in the dark.
- 731** Drowning does not cause you to die. Anyone who witnesses your dreams takes 1d8 wisdom damage.
- 732** If you are wronged, you can head to port and call in an angry pirate crew.
- 733** When an ally really should have brought a mundane item with them, you remembered to pack it.
- 734** You always have grog handy. When you would kill a foe, you can automatically make it flee instead.
- 735** If you have more armor than a foe, get +2 to attacks against it. Your armor's DEX penalty does not count for swimming.
- 736** When you hit someone while unarmed, take a random item from them. (Not their wielded weapon or worn armor).
- 737** Pick an attribute and touch an opponent. You both test CON. Everyone who fails takes 1d6 attribute damage of the attribute you picked.

D1000**ABILITY****738**

Choose a small blade: in your hands it becomes a +3 magic sword that cannot have its damage reduced by any means. If you lose it, you always manage to stumble across it again by the end of the next day.

739

You are a sailor of the midnight seas. You own a small rowboat made of meteorite iron that can fly at night, big enough to hold four people.

740

You can breathe at high altitudes with no ill effects, and can never get lost as long as you can see the stars.

741

Undead recognize you as one of their own and you can talk to them. They won't attack you unless you attack first.

742

You can recite love poems in the language of demons, causing everything within 20 feet of you to test INT or temporarily go deaf.

743

You have a pet Silence, it's like a possum but huge, very very quiet, and nothing like a possum. It hates loud things and likes tummy rubs.

744

Once per lifetime you may share one truth, which is acknowledged by everyone as something monumental.

745

You may ask the spirits of the area one yes-or-no question for every hour you spend in silent meditation.

746

You can communicate, through gestures and eye movements, with any animal.

747

You can build a 5-by-5 wall in five minutes.

748

When you hit someone with a brick from up close, everyone else won't notice it.

749

+1 MD. Charon will do you favors now, preventing foes from resurrecting.

750

+1 MD. You can become a crab or other small sea animal at will.

751

Throw gusts of air at will.

752**753**

Once per day, root through someone's mind, and learn all they know.

754

The mind is an organ, like any other. Once per day, when you hit with an unarmed attack, you can cause someone to forget 3 things.

755

Your order has taught you many things. You automatically pass all checks related to gathering public information (history, the sciences).

756

You can walk or run or dance on a tight rope without fear of falling.

757

You always succeed when trying to physically blind normal people, and can attempt to blind normally unblindable ones.

758

When you wear a black cloak, nobody can recognize you as the same person without the black cloak, no matter how obvious it is.

759

If you have mostly cleared out a dungeon or hidden wilderness outpost, automatically gain bandit followers each month.

D1000**ABILITY**

- 760** Intelligent enemies do their best to avoid touching you.
- 761** When a spell reduces you to 0 or less hp, you learn it. +1 MD.
- 762** Automatically succeed when interrogating servants of your foes, so long as they have fewer HD than you.
- 763** By knocking on a door you can compel any being within the room to answer it.
- 764** By kissing a corpse your face takes on the appearance that it did in life.
- 765** You can fit one object up to the size of a wagon in your pocket, which takes up one inventory slot and weighs negligibly.
- 766** Your hair can act as a limb, but is no stronger than actual hair. Exerting too much force might tear it or rip it out of your scalp
- 767** You can safely swallow and regurgitate any items up to the capacity of a human stomach.
- 768** When you would be killed, instead remain conscious for 1d6 rounds. If you deal damage equal to your maximum HP during that time your return to life, otherwise die at the end.
- 769** If you tie in a contested roll or game, victory always goes to you
- 770** If any of your organs are damaged, another can take over its function (e.g. your eyes get gouged out, now you see with your leg) but lose their original function (no more walking, for that example)
- 771** Any solid object can support your weight without breaking
- 772** You can swear, curse and blaspheme in every known language
- 773** Eat the brains of sentient creatures to learn their memories
- 774** You have a 15ft long elastic tongue, and can spit up to 100ft
- 775** Once per day, reverse your personal gravity for up to a minute
- 776** Once per day, make a hand-sized portal for ten seconds between two places you can see
- 777** Once per day, make one touched object light as air for 10 minutes.
- 778** By making a ten minute speech listing the traits you seek to find, you can bind weapons or armour to a location, thrusting a sword into a stone etc. Afterwards, only someone with all those traits can move the item.
- 779** Can sing a lullaby that eases pain in the living and dead. Allowing either to get some sleep or calm down and reevaluate their current situation.
- 780** You can restore the spark of goodness in someone or something that's lost theirs but wants it back. Demons either burst into flames or start a long and arduous journey to redemption from this.

D1000**ABILITY****781**

When you touch a liquid, you may turn it into one of the following: milk, honey, wine, rum, marshmallows, a completed and accurate tax return. 1 liter per minute you touch.

782

When a single person eats a crepe you make, they immediately run to their true love and confess their feelings.

783

Anyone within 10ft of you is extremely buoyant. Drowning is impossible.

784

Small animals follow you wherever you go.

785

Babies stop crying when you're nearby, children will tell you about interesting things they've seen

786

You know the powers, and possibly the history, of any magical item you interact with for a day.

787

Visibly half-demon. Immune to fire and being accepted by the common folk and anyone religious.

788

You always outrun your friends when fleeing

789

You gain advantage on attacks with blunt weapons.

790

You gain advantage on attacks with sharp weapons.

791

You gain advantage on attacks with piercing weapons.

792

Call a chain lightning once per week. [LEVEL]d6 damage, to be spread among as many targets as you want.

793

1/day If your offer good food or drink to a sentient creature, add d6 to the reaction roll

794

1/day force an enemy to roll morale or run away.

795

Attacking with 2 weapons is a standard action instead of a full-round action.

796

When using a missile or thrown weapon, your attack is advantaged if you don't do any damage. Instead, you can disarm, trip, pin, etc. The target may be allowed a save

797

you always know something about a place you visit

798

1/day You can transform into an animal or beast with HD equal or lower to half your [LEVEL].

799

+1d6 MAX HP

800

Pick one rogue activity when learning this ability: pick pockets, disarm traps, sneak, climb, swim, resist poison.

You get advantage on all rolls of the chosen activity.

801

1/day You are less tethered to linear time and can phase out of it for a second. Use this to avoid a single attack or source of damage.

D1000**ABILITY**

- 802** 1/day Gain insight on enemies' weakness.
- 803** Once per battle you can ask the DM how much HP an enemy has left.
- 804** Get a random spell when learning this ability.
You can cast it very slowly while doing something else, as long as you are conscious. It takes d12 hours.
- 805** Sacrifice your weapon or shield to ignore the damage from one attack
- 806** 1/day Any ally within earshot gets one advantaged roll this turn. Alternatively, you can curse enemies with a disadvantaged roll
- 807** You only need 1 hour of sleep instead of 6 to be fully rested
- 808** Double the ARMOR bonus of any shield.
- 809** 1/day One attack with a ranged weapon is advantaged.
- 810** 1/day Recover 1d10 HP as a bonus action.
- 811** Once per turn, when someone misses you, you get to attack them for free
- 812** Your saves vs magic are advantaged, but you also have to save against beneficial spells
- 813** Recover 1 HP per hour. Limbs you lose grow back after a day.
- 814** 1/day Make something appear that isn't there. The illusion lasts d6 turns
- 815** People have to test WIS to lie to you. If they fail they speak the truth instead.
- 816** 1/day An ally gains 1d6 additional ARMOR.
- 817** +2 to ATTACK as long as you are outnumbered
- 818** 1/day After someone is wounded in a fight, give them a pep talk as your main action, they recover the damage they just took
- 819** attacks against things bigger than a wagon are advantaged
- 820** 1/day Any weapon you throw, balanced or otherwise, does double damage.
- 821** 1/day You force an inanimate item into the shape of another for d20 days. Its mass remains unchanged
- 822** 1/day Convince someone of something – they get to test CHA if the lie is too big.
- 823** If you don't move during your turn, an attack with a missile or thrown weapon is advantaged.
- 824** You gain 1 MD whenever you kill a wizard or other creature that can cast spells.

D1000**ABILITY****825**

You can heal by consuming the magic held in enchanted items. Recover 1d6 for a wand charge or potion, 6d6 if you cancel the magic of a permanent item for a year

826

1/day Reroll any die.

827

Pay 1d6 HP to double the damage of an attack, before rolling for damage.

828

1/day Throw as many extra small weapons as you have [LEVEL]

829

You deal double damage if you roll a 7 or 13 on your attack roll and still hit.

830

You can talk with vermin (rats, cockroaches, flies, etc.)

831

+2 damage with weapons, but they break when you roll a 1.

832

You are followed by Ester, an annoying but knowledgeable ghost of a librarian.

833

1/day Give an order to an ally they get to take another action immediately if they do what you say.

834

1/day Instead of doing damage on a hit, make your opponent drop something. Save allowed if they have more HD than you [LEVEL]

835

1/day Hop to a place you can see within [LEVEL] x 10 metres

836

Your unarmed attacks do 4 damage.

837

1/day Your touch can cure the blind, the lame, and the cursed. They must test CON for it to work.

838

1/day tell a bad oneliner as reaction to a spell being cast. Caster tests INT. If they fail, the spell is countered.

839

On a kill, attack again

840

You can memorise a spell called Xa0§. When you cast it, roll for a random spell effect.

841

1/day Add the result of a d6 to attack and damage

842

+1 to damage, cumulative, for every kill you made in a fight

843

The gods pay attention to you – they will save you once during your lifetime.

844

+10 Inventory Slots

845

You fit in most social situations

846

Your attacks ignore any armor the enemy may have.

847

You can always tell the market value of an item.

848

You have antlers. This gives you an extra attack for 1d4 damage.

D1000**ABILITY**

- 849** Make a random potion once per week.
- 850** Pick an attribute when learning this ability. Whenever you have to test for that attribute you get advantage.
- 851** You can elect to take a permanent, visible, identifying scar from a fight in order to heal 1d6 HP but get -1 to CHA.
- 852** You can sleep with your eyes open, your boots on and armor donned
- 853** Defeating an enemy more powerful than you, whether in combat, in sport or other more esoteric fields, grants you one expendable use of their abilities
- 854** By touching the back of a wizards head, you can steal one spell from their head so smoothly that they don't even realise anything is missing. It takes about an hour of meditation to get into the right mind-frame to hold the spell, otherwise it has a 50% chance of being cast instead of stored in your head. It goes back to them after you use it.
- 855** With a bit of work, you can make threatening weapons look like harmless props to viewers
- 856** Write down the first type of weapon you are attacked by after learning this ability. You'll never take damage from that type of weapon, ever
- 857** Your tongue splits down the middle. You can talk to all cold-blooded creatures.
- 858** When you die, an angel bursts from your corpse and fights those who caused your death.
- 859** You deal x2 damage against anyone you are on a quest to slay, but their attacks automatically hit you while you are above half HP.
- 860** You have a 4-in-6 chance to take an attack instead of someone else.
- 861** If you see a spell being cast, you automatically know what spell it was and how much power was behind it.
- 862** If an attack misses you, you can move 10ft in any direction
- 863** If you allow an attack to hit you, it deals half damage and gives you advantage on the next attack against that enemy
- 864** Critical hits knock targets of your size or smaller back the same distance you moved to reach them.
- 865** Change your appearance to that of a child, an adult, or an old person.
- 866** You can tell if a creature is possessed or influenced by magic just by looking in its eyes.
- 867** You can accurately tell the distance between any two points you can see and count the exact amount of items in a pile with a glance.

D1000**ABILITY**

- 868** You can pluck an eyelash and enchant it so that you will always know its location.
- 869** As a reaction to an incoming attack, you may burn a MD to reduce the damage by 1d6 points. +1 MD
- 870** You can surprise or scare a person to make them blurt out a secret.
- 871** Conjure gentle breeze.
- 872** Make flowers bloom and leaves grow, or permanently change the colour or form of a small plant.
- 873** Touch a wound to prevent it from bleeding. You do not negate any damage, but you stop blood loss. Faint white scars will still form.
- 874** Transfer a blemish or cosmetic feature from one creature to another. You could swap eye colours, or pull warts off a toad and put them on a princess. You cannot make changes with mechanical effects (take away eye, give poison glands or wings, etc).
- 875** You can sleep anywhere, in any position, with a few moments notice. You can set environmental conditions that will wake you, such as „sunrise“ or „rain“.
- 876** Always know the direction towards the nearest body of water bigger than a bucket.
- 877** Always know where north is.
- 878** Empower your voice to boom loud enough to be heard over a noisy town square or a quiet mountain valley.
- 879** Create a tiny illusion in your palm at will.
- 880** You always have a piece of string, a stub of chalk, a smooth pebble and a worthless coin in your pocket. You don't actually create or summon these items, only absent-mindedly collect them and somehow always have just enough for your needs.
- 881** Change the colour or texture of an object no larger than a horse for 10 minutes.
- 882** With a flick of your wrist, dim or extinguish all non-magical light sources within 10'.
- 883** You may remove any non-magical writing by running your hand over it.
- 884** Enchant ink to disappear after a certain amount of time has passed.
- 885** 1/day, target must test DEX or drop held item.
- 886** Reroll failed tests while at max HP.
- 887** You focus your energy on being as attractive and appealing as possible. You add your CHA Bonus to your ARMOR.

D1000**ABILITY**

- 888** You have a third, invisible, telekinetic arm.
- 889** You are obsessed with darkness, depth and the underground. You can only sleep in total darkness. As long as you're falling into darkness, the landing will never harm you.
- 890** You may boil a bucket worth of any liquid within 30' with a thought.
- 891** You suffer from terrible nightmares. Reroll a random attribute with 4d6 drop lowest, each time you sleep.
- 892** Anyone watching you eat must test CON or vomit.
- 893** You have mastered psychosomatic medicine. Any attribute damage you take, you can instead take as normal damage, and vice versa.
- 894** You are unearthly beautiful while at full hp, and disgustingly ugly otherwise. You have 20 CHA while at full HP, you have 1 CHA if not.
- 895** No one but long-term friends can describe you, nor recognise you from even moments ago.
- 896** You can sense medical condition of others with a touch. You will learn about any injuries, mental disorders, diseases, and their remaining hp.
- 897** You can form rime and freeze water with concentration, a cubic foot per round.
- 898** With concentration, you can control smoke, fog, or a cloud of fine dust.
- 899** You can talk telepathically with your blood relatives.
- 900** Hostile spirits are attracted to your inner anguish. Spirits will prefer attacking you over your allies, but should any try to possess you, they will be trapped in your tortured mind. You can talk to your trapped spirits and release them at will, and they are powerless while inside your head. Try negotiating for services.
- 901** Your minor telekinetic powers can make objects within 30' rattle and make noise. You unintentionally use this power when angry, upset, or scared.
- 902** Once per day, you may calm an animal, monstrous animal, magical beast or a beastman with HD lower than your [LEVEL] if it fails to test CHA.
- 903** You can possess a HD 0 animal for 10 minutes. Only works once per animal.
- 904** Your power of „thought-graphy“ can burn an image from your mind no larger than a square foot onto any suitable surface.
- 905** Automatic writing allows a spirit to use your hands to write or draw while in a trance. You will not be attacked by spirits unless you show aggression first.
- 906** On the first day of each month you cannot die.

D1000**ABILITY****907**

All beneficial potion and spell effects have their duration doubled for you.

908

When you roll initiative, also roll your first attack, and choose which roll goes where

909

1/day roll a WIS check to dispel an obviously magical effect

910

Dealing max damage with a bludgeoning weapon completely destroys your enemies armor.

911

Immune to basic undead touch attacks (ghouls, shadows etc.)

912

Imbue spells/other abilities into shoes.

913

Double your movement speed in the first round of combat.

914

Dealing maximum damage with an attack allows it to land exactly where you want.

915

First round of an ambush you've organised, everyone gets an extra non-weapon, non-spell action.

916

You have advantage on checks to pickpocket people. You can steal things directly out of someone's hands with a DEX check.

917

Lunch heals you to full HP provided you pair it with alcohol.

918

Learn a random spell. Whenever you cast it, it is cast twice.+1 MD

919

Learn a random spell. Whenever you cast it, it is cast twice.+1 MD

920

You can, on a 3-in-6, argue yourself out of legal charges, and on a 2-in-6 argue others out of legal charges. Failure might make you enemies, or get you out given stipulations.

921

You can paint photorealistic paintings (takes 1 hr). Reproduce accurately from memory on a 3-in-6. You can sell your paintings in town.

922

You can make accurate mental maps and sketch them perfectly. You know the general plan of any building you see, as well which walls are load-bearing, and where the designer may have hidden secrets.

923

You know the customs of other civilizations both ancient and modern, and can make predictions about their culture on a 2-in-6. You can deduce the general meaning of their writings on a 2-in-6.

924

Once per day, you may heal all nearby allies for 1d6+1 hp.

925

If you miss an attack against an unaware foe, you don't risk alerting them to your presence.

926

You may decide to take -X to an attack roll.
If you hit, you deal X additional damage.

927

Once per day, as a bonus action you get no damage until your next round. You also look so fucking badass it hurts while doing that.

D1000**ABILITY**

- 928** When making a roll based only on pure luck and no other help, roll with advantage.
- 929** Once per session, knock 25% off the price of an ordinary item.
- 930** Halve the effect of any scent-based attack or spell.
- 931** +2 to attempt anything another party member has just failed
- 932** Immediately bind any one wound after combat to heal 1d6 HP
- 933** All weapons you use deal exploding damage (if you roll max damage, roll again and add)
- 934** When hit by a melee special attack, you can replace this ability with it.
- 935** When you mutate, roll twice and pick one.
Gain 2 random mutations.
- 936** Enemies attacking you get -1 to their Attack Rolls.
- 937** You ignore the first attack that drops you below 0 HP in a day.
- 938** Small and light weapons have +1 crit range.
- 939** If you take a turn to study your foe, your damage die against them increases by one step until the end of combat. This cannot bring your damage die over d12.
- 940** When you kill a creature, you can deal the surplus damage (anything that would bring them to negative hp) to adjacent creature. No additional Attack roll is required.
- 941** When you roll a 6 or higher with a damage roll, your opponent must test STR or be knocked prone.
- 942** Whenever you crit, your opponent must test WIS or break all their ARMOR.
- 943** Whenever you crit, your foe must test CON or lose a random part of their body. This also forces a Morale check from your enemies.
- 944** As long as you wear headgear that completely conceals your face, you have advantage on intimidation rolls.
- 945** When you roll maximum damage, you inflict a nasty wound that causes -2 to attack or an attribute of your choice.
- 946** Extra fingers, they smell like exotic spices and the fumes can intoxicate people whose faces you stroke.
- 947** Ability to present self as the real victim in all circumstances, regardless of actual state of affairs.
- 948** You can perfectly mimick the sound of any baby animal or baby magical being.

D1000**ABILITY****949**

If you crit an opponent and bring them to less than 1/4 of its HP, you instantly kill them by beheading.

950

You take half damage from the enemy you attacked last.

951

First round of combat, gamble as many HP as you like. If your first attack in combat hits, deal that much bonus damage. If you miss, take that much damage

952

If a humanoid or undead knocks you below half HP, your next attack deals x2 damage against them

953

Your footprints are those of the last thing you have killed.

954

You are completely invisible to domesticated dogs, house cats think you're three feet to the left of where you really are, and swine always act in your presence as if under the influence of a charm spell.

955

With an overnight ritual, you can weave any spell you know into the flesh of an apple still on the branch. It retains the magic for 24 hours or until eaten. Learn 2 random spells. +1 MD

956

Learn an additional language of your choice. Learn a random skill. Learn a random spell. +1 MD

957

Eating a bird's eyes allows you to view everything it saw for the past 24 hours.

958

Cats, royal fools, and children under 5 cannot see you. These last become extremely distressed when confronted with proof of your presence.

959

You can induce seizures in holy people + clergy + paladins by kissing them. Lasts 1d6 rounds, but if you spend at least a minute making out with their twitching body, they will lie there enervated and frothing for another 1d6 hours.

960

Magpies gossip to you about the petty jealousies of local villagers. If you bring them new gossip, they might consent to stealing something for you.

961

Whenever you are enclosed in a coffin and buried at least 6' underground, you can speak with any corpses within 500'. Treat this as speak with dead except that the dead all speak to you at once, and are very talkative and frequently hostile.

962

Whatever you gift to a corpse cannot be found by others, but the corpse may not want to give it back to you, either. 1-in-6-chance it reanimates as a zombie.

963

By stripping naked and killing a goat, you can pass through its body into another LIVING goat within 1 mile. You make a bloody exit from the second goat, killing it.

964

You have a single, detachable eye.

D1000**ABILITY**

- 965** Demons cannot resist dancing with you.
- 966** Cats spy for you.
- 967** Trigger local epidemics of infectious disease by humming lullabies in the garden of someone who's offended you. At night of course.
- 968** Teeth will not stay in your mouth for longer than a day; everyday you must implant teeth other than you already wore in your mouth. The teeth may tell you secrets or give you a bite attack.
- 969** You ate your twin. It gives you advice sometimes, in dark places
- 970** If you bring a statue an acceptable gift it will tell you about something it has seen
- 971** If you prepare a corpse, crows will come and tell you news.
- 972** Your spit burns the holy for 1d6 damage.
- 973** You can smell emotions. It's 70% accurate
- 974** You are aware of spells that have been cast in the last day in an area
- 975** +2 to attack while riding on a mount
- 976** 1/fight, grant an ally a non-attack, non-spellcasting action
- 977** +2 damage while at full HP
- 978** NPCs don't automatically treat you as an „adventurer“
- 979** If you roll a 1 or a 20 roll a random spell, it is cast centered on you with 1d4 MD.
- 980** Talk to someone for a minute to learn their killcount in terms of „None“, „One“, „Many“ or „Too Many“
- 981** Spend an action watching an enemy to know their next move
- 982** Enemies get -1 to attacks against you, as long as you are drunk.
- 983** 1/day, deal 1d4 damage to everything adjacent to you
- 984** 1/day, one of your attacks hits without rolling. You must be in range.
- 985** Make an extra attack per round while using nearby objects, once per item
- 986** You can guess once what's ambushing you before the DM tells you. If you're right you're not surprised
- 987** Fruits you throw explode with a loud but harmless explosion. You hate lemonade and destiny
- 988** You can make objects translucent by touching them. The larger the object, the longer it takes
- 989** You have true, honest to god empathy, and can accurately imagine how others feel

D1000**ABILITY****990**

Make an extra attack after you cast a spell

991

Make an extra attack when an enemy retreats

992

Unarmed attacks have range of a bow, can knock things over

993

+2 ARMOR if you keep one hand free.

994

Your punch deals 1d6 fire damage and ignites anything flammable

995

Your hallucinations are contagious

996

Touch stone or earth to mark it with your signature rune.

997

Press your hands together and count as STRENGTH 20 against being pushed, shoved, or moved.

998

Weapons will whisper about the last thing they killed, if you listen carefully

999

You can speak any language that is no longer in use

000

You can see through metal



Abilities blatantly stolen from these and other people

Pick 1d6 random names.

Google them.

Read their blogs.

Buy their stuff.

Marry them.

CatDragon, Alcoops, Micah Anderson, Wizzzargh,
Michael Bacon, Anni, Renefor, SquigBoss,
Archon's Court, Robot_Face, FilthPig,
Walfalcon, Lonely Adventurer, Spwack, B44L,
Linden, Xenophon of Athens, Lee Barber,
SunderedWorldDM, Wayspell, Phlox, Arkos Dawn,
fizzding, Sam C, Oblidisideryptch,
Vayra, deus ex parabola, Skerples,
Rise Up Comus, Andrew Sawyer, zoeology31,
Ancalagon_TB, Oorlof, red_kangaroo, Lexi,
Type1Ninja, Arnold K., marsworms,
OwlbearChickenHawk, Will Zev, kahva