

Potions, Explanation of: Electricity Protection

Area of Effect: Imbiber only.

Avoidance-roll: None.

Doses: 1-D4

Damage: None.

Duration: 24 hours for the "Electricity-protection", permanent for the "Electricity damage absorption points".

Effect time: Instant

Explanation: The effects of this potion will both give a protection against electricity, as well as shield the imbiber from a certain amount of "Electricity damage absorption points" for the "Duration" of the potion's effect.

When you become the victim of an electricity-based attack, there will be a 71% to 91% chance, depending on the strength of the potion, of this potion protecting you from all ill effects for the duration of that turn. Each turn thereafter, when you are struck by an electrical attack, check for this 71-91% protection to see if the attack is negated. If it is not negated, and electricity damage is taken, take electrical damage from the "Electricity damage absorption points" before you take damage to your person.

Roll on the following chart to see what the shielding power of this potion is:

%Roll: Shielding power:

01-60:	Electricity-protection: 71%
	Electricity damage absorption points: 200
61-80:	Electricity-protection: 76%
	Electricity damage absorption points: 300
81-90:	Electricity-protection: 81%
	Electricity damage absorption points: 400
91-98:	Electricity-protection: 86%
	Electricity damage absorption points: 500
99-00:	Electricity-protection: 91%
	Electricity damage absorption points: 1,000

Hand movement: None.

Healing: None.

History: Unknown.

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

Invoke time: Not applicable.

Liquid color: Yellow.

Liquid texture: Water and oil mix.

Liquid taste: Metallic.

Liquid smell: Mildly sulfuric.

Maximum adjustment: None.

Notes: None.

Preparation: Drink potion before coming into contact with electricity.

Range: Imbiber only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Electricity-protection: 71% / Electricity damage absorption-points: 200: 2,000 white-gold per dose.
Electricity-protection: 76% / Electricity damage absorption-points: 300: 3,000 white-gold per dose.
Electricity-protection: 81% / Electricity damage absorption-points: 400: 4,000 white-gold per dose.
Electricity-protection: 86% / Electricity damage absorption-points: 500: 5,000 white-gold per dose.
Electricity-protection: 91% / Electricity damage absorption points: 1,000: 10,000 white-gold per dose.