

Potions, Explanation of: Zanshin's Power

Area of Effect: One person or creature.

Avoidance-roll: Yes: Vs. "Magic".

Doses: 1 dose.

Damage: See "Explanation of Potion".

Duration: As the drinker of the potion dictates.

Effect time: 3 turns (15 seconds).

Explanation: When this potion is imbibed, the drinker will concentrate on the power he or she wishes to bring into effect. The following are the powers and the personal cost that this potion will exact from he or she who uses its ability:

<u>The following things may be desired by the drinker:</u>	<u>Cost to imbiber of potion:</u>
Death to self or another	10 D.P. loss in all areas of the body
Life to self or another	20 D.P. loss in all areas of the body
Plague to self or another	6 D.P. loss in all areas of the body
Health to self or another	8 D.P. loss in all areas of the body
Blessing to self or another	5 D.P. loss in all areas of the body
Cursing to self or another	4 D.P. loss in all areas of the body

The extent of each thing listed here, and all there effects, including resting times, will be strictly up to the discretion of the G.M.

Hand movement: None.

Healing: See "Explanation of Potion".

History: It is only know that Zanshin, a blessed individual, created this potion. Nothing more is known.

Immunities: Animated and Dead creatures cannot use or be effected by this potion's power.

Invoke time: None.

Liquid color: Dark-silver.

Liquid texture: As mercury.

Liquid taste: Metallic (with a mixture of energy that can only be described as "electricity").

Liquid smell: None.

Maximum adjustment: None.

Notes: None.

Preparation: Drinker of Zanshin's Power Potion thinks of what he or she wishes to come to pass and drinks the potion.

Range: The range is simple . . . the person who drinks the potion must know the person who will be receiving the effects of the potion.

Resting time: This is completely up to the discretion of the G.M.

Special: None.

Susceptibilities: None.

Value: 35,000 White-gold.