

# Enchanted Items, Explanation of: Amulet, Deflection

**Area of Effect:** 1 space (5') and the next 2 sets of spaces around that space (25' radius (wearer only)).

**Avoidance-roll:** None.

**Charges:** 1-20 (roll 1 D-20).

**Command word(s):** Tarqua (Shallant for: Deflect).

**Damage:** None.

**Duration:** 1 turn. Each turn in effect will drain one charge.

**Effect time:** Instant.

**Explanation:** When a creature wears this amulet, it will automatically attempt to deflect all attacks of hand-held, thrown, and/or hurled weapons in the same turn (within the “Area of effect”).

**Time to cast:** When the Deflecting Amulet senses an attack, whether from behind, to the side, or directly in front of its wearer, it will attempt to turn away the assault by rolling initiative against all weapons attacking him or her, and only within the “Area of effect”. In other words, attacks must effect the wearer and the next two rings of spaces surrounding him or her.

The G.M. will roll initiative for all weapons that are wielded against the wearer for the entire turn (as if the wearer was rolling initiative against one single opponent -- with no bonuses). The wearer must win initiative against the weapon strike, whether it be a single or multiple attack, or be struck (the wearer of the Deflecting Amulet may still attempt to defend against the assault by dodging, parrying, or blocking as normal).

If successful, the attack against the “Area of effect” will be nullified, thwarted, diverted, harmlessly away into the ground.

**Hand movement:** Must wear amulet to deflect an attack (either against the skin or over outer armor, it does not matter).

**Healing:** None.

**History:** It is only known that this fantastic item is of Shallant make. Nothing else is known.

**Immunities:** Magical and enchanted weapons have a chance of cutting through this defensive spell.

For every rank of a weapon, there will be a 01% chance, cumulative, that the magic of the amulet will not be able to thwart its penetration (thus the wearer of the amulet, and all else within the “Area of effect”, must attempt to defend by dodging, parrying, or blocking as normal). An enchanted weapon has double the chance, per rank, of penetrating the amulet's magic.

**Magical weapon example:** If a rank-6 arrow was hurled against the amulet holder, there would be a 06% chance that it would not be effected by the amulet's defensive power. The wearer would have to defend against the attack by him or herself.

If a rank-5 enchanted sword was used to attempt to strike the wearer of the amulet there would be a 10% chance (a roll of 91+) that it would not be effected by the amulet's defensive power. The wearer would have to defend against it.

Check for each and every magical and/or enchanted weapon wielded against the caster; some may penetrate the amulet's magical barrier, while others are deflected.

**Invoke time:** Not applicable.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** None.

**Range:** The space upon which the wearer stands.

**Resting time:** None.

Special: None.

Susceptibilities: None.

Value: 300 W.G. + 300 W.G. per charge.