

# Potions, Explanation of: Ability-point

**Area of Effect:** Imbiber only.

**Avoidance-roll:** None.

**Doses:** 1 dose.

**Damage:** None.

**Duration:** Permanent

**Effect time:** 10 turns (50 seconds)

**Explanation:** When this potion is consumed, the imbiber will permanently gain Ability-points (A.P.). The amount of Ability-points that will be gained depends upon the power of the potion. Roll on the following chart for the increase this potion will raise a character's Ability-points:

**%Roll: A.P. increase:**

01-78: +3

77-84: +5

85-90: +7

91-94: +9

95-97: +12

98-99: +15

00: +18

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** Creatures that do not use ability-points will not benefit from the power of this potion.

**Invoke time:** None.

**Liquid color:** Brown.

**Liquid texture:** Thick, like mud.

**Liquid taste:** Dirt.

**Liquid smell:** Dirt.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Drink the Ability-point Potion.

**Range:** Imbiber only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 10,000 White-gold per A.P.