

# Enchanted Armor, (Humanoid): Weightless

Area of Effect: Armor only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: This armor remains weightless permanently.

Explanation: Weightless Armor is not actually weightless (it weighs about 1 LB.).

Because of its light weight, this armor, defensive adjustments will not be enforced (which will allow its wearer to move about freely).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: One does not need to be proficient in the wearing of any armor due to its being weightless.

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 +13,000 W.G.