

# Potions, Explanation of: Blood-Point

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-4 (roll 1-d4).

Damage: None.

Duration: Permanent.

Effect time: 10 turns.

Explanation: When this potion is consumed, the imbiber will permanently gain blood-points (B.P.). The amount of blood-points that will be gained depends upon the power of the potion. Roll on the following chart for the increase this potion will raise a character's blood-points:

<u>%Roll</u>	<u>Permanent B.P. increase</u>
01-78	+10
79-84	+15
85-90	+20
91-94	+25
95-97	+30
98-99	+35
00	+40

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, Organic, and Undead creatures are not effected by the power of this potion.

Invoke time: None.

Liquid color: Red

Liquid texture: Thin oil-like

Liquid taste: Blood

Liquid smell: Blood

Maximum adjustment: None.

Notes: None.

Preparation: Drink one dose of the Blood-Point potion

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 500 White-gold per dose.