Enchanted Armor, (Humanoid): Energy

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability, usable 1 time per 24 hours.

Command word(s): Assahra (Sardakk Elf for: Energy).

Damage: None

Duration: 3 hours (2,160 turns).

Effect time: 1 turns (5 seconds).

Explanation: When the enchantment of this armor is activated an energy will fill its wearer that will last for 3 hours.

This is an enchantment that will have the following abilities:

1. Consume all weariness and fatigue (as if the wearer has had 72 hours of rest and recovery (healing for 72 hours will take place as well).
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2. If, while the armor is activated, the wearer falls victim to a drain attack, the armor's energy will protect the wearer completely, accompanied by any exhaustion effects of characteristic drain (also including magical items, droughts, spells, etc.). The wearer will be protected, yet the energy effect will be spent for the 24 hour period. There are specific checks for this ruling as follows:

      A. When a draining attack assaults the wearer a 51+ must be rolled, or drain attack will negate the energy effect of the armor for 24 hours.

      B. If a 51+ is successfully rolled, and drain has been negated, a second 51+ must be successfully rolled again, or the energy effect will negate. If a 51+ is rolled a second time, the Energy Armor will continue to give it's protective energies to the wearer.
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3. Avoidance-roll Vs. "Death" will be at maximum while Energy effect is activated.

Hand movement: None.

Healing: None.

History: Sardakk Elves crafted this item for their witches who stand guard upon the Tower of The Guard in the Wastelands. These armors are highly needed by spell-casters in danger of continual confrontations.

Immunities: Animated, Dead, Enchanted, Organic, and Undead creatures cannot use this item.

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.+ 35,000 W.G.