

Enchanted Items, Explanation of: Amulet, Zoom

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1-20 (roll 1-D20).

Command word(s): None.

Damage: See: "Explanation of Enchanted Item".

Duration: As long as real danger presents itself, the effect is permanent.

Effect time: Instant.

Explanation: When the power of this amulet comes to life, the wearer will become twice as fast, in every aspect, thus gaining two turns in one.

Needed preparation: For the Amulet to take effect, a hostile, or threatening, situation must present itself. The Amulet will automatically Zoom if trouble presents itself.

Damage: There is a risk in using this powerful item: Every time it is used it causes a rapid beating of the heart that has a 05% chance (a 96+ roll) of slaying the user.

The only way the wearer can stop the Amulet from activating is to not wear it.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Wearer must be threatened. See: "Explanation of Enchanted Item".

Range: Wearer only.

Resting time: After the situation has ended, for every turn under the influence of the zoom effect, the wearer must rest 3 turns.

Special: None.

Susceptibilities: None.

Value: 150 W.G. per charge (the necklace is then considered as an O.V.I.).