

Enchanted Items, Explanation of: Shard, Luck

Area of Effect: As “Range of item.”.

Avoidance-roll: None.

Charges: Roll 1-D4

Command word(s): None.

Damage: None.

Duration: Permanently charged item unless all luck points are used. See: “Explanation”, “Note #2”.

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

Explanation: Note #1:

The luck Shard 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).

Note #2:

The Luck Shardan 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 Shard 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: Luck cannot be used to benefit the user of this shard if the creature cannot normally use luck.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Luck Shard only. But once the Luck Shard has been placed into a talisman Shield the “Range of item” will extend to the holder of the Talisman Shield.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 10,000 + 50 W.G. per charge.