

Enchanted Armor, (Shield): Talisman

Area of Effect: Wielder of Talisman Shield.

Avoidance-roll: None.

Charges: Permanent ability. Each Luck Shard and/or Talisman that is sealed into the Talisman Shield will regenerate luck back at a rate of 1 point per day instead of the normal 1 point per moon (30 days).

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Constantly in effect once the Luck Shard and/or Talisman is placed into the Talisman Shield.

Explanation: The Talisman shield actually holds LUCK as does the enchanted item, “Luck Talisman”, but it must have the Enchanted Item, “Luck Shard and/or Talisman” placed into the edges of it to cause luck to flow into it. This is done by finding a Luck Shard and/or Talisman and placing the tip of it into one of the many slots about the edges of the shield and snapping them into place until the edge is smooth. A simple avoidance-roll vs. “Strength” will do the trick. Only two chances will be given per attempt (for the Luck Talisman, not the slot).

There are 10 openings per quarter section of the Talisman Shield (40 total Luck Talisman slots).

When a Luck Shard and/or Talisman snaps into the shield’s edge then is a soft snapping sound and a faint red glow. The edge of the shield will then be perfectly smooth.

Unlike a character's normal Luck, this shield can be used to help in most all avoidance-rolls. If this item is used to help a character make an avoidance-roll, that character will not forfeit his or her next turn (such is the power of this item).

Remember, Luck Shard and/or Talisman gain Luck-points back at a slow rate of 1 point per moon (30 days). While placed into the shield the Luck Talisman will regenerate at a rate of 1 point per day.

Question: Can I use luck off of my Luck Shard and/or Talisman for awareness checks?

Answer: No. If a character is not aware of something, he or she cannot use luck to succeed in being aware. However the G.M. may see fit to do it for a player (though this is completely up to his or her discretion).

This fantastic shield actually heals itself when damaged, just as a magical shield does, but it does not need the sunlight to do so. If a weapon strikes, and remains lodged in the shield, the healing process will not begin until the weapon is removed.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Luck cannot be used to benefit the user of this shield if the creature cannot normally use luck.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Wielder of Talisman Shield.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 35,000 W.G. + 500 per grade + value of shield.

