

Enchanted Armor, (Humanoid): Spell-Casters

Area of Effect: Armor only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: Constant while wearing.

Explanation: Spell-caster Armor is armor that a spell-caster can wear and still cast. By rule, spell-casters cannot cast magic wearing LEATHER, BANDED, SPLINTED AND PLATE armor. This armor is the exception. Roll on Chart #1 to see what type of armor this set will be:

Chart #1

%Roll Armor types:

01-20	Leather	Roll on chart #2
41-60	Banded	Roll on chart #3
61-80	Splinted	Roll on chart #3
81-00	Plate	Roll on chart #3

Chart #2

%Roll LEATHER QUALITY:

01-25	Light	
26-50	Heavy	
51-75	Scale-hide	
76-00	Roll again:	<u>%Roll</u> <u>Leather armor quality Cont.:</u>
		01-34 Troll-hide
		35-67 Dragon-hide
		68-00 Borgus

Chart #3

%Roll STEEL ALLOY:

01-25	Gage-steel	
26-50	Shank-steel	
51-75	Krakkin-steel	
76-00	Roll again:	<u>%Roll</u> <u>Alloy of skin armor Cont.:</u>
		01-17 Admontanium-steel
		18-34 Earthen-steel
		35-51 Krank-steel
		52-68 Starr
		69-85 Mystical-steel
		86-00 Koar-steel

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 +75,000 W.G.