

Enchanted Armor, (Humanoid): Kadjur

Area of Effect: Armor only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: Constantly in effect.

Explanation: This armor will negate the effects of an attack that knocks its wearer off balance. While donning this armor, if any attack does equal to, or less than the concussion damage-resistance of this armor, the strike will neither stun nor offset the wearer's balance in any way (no matter how physically forceful the attack is or what ability is possessed to strike and/or stun occurs). Roll on the following chart to find out the "Concussion damage-resistance" of the set of armor found:

<u>%Roll</u>	<u>Concussion Damage-Resistance:</u>
01-40	50 points of physical damage can be taken without wearer stunned or being knocked off balance.
41-70	100 points of physical damage can be taken without wearer stunned or being knocked off balance.
71-90	150 points of physical damage can be taken without wearer stunned or being knocked off balance.
91-96	200 points of physical damage can be taken without wearer stunned or being knocked off balance.
97-99	250 points of physical damage can be taken without wearer stunned or being knocked off balance.
00	300 points of physical damage can be taken without wearer stunned or being knocked off balance.

Hand movement: None.

Healing: None.

History: This armor was designed by great Dwarven Blacksmiths, expert in their craft, to withstand halting, stunning, blows of an enemy.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Only that the armor is worn.

Range: Armor only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor type + 100 W.G. per 50 points of "Concussion damage-resistance".