

Oracle: Amulet, Rebirth

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1 use.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Instant upon the death of the wearer.

Explanation: When the wearer of this amulet dies naturally or not, he or she will live once again, being placed within another form. When a person is given another body, another person or creature will not be forced out of its own and taken over (the Oracle's power will create a physical host in which the wearer will be housed).

The wearer will begin life again. Roll on the following chart to know the particulars of this incredible occurrence:

%Roll: Resulting choice:

01-25: Wearer will be born again into the world (same gender). The mother's race will be the same as character's, and will be raised as normal, without the knowledge of his or her former past. Around the age of five, the character child will begin to have dreams that will eventually help him or her to remember. Full recollection of what and he or she was will be remembered no later than eighteen years old. The recollection time frame will be strictly up to the G.M. This process fo remembering will not be quick.

26-50: The choice is given the wearer to be placed into the created body of a race type (wearer can choose the gender). Every 30 days the wearer will make an avoidance-roll vs. "Awareness" at 1/4 chance (rounded down). If successful, he or she will remember what has occurred. He or she will be the same, or equivalent age, same gender.

51-75: Wearer will become a random sentient creature (same gender). Roll up 5 sentient creatures which the wearer may choose from. Every 30 days the wearer will make an avoidance-roll vs. "Awareness" at 1/4 chance (rounded down). If successful, he or she will remember what has occurred.

Roll on the chart, "Regions, Random Determination of:" in the R section of the Basic Rules Book. As soon as you have rolled up the region, go to the next chart below and roll up the "Setting". Then go to that specific region and setting in the Regions Book and roll up a random creature. Remember, this creature will be sentient.

76-00: The choice is given the wearer to be placed into the created body of a race type (opposite gender). Every 30 days the wearer will make an avoidance-roll vs. "Awareness" at 1/4 chance (rounded down). If successful, he or she will remember what has occurred. He or she will be the same, or equivalent, age.

Hand movement: None.

Healing: None.

History: This amulet is crafted from the heart of the dreaded Glyph Imp. The heart has the power to bring one back from the seemingly impossible circumstances of death.

Immunities: Only living and undead creatures can be effected by the power of this item.

Invoke time: None. Merely wearing the Rebirth Amulet will bring its power to life if the wearer dies.

Maximum adjustment: None.

Notes: The wearer will leave all possessions behind when this powerful oracle is used. The only thing which will give a clue as to what has happened to the wearer is the chain upon which the Glyph Imp Heart is fixed; the chain will yet be about the wearer's neck.

Preparation: Must be wearing Rebirth Amulet at the time of death).

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 5,000,000 white-gold