

Enchanted Items, Explanation of: Talisman, Luck

Area of Effect: As "Range of item".

Avoidance-roll: None.

Charges: 1-100

Command word(s): None.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: The luck Talisman is a hand-sized shard of crystal that can be used to make avoidance-rolls. Unlike a character's normal Luck, this item 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).

The Luck Talisman gains its Luck-points back at a slow rate of 1 point per moon (30 days). If it is used up completely it will dissolve into a thin wisp of smoke-like substance and fade away, never to be seen again.

Question: Can I use luck off of my Luck 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).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: This item will not work for those who are cursed.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Have Luck Talisman on person (does not need to be against skin or in hand).

Range: Holder of Luck Talisman only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 500 + 50 W.G. per charge.