

Enchanted Items, Explanation of: Talisman, Avoidance

Area of Effect: As "Range of item".

Avoidance-roll: None.

Charges: One use only (then it will vanish).

Command word(s): Spare me talisman (can be thought or spoken).

Damage: None.

Duration: Permanent.

Effect time: Instant.

Explanation: This is one of the most valuable treasure items to have in a crisis. If the holder of this item speaks or thinks the power words inscribed upon the Avoidance Talisman, a character will avoid any situation once. Even death if he or she is dying.

When the Avoidance Talisman is first claimed, the owner must make a successful avoidance--roll Vs. "Faith" in order for the Talisman to accept and offer its protection to him or her.

If the holder of the Avoidance Talisman is slain, he or she may roll initiative with the G.M. (no bonus; just a straight initiative roll between the player and the G.M.). If the player wins, passing will be avoided.

If the holder of this talisman has received a mortal wound, and uses the talisman, he or she will have to live with the wound until treatment can be gotten. This can create quite a problem in some situations (as a player may find out).

Hand movement: None.

Healing: None.

History: Powerful Human magicians created this item for the soul purpose of escaping any undesirable situation one time. Nothing else is known.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Hold Avoidance Talisman in hand or against bare skin.

Range: Holder of Avoidance Talisman only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 30,000 White-gold.