

# Enchanted Armor, (Humanoid): Sachisarrion

**Area of Effect:** Wearer only.

**Avoidance-roll:** None. Only a willing creature will be healed by this armor's power.

**Charges:** None.

**Command word(s):** None.

**Damage:** None

**Duration:** Permanent.

**Effect time:** Upon the beginning of the next turn after being wounded.

**Explanation:** This fantastic armor actually heals its wearer when physically wounded. See: "Healing".

**Hand movement:** None.

**Healing:** This armor will heal its wearer in all areas of the body according to its class, per turn. **Example:** Each and every turn, after being wounded, a set of Class-4 Sachisarrion Armor will heal its wearer 4 points in every area until fully healed.

**History:** Unknown.

**Immunities:** Only living creatures can be healed by this armor.

**Invoke time:** Not applicable.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** None.

**Range:** Not applicable.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** If a weapon strikes, and remains lodged the wearer, the healing process will not begin until the weapon is removed.

**Value:** 265,000 white-gold, +6,000 x the class of the armor.