

Siddhi Time

Minor & Major Boons, Gifts & Rewards

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Siddhis, or powers, can be attained through practice, study or hard work – or gifted by some benevolent (or crafty) deity or other; or else they can be randomly happened upon through the operations of fate or chance. Non-magical, they perhaps relate to psionic powers, being linked to the currents and depths of the mind. However they come about, they can be classed in two ways – as minor (those that basically grant a +1 to a specific attribute) or major (bestowing +3), as well as those which are permanent and those which may linger for a certain duration only. Here are a few ideas to start you playing with the possibilities that siddhis offer your campaign, for PCs, NPCs or in any way you choose.

Bestowal

For Siddhis granted through random circumstances (rather than ‘earned’ or gifted), use the following table. Roll d20 to see what creates the causes for the siddhi to arise:

1. During play with a child, at a certain point the PC feels peculiar...
2. Hearing (and then humming or whistling) a certain melody
3. Waking from a dream
4. Using a certain ‘power word’ brings about the feeling
5. After the itching subsides from a nasty insect bite, the feeling appears
6. On completion of a haircut (CKs choice which style is the trigger)
7. Picking a certain flower at a specific location
8. Catching a moth or butterfly and letting it alight upon a finger
9. Getting a specific tattoo (the pain of which is the trigger)
10. Eating one of the rare (but delicious) ‘Siddhi Biscuits’
11. Finding a unique and arresting sea shell
12. PC has his/her face painted as part of a disguise or for fun
13. Whilst using a wax seal
14. A certain coin (not the type, but the actual coin) triggers the event
15. Fervent prayer and dedicated action directed toward the specific siddhi*
16. Belching after slurping a particularly rich gravy becomes the trigger
17. Recovering from a life threatening fever
18. Picking ticks or lice off an animal or companion is the trigger
19. Tapping out a certain rhythm
20. Eating a certain quantity of a specific berry (CKs choice)

*In this case the PC can choose the Siddhi they are attempting to develop

The Siddhis

These powers can be randomly awarded by rolling a d100. The CK must decide whether the siddhi is to be Minor (+1) or Major (+3), and also whether it will be permanent, or will last a specific length of time. To determine the former, roll 1d4, 1-3 being Minor, a roll of 4 being Major siddhi. For the latter, if the siddhi is not to be permanent, roll 1d8 for the number of days it will last (or rule as you see fit). The attribute to be adjusted in each case is noted together with any other specific information.

- 1 avoid sunburn - Con
- 2 protection from glare (or snow blindness) - Con
- 3 freedom from thirst (twice as long as normally the case)- Con
- 4 freedom from hunger (twice as long as normal)- Con
- 5 endure cold/heat (doubles their ability)- Con
- 6 satire (destroy another's reputation or morale utterly) - Wis
- 7 blank mind (for a period not exceeding 15 minutes)- Int
- 8 play dead (for up to ten minutes, no pulse or warmth)- Wis
- 9 endure pain (no penalties on HP loss until 2/3 of HP are lost) - Con
- 10 emanate glow (skin produces an 1 ft coloured aura) - Wis
avoid fear - Wis
- 11 hold breath (10 minute duration) - Con
- 12 telescopic zoom (eyes can see at distance twice as well as normally) - Wis
- 13 disguise (wilfully impersonate another, for 2 minutes maximum) - Cha
- 14 emanate vibhuti (a sort of sand that can be eaten for subsistence) - Wis
- 15 light (emit a beam of light as a torch for 10 minutes) - Wis
- 16 rope trick (climb a free-standing vertical rope, up to 50ft) - Dex
- 17 bear load (doubles load with no movement penalty) - Con
- 18 clot blood (allows self staunching of any wounds - no accrued damage) - Con
- 19 hear like a bat - Int
- 20 grow hair (or arrest growth of hair), up to 6 inches per day - Cha
- 21 produce iron (each day a nugget of iron can be produced from the fingers, no greater than 1 ounce each day) - Wis
- 22 transmute poison (a lethal dose can be ingested and processed into a single peacock feather) - Int
- 23 intimidate snakes and serpents (create fear in them) - Wis
- 24 immunity to sound damage - Wis
- 25 immunity to sound entrancement/disorientation - Wis
- 26 immune to disease - Con
- 27 perfect balance - Dex

- 28 transform object (random, or elemental – eg shoe becomes soap, or beer becomes hot coals etc) – Cha
- 29 free from gloom (can cause gloom and despair in others) – Cha
- 30 no boredom (can create boredom in others) – Cha
- 31 emanate perfume – Cha
- 32 invisibility to infravision – Dex
- 33 incite conflict in others – Cha
- 34 alter skin colour at will – Cha
- 35 unmake item (up to the size of something they could hold), it is dissipated into atoms – Wis
- 36 disembody (for up to one hour) – Int
- 37 punch through solid object – Str
- 38 nose of a bloodhound (for 15 minutes each time) – Wis
- 39 fly (20 minutes) – Dex
- 40 impregnate (cause pregnancy in any female of any race through force of will) – Cha
- 41 attract wealth (a form of outrageous luck in gambling and business) – Int
- 42 change size (up to half as big again or twice as small as normal) – Dex
- 43 enter another body (10 minutes duration) – consciousness can inhabit another form, either of a living peer or a dead body – Wis
- 44 weightlessness – Dex
- 45 infinite heaviness – Dex
- 46 foreknowledge of one's time and manner of death – Int
- 47 command – their orders will be obeyed unquestioningly – Int
- 48 knowing th disposition of others (alignment) – Int
- 49 knowing the intentions of others (motivations) – Cha
- 50 freedom from haunting – Wis
- 51 freedom from vampires – Wis
- 52 freedom from lychanthropes – Wis
- 53 scrying the future (once per day for ten minutes) – Int
- 54 can transmute lead into gold (quarter ounce per month max) – Int
- 55 direct astrological understanding – Int
- 56 precognitive visions – Int
- 57 nose for treasure (ability to intuit locations of hoards) – Int
- 58 mind-latch (can control the mind of being of average intelligence or less for up to one hour max) – Int
- 59 freedom from muscle tiredness – Str
- 60 freedom from sleep – Wis
- 61 memory (PC can recall events perfectly and memorise multiple objects, tasks or spells at will) – Int

- 62 deep memory (perfect recall of their soul's purpose and evolution, including all prior lives) - Wis
- 63 coiled spring (ability to jump explosively for great height or distance) - Str
- 64 sobriety (no matter how much alcohol is imbibed, no drunkenness results) - Con
- 65 fleet-foot (doubles normal movement rate) - Dex
- 66 catch missile (one arrow or spear fired at the character each round can be caught and returned as a bonus attack) - Dex
- 67 throwing arm (favoured arm is able, accurately, to throw or hurl objects twice as far as normal) - Str
- 68 tongues (enables comprehension and speech of 1d20 new languages) - Int
- 69 accelerated learning (reading and absorbing information can occur at double normal rate) - Int
- 70 epic swim (can swim equivalent of 10 miles in any conditions with only minor fatigue) - Str
- 71 friend of the birds (can converse with avians and summon 1d20 species of birds to him/her in a 'parliament' to gain information and perspective) - Wis
- 72 generate fame (exploits of character are fascinating and compelling to any and all audiences - fame quickly accrues, with associated benefits and hindrances) - Cha
- 73 dance (can dance for 6 hours without fatigue - this can inspire or entrance others, or be used in ritual) - Str
- 74 thunderclap (clapping hands causes a localised thunderstorm to arise) - Wis
- 75 battering ram (as with coiled spring, but the character intends to impact a solid object, door or person. Automatic hit, roll 2d12 for damage inflicted, and 1d4 for damage sustained) - Str
- 76 flickering (as with a ring of flickering, but at will, phasing randomly onto the planes) - Int
- 77 pressure wave (by clicking fingers, a concussion wave is sent out in a circle of 20ft radius, all in its path must Con save or take 1d8 damage and suffer burst ear drums and d6 rounds of stunned confusion) - Str
- 78 blow (by blowing sails can be inflated, fog dissipated or other wind effects maintained) - Con
- 79 thick skin (skin becomes armoured for d6 rounds - AC increases by +1/+3 for minor/major effect) - no attribute
- 80 mindmapper (character can hold in mind an accurate map of where s/he has been at will) - Int
- 81 mounts (ability to ride any and all animals, magical, aerial or otherwise) - Dex

- 82 perfect navigation (always knows direction, depth/height, movement rate and bearing) - Wis
- 83 weather forecasting (knows the weather for the next 24hrs with 95% accuracy, 48hrs with 75%, 72hrs with 33% etc) - Wis
- 84 strange attractor (can cause beings of other races or species to fall in love with him/her, or to form fraternal bonds) - Cha
- 85 kosmic view (can attain perspectives on events from a truly kosmic perspective, including motives of deities, elemental beings etc) - Wis
- 86 slow ageing (can half the rate of ageing for indefinite periods) - Con
- 87 arrow-time (can perceive events in extreme slo-mo, hence always gets to (re)act first in kinetic situations) - Dex
- 88 distraction interference (can create 'white noise' in the minds of others, especially spellworkers, affecting their concentration adversely) - Wis
- 89 mathematicality (the power to solve any mathematical problem, or to apply such knowledge to engineering challenges, through mental focus alone) - Int
- 90 poeisis (the capacity to 'read' events poetically and to form any style or focus of verse with spontaneous and highly accomplished results) - Cha
- 91 power of ten (can duplicate-self with up to ten clones for ten minutes - as a with a mirror-image effect) - Int
- 92 absorbatrix (the power to absorb any energetic discharge without harm - from lightning bolt to fireball or plasma, all dweomered or natural energy - once per day) - Con
- 93 the twelve-arm (the ability to sprout additional arms and use extra weapons/objects without penalty: the possibilities are 4 arms, 6 arms or 12 arms and the effect will last 20 minutes max) - Dex
- 94 eyes in the back of the head (invisible eyes give 360deg vision at will, being surprised is almost impossible) - Dex
- 95 phased invisibility (the power to become invisible whilst holding breath, visible again upon exhaling etc) - Dex
- 96 limited regeneration (can regrow own limbs and heal wounds, partial transfer to other also - d% for chance of complete success in such cases) - Con
- 97 blade-stop (no bladed weapon can inflict damage whilst this siddhi is operating, though other weapons work as normal) - Con
- 98 prehensile tail (ability to manifest a monkey-like tail at will) - Dex
- 99 medicinal compound (ability to manifest a cure-all serum once per week that can heal 2d12HP of any type of damage, or even restore life if administered within 6hrs of death - subject to a successful Con check) - Wis

100 mimicry (perfect mimic of any being or sound, impersonation and accurate representation) - Cha

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