

Enchanted Armor, (Humanoid): Magna

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent while wearing.

Effect time: Permanent while wearing.

Explanation: While wearing this armor, all forms of attack damage against armor will be lessened. Roll on the following chart to find out the "Damage-Resistance" (D.R.) of Magna Armor:

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

Important: The wearer of this armor is not protected by its power to withstand damage. Only the armor is. In other words, while wearing magna armor the wearers do not have damage-resistance.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Only that the armor is worn.

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”).