

# Roll to Level Up Compendium

This should have whatever you're looking for. It's arranged alphabetically, but you should probably use Ctrl + F if you want to find something specific.

Level: 2

## Reality Compendium

### Skills

- Basic Combo: A chain of 2-5 simple attacks. (+1, One-Use)
- Burrito Burst: Ranged, burrito-element attack spell. Arcane energy usage: medium. (+1)
- Create Cinematic Explosion: Creates a cool explosion at any nearby location. Damages structures and minor NPCs, but not important figures. (+1, One-Use)
- Drunken Punch: Strong attack. Can only be used while drunk. (+1)
- Heal: Cures wounds. Arcane energy usage: low. (+1)
- Insta-Ritual: Completes one in-progress ritual immediately. (+2, One-Use)
- Piercing Face Punch: Pierces through head armour.
- Ritual Boost - Life: Boosts the power of an in-progress ritual, at the expense of health. (+2, One-Use)
- 1,000 Flurry: Strikes 1,000 times at 0.25% power. (One-Use)
- Throw Dice: Throws a die. (+1)
- Throw Explosive: Throws an explosive device. (+1)

### Items

- Arcane Cloak: Cloak woven with magical fibres. Provides a small extra mana pool.
- Awesome Food: A cool snack.
- Bag of Magic Vehicle Parts: Can be used to instantly construct a small vehicle. (+1, One-Use)
- Bag of Burrito Ingredients: A bottomless bag of burrito ingredients. +1 to cooking burritos.
- Big Book of Burritos: A book detailing various burrito recipes.
- Book of Arcane Rituals: Contains information on various arcane rituals.
- Dragon Ball: Can be thrown at a target for heavy damage.
- Explosive-Proof Vest: Protects against explosions.
- Fireball Wand: Launches a small fireball when evoked.
- Gold Wrench: Can be used to repair a machine. (+1, One-Use)
- Grenade: A grenade. Extremely deadly.
- Ham: Delicious ham. Not very useful.
- Health Tonic: Cures wounds when quaffed.
- Magic Wheels: Increase the speed of a vehicle when used as a part.
- Mana Potion: Restores arcane energy.
- Martial Potion: Grants a +1 to melee attacks for three turns.
- Mystery Meat: Grants a random effect when eaten.
- Non-combat Mech Parts: Can be used to build a small non-combat mech. (+1)
- Notepad: Perfect for scribbling ideas on.
- Ritual Candle: Powers up a ritual when used. (One-Use)
- Scroll of Fireball: Creates a fireball when used. (+3)
- Time Bomb: A bomb with a timer. The timer can be set with a delay of up to 10 turns.

Used Wand of Speed Vehicle: Temporarily grants a vehicle super-speed. (+1, One-Use)

### Traits

Aura of Vehicle Speed: Nearby vehicles can go faster than they should be able to go.

Burrito Specialist: Increases the power of burrito-element attacks.

Chill Dude: Angry NPCs are easier to pacify.

Jolly Diplomat: +1 to Santa diplomacy.

Heal Boost: Increases the power of healing abilities.

Strong: Slightly increases the power of physical attacks.

Surprise!: +1 to surprise attacks.

### Equipment

Aura Orb: Weak weapon. Levels up after being used 9,001 times.

Ballroom Hat: A very fancy hat. +1 fanciness.

Ballroom Suit: A fancy suit. +1 fanciness.

Ballroom Shoes: Stupendously stylish shoes. +1 fanciness.

Body Armour: Strong piece of defensive armour.

Burrito Gun: A gun that fires burritos. Requires ammo.

Chef's Knife: Decent cutting weapon. +1 vs. food.

Clothes: Generic clothes.

Club: A basic bludgeoning weapon.

Enchanted Tire Iron: Decent bludgeoning weapon. +1 vs. vehicles.

Healing Staff: Cures wounds by channeling arcane energy.

Headband: Symbol of determination. +1 willpower.

Knife: An old knife. Can be used as a cutting or stabbing weapon.

Muscle Hat: A hat with a stylized fist on it. Increases punch damage.

Martial Artist's Gear: The clothing of a martial artist.

Martial Headband: Just wearing it makes you feel stronger! Increases strength.

Power Gloves: Enchanted set of gloves. Increases arm strength.

Sacrificial Knife: Poor cutting weapon. +1 to sacrificing.

Santa Hat: A jolly red hat. +1 against cold attacks.

Seal Hat: A hat made from the remains of a clubbed seal.

Shard of Glass: Crude cutting weapon.

Spiked Glove: A glove with spikes on its exterior. Great for punching.

Staff of Balance: Staff that can be evoked to heal or strike with arcane force. (-1)

Vest: A basic vest. Doesn't offer much protection.

### Possessions

TFN's Stolen Cash: Stolen money accidentally lost to Otherspace. [Otherspace]{The Froggy Ninja}

Couch: An old couch. [Parking Lot Ruins]

Magicycle: An enchanted motorcycle both faster and safer than the usual model. [Lyeos]{Lyeos}

Motorcycle: A motorcycle.

Sled: A sled. Not very useful, unless you're in a snowy climate.

### Locations

The City: The city in which this game is currently set.

Parking Lot Ruins: A destroyed parking lot. [Spawn Point]

Outside Parking Lot: A small area outside the destroyed parking lot.

City Streets: The streets of the city.  
Old Warehouse: An abandoned warehouse. {The Froggy Ninja}  
The Elemental Plane of Lead: A dimension made of lead.  
Portal: A portal leading back to The Froggy Ninja's warehouse.

## Dream Compendium

### Dream Classes

**Food Fighter:** A warrior composed of various dishes. Attacks with delectable weapons.

**Magic Cat:** A ferocious feline with an array of arcane abilities. Attacks with arcane spells.

**Robot Dog:** A mechanical mutt. Attacks with various tech-based skills and items.

### Dream Skills

**Blink:** Teleports to a random nearby area.

**Fire Breath:** Breathes fire in a cone, burning foes. (+1)

**Slice Dash:** Cuts through one or more foes with a quick dash. (+1)

**Soar:** Allows you to fly for two turns. Cannot be used while flying, though it can be used to renew the duration if you're on the ground. (+3)

**Targeted Strike:** Levitates around an opponent to find a weak point. Ignores armour.

**Wonder Bolt:** Fires a magical bolt comprised of any material. The bonus or penalty depends on the material. (+/-?)

**Yak Charge:** Charges at a foe, with both the user and the yak performing an attack. (+1)

### Dream Traits

**Incorporeal:** You lack a physical body.

**Levitor:** Allows you to float a short distance above the ground. You'll still plummet if there's no ground beneath you, though you can cross short distances.

**Made of Fire:** You are made of fire.

**Magical:** Strengthens magic.

**Puppetmaster:** You can control puppets.

**Short Temper:** Grants a +2 to attacks when at [Seriously Wounded] or worse, or when provoked.

**Tenacious:** +1 to chasing and attacking fleeing foes.

**Tough:** You have an extra level of health before it shows up as [Wounded].

**Yak Rider:** Allows you to ride a yak and perform actions without penalty.

### Dream Equipment

**Armour Plating:** +1 vs. physical attacks.

**Bronze Blade:** An edge made of a weak metal.

**Carrot:** Powerful melee weapon.

**Fire Axe:** Strong cutting weapon. Useful for destroying barriers.

**Harpoon Launcher:** Fires harpoons. Can be loaded with special harpoons.

**Plain Grip:** A simple handle. No effect.

**Sharp Claws:** Deadly claws. +1 vs. unarmoured foes.

**Speedy Wheels:** Magical wheels that increase the speed of a vehicle.

**Tomato:** Throwing utility item. Can blind a foe, or make an area slippery.

### Dream Items

Drab Puppet: An old, worn puppet. +1 to defence.

Fancy Puppet: A new, shiny puppet. +1 to attacks.

Ice Cream: Delicious frozen treats.

Music Box: Attracts NPCs.

Mystery Meat: Has a random beneficial effect.

Yak Whistle: Calls all nearby yaks to the user.

### Dream Possessions

Tame Yak: A tamed yak. Owned by blazing glory.

### Dream Locations

Cloud Three: A cloud floating in the sky next to Cloud One and Cloud Two.

Cloud Two: A cloud floating in the sky next to Cloud One and Cloud Three.

Fluffy Cloud: A floating cloud in a colorful sky. Has a portal; it seems to lead to various locations.

Opulent Palace: A grand castle.

Rainbow Void: ???