

Enchanted Items, Explanation of: Ring, Sickness Resistance

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: 1-10 (roll 1-D10).

Command word(s): None.

Damage: None.

Duration: Permanent as long as ring is on the finger.

Effect time: Instant.

Explanation: When worn this ring will have a 70% chance (roll a 31+) to repel any sickness that the wearer may contract. A character must be wearing this ring at the time he or she comes in contact with a virus, or its magic will not work.

A character putting on this protective ring after he or she is already sick will do no good.

When this ring gives protection against sickness, one charge will permanently drain from the ring.

Hand movement: None.

Healing: Stops the effects of sickness (See: "Explanation of Enchanted Item").

History: Unknown.

Immunities: This ring will only effect Animal and Monster type creatures (race types are animal).

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Sickness Resistance Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 300 W.G. per charge. (the ring is also valued as an O.V.I.).