

Enchanted Armor, (Humanoid): Magna

Area of Effect: Wearer of the Magna Armor.

Avoidance-roll: None.

Charges: Permanently charged item.

Command word(s): None.

Damage: None

Duration: Permanent while wearing.

Effect time: Instant, after putting this armor on.

Explanation: By wearing this armor, the wearer will gain additional Damage-Reduction vs. all forms of attack damage. Roll on the following chart to find out the "Damage-Reduction" of Magna Armor:

Damage-		
%Roll: Reduction: Added value:		
01-40:	4	+40,000 W.G.
41-70:	5	+50,000 W.G.
71-90:	6	+60,000 W.G.
91-96:	7	+70,000 W.G.
97-99:	8	+80,000 W.G.
00:	9	+90,000 W.G.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable. This enchantment is constantly in effect.

Maximum adjustment: None.

Notes: None.

Preparation: Simply wear the armor.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor type. + “Added value:” (See: “Explanation”).