

Enchanted Armor, (Humanoid): Elemental

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: 3 turns (15 seconds) after donning this armor, its effects will be in effect.

Explanation: Elemental Armor will protect its wearer from damages and/or effects caused by the four elements of AIR, EARTH, FIRE and WATER. Roll on the following chart to find out to what degree the wearer will be protected (these adjustments are permanent for this armor once rolled up):

<u>%Roll</u>	<u>Protection:</u>	<u>Added value:</u>
01-40	10%	2,000 W.G.
41-62	15%	3,000 W.G.
63-70	20%	4,000 W.G.
71-77	25%	5,000 W.G.
78-83	30%	6,000 W.G.
84-88	35%	7,000 W.G.
89-92	40%	8,000 W.G.
93-95	45%	9,000 W.G.
96-98	50%	10,000 W.G.
99-00	55%	11,000 W.G.

Hand movement: None.

Healing: x10 the normal healing rate for wounds caused by the elements of Air, Earth, Fire, or Water.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Armor.

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”).