

# Enchanted Armor, (Humanoid): Comfort

Area of Effect: Wearer of armor.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Not applicable.

Effect time: 1 turn (5 seconds).

Explanation: When this armor is donned the wearer will not have to take it off to sleep in comfort. This may seem like a very minor ability, but the wearing of armor all the time will cause body damage to the wearer after a time, and penalties will be enforced. This armor will not do that.

This armor is so comfortable, causing such a relaxation, that its wearer will also gain triple the damage reduction on the class instead of the normal double damage reduction for enchanted armor.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Armor.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor type.+ 8,000 W.G. x Class of armor.