

PowerTome

Contents

Preface.....	1
Offense.....	2
Defense	5
Alliance	9
Control.....	11
Modifier	14

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Preface

This is the PowerTome, the compendium of all the powers that can be used in the PowerDome. Contained within are five categories of powers: offense, defense, alliance, meta, and modifier.

Offense powers actively increase your killing abilities and have effects that include weakening, bypass, and strike increases.

Defense powers focus on increasing your vitality and preventing it from being reduced and have effects that include regeneration, resurrection, and deterrents.

Alliance powers create characters that help you attack your enemies.

Control powers change the way powers and players act and have effects that include power manipulation and player manipulation.

Modifier powers change the world of the game and provide various extra options around which to strategize.



Offense

They can't hurt you if they're dead.

Ace- focus all your effort into an attack

If your base strike is equal to your vitality, increase your strike by 40.

Reckless and dangerous. For both you and your enemies.

Backfirer- use a technique that has a tendency to misfire

Flip a coin. If heads, multiply your base strike by 1.5. If tails, attack yourself as well as your target.

Some mistakes will come back to bite you.

Blade Spin- spin and unleash a salvo of blows

Attack 4 characters and multiply your base strike by 0.25.

Let it rip!

Consecutivity- combo your attacks to increase the effectiveness of your blows

Increase your base strike by $[15 \times (1 + \text{number of rounds you inflicted damage in a row})]$.

Even the most mundane attack becomes deadly when repeated.

Dire Odds- surpass your limits when outnumbered

Increase your strike by $[10 \times \text{number of remaining players excluding yourself}]$.

Being outnumbered and outmatched is the best reason to exceed expectations.

Electroshock- electrocute your opponent on touch

If you inflict damage to a character, weaken them by 35.

Like sticking a fork into a wall outlet.

Equality- split the pain

Limit 2.

Burn 10: Set selected character's vitality and your vitality to $[(\text{vitality} + \text{their vitality}) / 2]$.

True strength shines best on a level playing field.

Feint- fake out your opponent

Utilize 15: If you attack, your attack target names a number between or equal to 1 and 10.

Predict if the number is greater than, less than, or equal to 5.

If your prediction matches the target's number, bypass their resist.

"Ha-ha! You've swung exactly as I predic-"

Idiotic Ante- draw everyone into stupidity

Limit 2.

Set all characters' agility, resist, and strike values to 0. All players name a number and weaken themselves by that much vitality. Weaken the player who named the lowest number by half their vitality.



No way this self-destruct button is real.

Lone Wolf- work more efficiently when alone

If you have no allies and attack an ally, increase your strike by 25.

If you have no allies and attack a player, increase your strike by 15.

Not all it's cracked up to be, honestly. The world is pretty dark without a friend.

Meditation- entrance yourself to increase your strength

If you were not damaged the previous round, increase your strike by 25.

In perfect balance with one's self.

Multi-Tasker- split your attention to make two separate attacks

Attack 2 characters.

If only you had more arms.

Outburst- rage recklessly to increase your strength

Increase your strike by 25 and decrease your resist by 20.

I would like to rage.

Power Overwhelming- flood the strength of all

Auto: Weaken all characters by $[10 \times \text{number of powers they own (except for faults, secrets, and this power)}]$.

With great power comes great pain.

Pyrrhic Wave- unleash a wave of pain from within yourself

Utilize 20: Weaken all characters by 20.

Congrats?

Relinquished- send out your essence to rip the life from your opponents

Limit 1.

Burn Z: Kill any character allocating less than $[0.75 \times Z]$ resist.

Bequeath unto me your all.

Soul Strike- tear at and steal the very essence of your opponent

Limit 3.

Burn 15: Weaken selected character by 15.

If a character is killed by this power, receive all their powers and regenerate their starting vitality.

Reap the rewards of your victim's lives.

Stockpile- store strength

Utilize Z: Permanently increase your strike by $[0.3 \times Z]$.

Will you really need all that?



Sucker Punch- surprise your opponent with a sudden assault

If you attack a character after they attack a character that is not you, bypass their resist.

Don't turn your back.

Super Serum- improve your physique with questionable means

Burn 30: Bypass target's resist.

All the cool superhumans are doing it.

Survival Instincts- channel your fear of death into power

If you have 30 or lower vitality, increase your strike by 50.

Fight or flight?

The Greys- request a killing blow

Burn 20: Weaken selected character by 50.

Interaction:

Utilize 15: If this power selects you, disable it.

As his vision faded, everything turned grey.

Third Degree- set your opponent aflame to inflict vicious burns

Limit 3.

Burn 15: Afflict selected character with: "Weaken yourself by [7+round number of round afflicted]."

The flames consumed him, and his screams consumed the silence of the night.

Transfusion- cause the life of an opponent to overflow

Burn Z: Weaken selected character by [1.5*Z] and pass them this power.

If you kill a character using this power, receive a copy of this power.

An overflow of life might result in the attraction of death.

Vindication- rush forward, filled with vindictive power

Utilize 10: Increase your strike by [3*your damage taken last round].

They would feel his pain, with interest.



Defense

Everyone else will die eventually.

Adrenaline Surge- heal when under attack

If you are attacked, regenerate 6.

There is no motivation more powerful than imminent death.

Blood Siphon- leech of the healing of others

If a character regenerates (other than from Blood Siphon), regenerate 10.

Just make sure to ask if they've been tested.

Buildup- heal slowly, but get faster as time passes

Regenerate $[2^{\text{round number}}]$. Caps at 16.

Wait for it... Not yet. This'll only be a minute.

Clever Girl- improve your skill as you survive

Increase your strike and resist by $[5 * (\text{round number} - 1)]$. This increase caps at 60.

Beware the old man in a world where men die young.

Combo Breaker- knock back your assailant when they hit you

If you are damaged by a character, they cannot attack you next round.

That's not even a combo! You're just hitting buttons!

Cryosleep- protect yourself with a cocoon of ice

Utilize action points equal to your vitality: You cannot be weakened or damaged and reduce your action points next round by 15.

As chilling mist slowly wreathed his vision, he wondered when, and where, he would wake up.

Filibuster- stall your opponent with a lengthy monologue

If your vitality is not reduced this round, add one Stall counter to this power.

If your vitality is reduced this round, remove one Stall counter from this power.

Limit 1.

Your vitality cannot be reduced for a number of rounds equal to the number of Stall counters.

Part 25 of my argument: the entire Harry Potter series, with author's notes.

From Beyond- reincarnate as a zombie

If you die, revive at the end of the round, set your vitality to 60, and forfeit all but one power you previously had (excluding this one).

Your grandmother is disappointed with your choice of work. Also, she says she'll have cookies ready for you in three hours.

Gambler's Choice- take a gamble with your life



Start of game: If you were the only player to bid on this power, regenerate [your bid+50]. If multiple players bid on this power, regenerate [your bid+25] and weakens all other bidders by 20.

Know when to hold them.

Gluttony- heal at an astronomical rate, but risk self-destruction

Auto: Regenerate 10.

If your vitality exceeds 110, you are killed, and all other characters lose 10.

Headline: "Local resident bursts after consuming entire buffet"

Hunger for Flesh- snack upon the bodies of your opponents

If you inflict damage to another character, place a Flesh counter on this power.

An unlimited number of times per round, utilize 20 and remove a Flesh counter: regenerate 20.

Life derived from the far too many corpses of the fallen.

Karmic Intervention- prevent yourself from being attacked with luck

Limit 2.

Selected character regenerates 15 and may not attack you or select you with a power next round.

Must be because I gave someone my parking spot last week.

Knife to a Power Fight- get ignored because you look non-threatening

If you are an attack target, set the attack's strike to zero.

If you attack, activate a power that is not a burn power, or it is the third round or after, forfeit this power.

What... what was your plan?

Last Stand- refuse death with one last burst of strength

Limit 1.

If you die, revive at the end of the round, set your vitality to 15, and permanently increase your strike and resist by 40.

Even as his vision began to fade, his grip only tightened upon his blade.

Leech- benefit off the life of another

Start of game: Name a player.

If they were killed this round, weaken yourself by 40.

If they are alive at the end of a round, regenerate 10.

Are you proud of your stolen strength?

Mental Fortress- delay your pain with extreme focus

If your vitality would be reduced (except by this power), reduce it at the end of next round instead.



It doesn't even hurt if you don't look at it.

One-Inch Punch- stop your opponent from striking with your strike

If you attack a character and they attack you, set their strike to 0.

This power cannot be activated on the same character two rounds in a row.

Small, yet effective.

Plot Powers- do what is necessary for the situation

Burn 5: Choose one effect: Increase your strike by 10, increase your agility by 10, or selected character regenerates 10.

Because the plot demands it.

Redirection- block a strike and redirect its power

If you defend a strike completely, attack the attacker with a strike of equal value.

The art of using one's strength against them.

Schadenfreude- bask in the pain of those around you

Limit 1.

Burn 15: Regenerate half the total damage inflicted by all characters this round and halve your strike and resist.

Your suffering pleases me greatly.

Sharp Exterior- strike back upon being hurt

If you are damaged, weaken your attacker by 15.

But a heart of gold.

Shield Bubble- inflate a protective force field into a bubble around you

Start of game: Place 6 Bubble counters on this power.

If you are attacked, remove a Bubble counter from this power.

Increase your resist by [10*number of Bubble counters].

pop

Tunnel Vision- feel only the actions of your strongest opponent

Auto: Multiply your resist by .75.

If you are attacked by multiple characters, set all strikes but the highest strike to 0.

Rushing to kill the man who murdered his family, he failed to notice the man that would kill him.

Unlife- live even in death

If your vitality falls below 0, do not die.

If you reset your action points, reset them to the absolute value of your vitality.

If your vitality is negative, you cannot win.



He died as he lived. Violently.

weird goop- immobilize opponents with goo

Utilize 15: If you are attacked, the attacker cannot attack next round.

This power cannot be activated two rounds in a row.

Don't point a black light at it.



Alliance

Murder buddies.

Backup- receive extra help periodically

If the round number is odd, choose one effect.

Attack selected character with a strike of 40 (as if from an ally).

Summon an ally with 20 vitality.

Calling in reinforcements, sir.

Build-A-Friend Workshop- construct your own servants

Burn 15: Summon an ally with 40 vitality.

For some reason, a lot of people want this one.

Clay Golem- command an earthen giant

Start of game: Summon an ally with 60 vitality.

If this ally would take damage, halve the damage taken.

If this ally inflicts damage, weaken it by the damage inflicted.

If it has 15 or less vitality, it is killed.

If it is killed, weaken yourself by 20.

How is something made of clay so strong? Magic.

Copykitten- command a feline mimic

Start of game: Summon an ally with $[0.5 \times \text{selected player's vitality}]$ and all selected player's powers.

A smaller, more adorable copycat.

Egg- hatch a world class disaster

Start of game: Summon an ally with 15 vitality.

If this ally is killed by damage, revive it at the end of the round and set its vitality to 10.

Auto: This ally regenerates 5.

If this ally's vitality is ever equal to or greater than 25, it is killed and summons one ally with 200 vitality.

Don't let it hatch. The results would be... calamitous, at best.

Hypno-sacrifice- force all your allies to shield you at the expense of their lives

If you have any allies and are an attack target, the character attacks one of your allies instead.

Halve your allies' resists.

It's a sacrifice I'm willing to make.

Lord of the Dice- command a swarm of dice

Start of game: Roll a d6 and summon allies equal to the result with 15 vitality.

Alea iacta est.

Loyal Sidekick- command a loyal sidekick



Start of game: Summon an ally with 50 vitality.
A steadfast friend, but he'll probably die for plot reasons.

Minion Horde- command a group of small, flying beasts
Utilize 15: Summon an ally with $[10 * (\text{current number of Minion Horde allies} + 1)]$ vitality.
Horde may be a bit of an overstatement.

Super Meat Shield- be protected by a living chunk of meat
Start of game: Summon an ally with 40 vitality.
This ally is unable to allocate.

If a character would attack you, flip a coin. If heads, the character attacks this ally instead of you.
Can take a beating.

Synecdoche- command excised body parts
If you are damaged, summon an ally with $[2 * \text{amount damaged}]$ vitality.
Dude, your disembodied hand is twitching.

Viral Growth- command multiplicative bacteria
Start of game: Summon 2 allies with 6 vitality.
If this ally has greater than 10 vitality at the end of a round and you have fewer than 10 of these allies, set its vitality to 6 and summon an identical ally with the same vitality.
Auto: This ally regenerates 6.
Remember to wash your hands with soap.



Control

Warp the fabric of reality.

Captain's Shield- block powers with an indestructible barrier

Start of game: Burn [15*Z (at most 3)]: Name Z powers.

If a named power would be activated against you, disable it.

Wielded by a fallen hero. Hopefully it protects you better than it did him.

Confusion Matrix- confuse your opponent

One time per character, utilize 15: Selected character attacks a character of your direction.

Why are you hitting yourself?

Disguise Kit- use illusion to look like another person

Limit 3.

Burn 10: All characters attacking you attack selected character instead, and all characters attacking selected character attack you instead.

If the selected character attacks you, disable this power.

He could be in this very room! He could be you! He could be me!

Fool's Gold- make a tainted deal

Burn 10: Offer selected character a deal.

If they accept, they regenerate 10 and you activate one of their powers or command one of their allies as your own next round. They may not activate that power while you have use of it.

The original face of multi-level marketing.

Government Grant- use granted wealth to cover the cost of your powers

After auction phase, every other power you own has the vitality you pay reduced by 10.

The government gave you money. A likely story.

Inhuman Mitosis- duplicate your abilities

Start of game: Receive 1 extra copy of selected power you own.

The process is both fascinating and morally questionable.

Kneecapper- cripple an opponent

Utilize 30: Afflict selected player with: "If you reset your action points, decrease them by 15."

I'll bust ya kneecaps, y'see?

Knowledge- obtain uncontrollable intellect

Burn 25: Receive a copy of a random power.

If you own 5 or more powers, forfeit all your powers and regenerate 350.

The ultimate weapon.

Loot!- frisk the corpses of your fallen foes



Limit 2.

Burn 10: Receive selected copy of a dead players' powers.

Always be looting, baby!

Low Blow- strike an opponent's weak spot

If you inflict at least 20 damage to a character, afflict damaged character with: "Disable all your powers and you cannot attack."

This affliction lasts one round.

I think I heard his descendants die right then and there.

Magic Eraser- remove a power from existence

Start of game: Permanently disable a power and regenerate the winning bid on the power's value.

The enemy of all things pencil.

Magnitude- increase the amplitude of a power's effect

Limit 3.

Burn 10: Multiply one number from one power owned by selected character by either .5 or 2.

The slightest increase in strength can spell devastation for the unprepared.

Paralysis Glare- stun with a look

Utilize 30: Disable all of selected character's powers.

Just don't make eye contact.

Pickpocket- steal a power

Burn 15: Force selected character to pass you a power of your choice and pass this power to them.

"What was that!? Hmmm. Must have been the wind."

Temporal Snap- shift backwards in time and reuse your skills

Activate a burn or utilize power one additional time per round.

I think that sundial is a few seconds off.

Trick of the Light- confuse the attack and defense of your opponent

Utilize 15: Swap the strike and resist of selected character.

Turn a coward to a moron with one simple trick.

Utility Belt- pull something from your stash

Limit 3.

Utilize 10: Receive a copy of a random power.

If you activate the received power, forfeit it.

Please be useful.



Whole Heart- maintain your fortitude from the fight's start
If you reset your action points, reset them equal to your vitality at the beginning of the game.
Still beating.

ytilamroN- flip the effect of a power
Burn 10: Permanently multiply a number on any power owned by selected character (other than yourself) by -1 and pass this power to them.
Si gnihtemos gnorw;



Modifier

The world just got a bit wilder.

Balancing Act- begin carefully placed on a precariously shifting platform
This power is a modifier. All players begin with a copy of this power.

If your strike and resist last round were not equal, decrease your strike and resist by [10*number of rounds in a row unequal].

A little to the left. A little to the right. A little to the left.

Bystander Oblivious- begin in a crowd of ignorant innocents
This power is a modifier. All players begin with a copy of this power.

Auto: Roll a d6, or utilize 15: Roll a d4 instead.

If the result is greater than or equal to 4, halve your base strike.

In other words, obstacles.

Ghost Town- begin where the souls of the dead may harm the living
This power is a modifier. All players begin with a copy of this power.

If you are dead, you may weaken selected character by 5.

Abandoned and left to rot, only shadows remain.

Gnomish Encounter- begin with an annoying gnome hanging around
This power is a modifier. It activates automatically.

Start of game: Summon an uncontrolled character with 50 vitality.

If this character is alive, weaken a random player by 10.

Interaction:

If you attack this character, flip a coin. If tails, set your strike to 0.

If you kill this character, regenerate the total vitality weakened due to this power's effect.

His grating voice has carved scars into your heart forever.

Hired Help- begin with capricious mercenaries in the fight
This power is a modifier. It activates automatically.

Start of game: Summon an uncontrolled character with 50 vitality.

Interaction:

Utilize Z: If you spent the highest of any character and this character is alive, weaken selected character by 20.

Just don't let them near anything important, like your throat.

Not Potato- begin with a strange harmful object in someone's hands



This power is a modifier. One player begins with a copy of this power.

If you own this power at the end of a round, weaken yourself 10.

If this power kills a player, the player that previously owned it regenerates 60.

Interaction:

Utilize 5: Pass this power to selected player.

Utilize 10: Pass this power to selected player and permanently increase the weakening of this power by 5.

These effects can stack and be activated an unlimited number of times per round.

If it's not a potato, what is it really?

Orders to Fight- begin with a bloodthirsty crowd observing

This power is a modifier. All players begin with a copy of this power.

If you defend with highest resist of any player, weaken yourself by 10.

Cowardice gets you nothing.

Piety of the Seraphim- begin with a pious guardian watching

This power is a modifier. All players begin with a copy of this power.

If you have the lowest vitality of all players, increase your strike and resist by 15.

A gift from the heavens, daintily given, gently taken.

The Bazaar- begin with a visit to an extravagant marketplace

This power is a modifier. All players begin with a copy of this power.

Start of game: Choose no more than two effects: Weaken yourself by 10 and summon an ally with 15 vitality, weaken yourself by 15 and permanently increase your strike by 20, weaken yourself by 20 and bypass with your first attack, or weaken yourself by 25 and, if no other player chooses this effect, gain all the benefits of the previous effects.

So many wondrous items that one could be lost browsing them forever.

Yggdrasil- begin with the World Tree in your presence

This power is a modifier. It activates automatically.

Start of game: Summon an uncontrolled character with 150 vitality.

Interaction:

If you attack this character, regenerate 10 and place a Nidhogg counter on yourself.

If this character is killed and you have the most Nidhogg counters, you are killed.

And so, the world tree fell, and the nine realms with it.