

Enchanted Armor, (Humanoid): Shape-Changers

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: As long as a creature holds a certain form, this armor will also.

Effect time: Instant (even as shape-change occurs).

Explanation: When a creature transforms itself into that of another creature or thing, this armor will mold and shift with that transformation. Thus Shape-Changers armor will continue to give its protection.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

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 +55,000 W.G.