

Enchanted Armor, (Humanoid): Sachisarrion

Area of Effect: Armor only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: 1 turn (5 seconds).

Explanation: This fantastic armor actually heals itself when damaged, just as a magical set of armor does, but it does not need the sunlight to do so. If a weapon strikes, and remains lodged in the armor, the healing process will not begin until the weapon is removed.

Hand movement: None.

Healing: This armor will heal itself, the number of points damaged in each area of the armor, according to its class, per turn. Example: Each and every turn, after a set of Class-4 Sachisarrion Armor is damaged, it will heal itself 4 points (not its wearer) in every area until it is whole again.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor + 3,000 W.G.