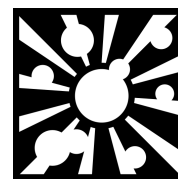


One Page

A Random Table for Fantasy Gaming
Number Eighteen : Minor Powers
More **One Page** tables

GM's note: You should set usage limits on these abilities as suits your campaign. Once a day is a good start.



1	Marching through the desert, going without food, or stuck on a raft in the middle of the ocean: wherever they are, the character with Tough as Nails perseveres, gaining a bonus to any endurance-based test of survival.	11	Those cursed with Voices of the Dead hear dead people. They can attempt to learn one true fact from a recently slain sentient being, whispered in the native tongue of the dead creature.
2	Faster Than You provides a character with an edge when trying to escape foes. So long as they are not the only person being pursued they'll be the last captured.	12	Trick Shot allows a character to hit more than one target with a hurled weapon. When used the character's next successful attack bounces and strikes a second target.
3	The character with Act Natural has an uncanny ability to fit in anywhere. They instantly pick up on subtle cues and alter their speech patterns, posture, and attitude to fit the situation. They gain a positive bonus on reaction checks in unfamiliar surroundings.	13	The character with Smile and Nod has learned to cover their lack of social graces with a pleasant smile and sharp observation. This quiet insight provides the ability to notice lies and misinformation, doubling their chances of detecting lies in normal conversation.
4	Mastering Focus Grasshopper grants the character a moment of mental and physical calm. This provides a bonus to any skill test requiring concentration and steady hands.	14	Shake It Off allows a character to ignore the effects of one attack until the current fight is over. Any damage received from the blow is applied at the end of the battle.
5	The character with I'll Get the Next Round is a genius at weaseling drinks and meals out of others. In bars and taverns they eat and drink for free two-thirds of the time.	15	Protect the Weak is a minor blessing. It grants a downed ally protection against hostile action. Any foe must overcome the power's magical defense before harming the target.
6	Deadeye boosts the next successful ranged attack so it does maximum damage. Deadeye lasts until a successful ranged attack is made or the combatant fails to fire for one round.	16	I'll Bet I Can allows a character to successfully perform a minor sleight-of-hand or bar trick. Though this ability grants no practical bonus, it is useful for winning free rounds of drink.
7	Using Hasty Dodge grants a defensive bonus against melee attacks that persists until they make, or are struck, by a melee attack.	17	Sprint allows the invoker to run full-speed through combat without penalty or loss of defensive ability. It lasts for one round.
8	Cast-Iron Stomach allows a character to eat most anything: hot and spicy, bland and flavorless, or half-rotten, it's all just food. They gain immunity to mundane food poisoning, and a resistance bonus to ingested poisons.	18	Vision of Magic allows a character to see magical auras. Using the power requires a half-hour's meditation in an area illuminated only by firelight. Any magic item so viewed will have a faint but colorful aura surrounding it.
9	The Good Sport can turn any minor competition, a game of darts or a drinking contest, into a positive introduction. After playing a round, this power grants the character a minor reaction bonus when dealing with their recent competitors and spectators.	19	Smite the Dead grants the invoker a potent attack bonus against the undead, lasting until a successful attack is carried out. This attack does double damage, and produces an area of illumination ten feet in diameter. Lesser undead are repelled by this light.
10	Only the most barbaric characters can master the Yawp of Doom . When this mighty cry is uttered, foes must make an immediate morale check or flee the battle.	20	The character with Eye of Carrot has exceptional night vision. They can use this ability to reduce the penalties suffered when performing tasks in darkness.