

Enchanted Armor, (Humanoid): Sachisarrion

Area of Effect: Wearer only.

Avoidance-roll: None. Only a willing creature will be healed by this armor's power.

Charges: None.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: Upon the beginning of the next turn after being wounded.

Explanation: This fantastic armor actually heals its wearer when physically wounded. See: "Healing".

Hand movement: None.

Healing: This armor will heal its wearer in all areas of the body according to its class, per turn. **Example:** Each and every turn, after being wounded, a set of Class-4 Sachisarrion Armor will heal its wearer 4 points in every area until fully healed.

History: Unknown.

Immunities: Only living creatures can be healed by this armor.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: If a weapon strikes, and remains lodged the wearer, the healing process will not begin until the weapon is removed.

Value: 265,000 white-gold, +6,000 x the class of the armor.