

Consumables

Usually food or quick to use medicine items that give some sort of a benefit

Note: Minimum Con modifier for these items is 0 unless your SM rules otherwise

Note 2: Me and the RPGstuck community do not condone alcoholism and drug use. Be responsible for your health and actions.

Note 3: You can exclude any items you want, or re flavor them entirely and keep the effects. This is a TTRPG, so go nuts and have fun.

Note for Session Masters: Items with powerful effects (ex: Revives and Invincibility) should only be given out for an outrageous sum of Boondollars, as a reward for a difficult task, quest, or as an early game safety net for players.

- **Cookies**

As a Minor action, snack on Cookies to heal P hit points.

- **Mystery Jerky**

As a Minor action, chomp on Mystery Jerky to heal P+Con hit points.

- **Domestic Jerky**

As a Minor action, bite into Domestic Jerky to heal 2P+Con hit points.

- **Horse Jerky**

As a Minor action, huff down an entire Horse Jerky to heal 3P+Con hit points. (And make the Zahhaks cry)

- **Band-aid Plaster**

As a Minor action, put Plaster over yourself to remove a DoT effect of choice that's 2 minutes long or less.

- **Antiseptic Bandage**

As a Minor action, wrap Antiseptic Bandage around yourself to remove all DoT effects of choice that are 2 minutes long or less.

- **Esmarch Tourniquet**

As a Minor action, apply Esmarch Tourniquet around yourself to remove all DoT effects of choice and become immune to DoTs for the next hour. If a DoT that was removed had permanent duration, it will return once the immunity ends.

- **Quik-Seal Tape**

As a Minor action, apply Quik-Seal Tape to heal P+Con hit points. Only for Synthetics.

- **Fix-it Foam**

As a Minor action, spray Fix-It Foam to heal 2P+Con hit points. Only for Synthetics.

- **Nano-Paste Tube**

As a Minor action, squeeze Nano-Paste Tube to heal 3P+Con hit points. Only for Synthetics.

- **Diet Cola**

As a Minor action, take a sip of Diet Cola to either restore a Lesser Slot or an ability with Short Rest recharge requirement.

- **Real Cola**

As a Minor action, drink Real Cola to either restore 2 Lesser Slots or 2 abilities with Short Rest recharge requirement, or 1 Lesser Slot and 1 ability each. Those abilities can be the same.

- **Energy Crystal**

As a Minor action, crush Energy Crystal in your hand to restore either a Greater Slot, or 3 Lesser Slots, or an ability with Long Rest requirement, or 3 abilities with Short Rest requirement. Those abilities can be the same.

- **Cheap Perfume**

As a Major action, puff this on an unconscious ally with 0 HP to revive them with 33% Health restored. That ally acts as if they have Defended until the start of their turn.

- **Fancy Perfume**

As a Major action, puff this on an unconscious ally with 0 HP to revive them with Full Health restored. That ally acts as if they have Defended until the start of their turn.

- **Miner's Salve Injector**

As a Minor action, stab yourself with Miner's Salve Injector to gain Regen (P+Con) for 1 minute(10 rounds). *May or may not let you rush Hierophant with just Kinetic Crusher*

- **Potato Liquor (ADDICTIVE)**

As a Minor action, take a swig of Potato Liquor to gain 2Con TEMP HP (doesn't stack) and chance to gain **Drunk** condition for 1 minute. Roll a D4, and on a roll of 4 or more you gain Drunk condition. **Drunk** condition gives you +5 Crit range and adds an additional +P damage to each of your Assails, but you suffer Setback (3) for the duration.

Note: Considered bringing back the Initiative shenanigans, but decided not to.

- **Onion Vodka (ADDICTIVE)**

As a Minor action, take a shot of Onion Vodka to gain 3Con TEMP HP (doesn't stack) and chance to gain **Drunk** condition for 1 minute. Roll a D6, and on a roll of 4 or higher, you gain Drunk condition. **Drunk** condition gives you +5 Crit range and adds an additional +P damage to each of your Assails, but you suffer Setback (3) for the duration.

- **Antihol Tincture**

As a Minor action, drink an Antihol Tincture to remove **Drunk** condition.

- **Joy (ADDICTIVE)**

As a Minor action, consume Joy to fully restore Hit Points and become **JOYED** for 1 minute.

JOYED condition gives +4 to hit, AC/Resistances and Crit Range. It also restores 1 Lesser Slot or 1 Ability that needs Short Rest to recharge at the end of your turn (because Joyed has SP restore for some reason). And also, you gain P or half of your level as Aegis for the duration.

*Beware the aftereffects. **Fear the Withdrawal. Dread the Addiction.***

Note: Consequences for Joy should be dire in the long term. Be it mechanically or narratively.

- **Sphynx Salt Injector (DANGEROUS)**

As a Minor action, stab yourself with Sphynx Salt Injector gain **Premonition** and 1 Paradox point.

Premonition lasts 1 scene or 1 strife. When you gain **Premonition**, remember when that happened. If **Premonition** expires, you die/get knocked out at 0 HP or you choose so yourself, you may rewind the scene or the strife back to the moment when you first gained **Premonition**. The item is still consumed and you do not gain its benefits.

Note: that's right I'm putting savescumming in RPGStuck.

Sylladex Weapons

Usually some sort of a harmful tool, like a grenade or a heavy brick.

Items like these have a unique effect on Sylladex Ejection but are single-use. Usually.

Note: Sylladex Type refers to what kind of sylladex you have: Light, Normal, Heavy and Packrat. Light and Normal deals d4, Heavy deals d6 and Packrat deals flat 1 damage.

- **Electric Grenade**

As a Major or Minor Sylladex Ejection action against Reflex on a single enemy in range, deals Td6+Sylladex Type for every successful attack roll against Reflex. If a chosen enemy has ablative defense (such as Magical Shield, Energy Shields or Psionic Barriers), gain +100% damage modifier on damage roll.

- **Necro Grenade**

As a Major or Minor Sylladex Ejection action against Reflex on a single enemy in range, deals Td6+Sylladex Type for every successful attack roll against Reflex. Hit or miss, you also summon 1d2 *Weak Skeleton(s)* for every **Necro Grenade** used, up to a maximum of 4. *Weak Skeleton(s)* expire after 1 minute. (Assuming they live that long.)

Weak Skeleton has one action and 30ft of movement, and it can spend an action to either make a melee attack, Aim, Assail or Avert. It cannot Aim, Assail or Avert for itself.

Note: You can re flavor grenades, so Necro Grenade could be named something else and summon some different entity.

Note: I also have to devise stat block for Weak Skeletons that scale with Tier. Will do that after I add everything I want.

Skeleton	HP	AC/Resist	DC	Base	Hit	Base	Mod
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Tier				Stats	Bonus	Damage	
0	6	13	10	0	5	1	1
1	13	14	15	1	6	2	2
2	45	14	15	2	7	17	6
3	70	15	20	3	8	13	11
4	110	15	20	4	9	22	18
5	175	16	20	5	10	35	28

Note: Yes, I just took the Follower table and halved HP and Base damage. I am that creative.

- **Fire Grenade**

As a Major or Minor Sylladex Ejection attack against Reflex on a single enemy in range. If hit, deal Td6+Sylladex Type and inflict **Fire** condition for 5 rounds. Hit or miss, create a firestorm for 1 minute in a 10ft radius of difficult terrain where you have thrown the Fire Grenade. Creatures that start their turn in or enter this area take 3T damage.

- **Caustic Grenade**

As a Major or Minor Sylladex Ejection attack against Reflex on a single enemy in range. If hit, deal Td6+Sylladex Type and inflict DoT (T, 5 rounds). Hit or miss, create an acid pool for 1 minute in a 10ft radius of difficult terrain where you have thrown the Caustic Grenade. Creatures that start their turn in or enter this area take 3T damage.

Note: Friendly fire is still a thing! Considering that this is Incendiary but better, I am not giving this to Bombkind unless I decide to rebalance it.

Note: Also should make this DoT removable with an action for a price.

- **Devourment Grenade**

As a Major or Minor Sylladex Ejection attack against Reflex on a single enemy in range, it deals Td6+Sylladex Type on every successful attack against Reflex. Additionally, the target you hit is marked for Devourment, healing every attacker for Con+T Hit Points on successful attacks that deal damage for 1 minute. Healing this way can only happen once per round per attacker.

- **EMP Grenade**

As a Minor Sylladex Ejection, throw an **EMP Grenade** in your Sylladex Ejection range. If an enemy is Invisible within 30ft of where you have thrown **EMP Grenade**, remove their **Invisibility** and inflict **Dazed** (1 round).

Note: EMP Grenades have Out of Combat uses too, especially for stealth.

- **Fire Potion**

As a Minor Sylladex ejection attack against Reflex on a single enemy in range, throw a fire potion at them. If hit, inflict **Fire** condition for 5 rounds. Alternatively, throw it on the ground in Sylladex range to create a 5ft firestorm of difficult terrain for 1 minute that deals 3T damage if a creature starts their turn or enters this area.

- **Acid Potion**

As a Minor Sylladex ejection attack against Reflex on a single enemy in range, throw an acid potion at them. If hit, inflict DoT (T, 5 rounds). Alternatively, throw it on the ground in Sylladex range to create a 5ft acid pool of difficult terrain for 1 minute that deals 3T damage if a creature starts their turn or enters this area.

- **Teleport Potion**

As a Minor Sylladex ejection, throw a teleport potion in range. You instantly teleport to where the teleport potion landed. You cannot throw this in the same space occupied by a creature.

Note: Yes, this gets you out of grapples. I think. What are the 3e rulings for teleporting out of grapple again?

- ~~**Random Teleport Potion**~~

~~As a Minor Sylladex ejection, throw a random teleport potion in range. A random thing can be teleported to where you threw the potion. If you throw it against an enemy, make a Sylladex attack against their Reflex. If hit, they're teleported anywhere within 30ft radius of themselves.~~

Note: This would be too powerful... I'm gonna need to remake this.

- **Glass Bottle**

As a Major or Minor Sylladex Ejection action against AC on a single enemy in range, dealing Td6+Sylladex Type+STR/DEX damage. Yup. That's it.

- **Brick**

As a Major or Minor Sylladex Ejection action against AC on a single enemy in range, dealing Td6+Sylladex Type damage. If hit, also inflicts one stack of **Daze** (1 round).

Scrolls

Pages of Papyrus, Sheets of Paper, Slabs of Runed Stones. Scrolls are expendable items like Consumables but with more unorthodox effects.

- **Scroll of Invisibility**

As a Major action, consume **Scroll of Invisibility** to give yourself Invisible condition for 1 minute or until you deal damage with a damage-dealing attack. This extends to your psionic signature and muffles any soft noises you make, but does not extend to other supernatural or unconventional senses, such as echolocation, night vision and heat vision.

- **Scroll of Instant Movement**

As a Minor action, consume **Scroll of Instant Movement**. For the next minute, when you move, you functionally teleport, allowing feats such as moving across chasms and swapping cover without being seen.

- **Scroll of Magical Shield**

As a Major action, consume **Scroll of Magical Shield** to grant yourself a protective bubble shield. It has $(2 * \text{Lvl}) + P$ or $(2 * \text{Lvl}) + \text{PCM}$, whichever is higher, and it lasts for 1 minute. Any direct, non-DoT damage you take is taken by the Magical Shield before anything else, such as temporary hit points, and it does not benefit from Aegis or Warded or other damage reduction effects. Takes double damage from Electric Grenades and Electrokinetic-adjacent attacks and prevents DoTs from coming in for as long as it is active. If you use **Scroll of Magical Shield** while you have **Fire** condition, you lose that condition.

Note: Don't cast Magical Shield again under its effect. Trust me, you don't want to find out what happens.

- **Scroll of Rage**

As a Major action, consume **Scroll of Rage** and make a proficient Psionic attack roll against Will of *everyone* you can see in 30ft radius. For every creature's resistance that you break, force them to make an attack against the closest creature. If they have any Movement Speed left, they use the leftover speed to get as close to the target as they can for their attack.

Note: Yet another "make or break" thingamajig. I hope you like friendly fire!

- **Runestone of Energy**

As a Major action, activate and consume the Runestone of Energy. For 1 minute, you restore 1 use on all Short Rest and Long Rest abilities, Lesser Slots and Greater Slots at the start of your turn. This doesn't apply to Classpect abilities and Aspect points.

- **Strange Cross**

As a Major action, usurp the Strange Cross and become **Invincible** for 1 minute. When you're **Invincible**, any damage you take is reduced to 0.

- **Gold Cross**

As a Major action, usurp the Gold Cross and become **Invincible** for 5 minutes. When you're **Invincible**, any damage you take is reduced to 0.