THE TWIN

Unique Level 20

Illusion Invested Magical

The Twin represents a duality of purpose or identity. As long as you have The Twin invested, it helps to defend you against damage to your mind or your body. When you invest The Twin, the card's artwork changes to look like you, and as you are exposed to afflictions, your card twin helps to protect you by absorbing them into itself. You gain a +3 item bonus to saves against curses, diseases, poison, and transmutation effects.

Activate >>>: [Interact, Magical]

Frequency: Once per day

You twirl The Twin between your fingers and create a shadowy duplicate of yourself, who appears adjacent to you and has the same statistics as you and has 2 actions. You can sustain this effect for up to one minute. It always acts immediately after your turn, and must use identical actions to the ones you used, in exactly the same order. However, it can use the actions differently, such as Striding to a different position. the twin is unable to mimic an action, the action is wasted. The duplicate can't use any actions that can be used only a limited number of times per day (including casting any spell other than a cantrip). The duplicate isn't truly alive and can't be healed in any way. If the duplicate ever reaches 0 Hit Points, it is instantly destroyed, and you take 10d6 mental damage (DC 38 basic Will save).