

Enchanted Armor, (Cape-guard): Barbed

Area of Effect: Attacker.

Avoidance-roll: None

Charges: Permanent ability.

Command word(s): None.

Damage: Attacker will be inflicted with 10-30% of the damage inflicted upon the wearer of the Barbed Cape-Guard (See: "Explanation").

Duration: Permanent while wearing.

Effect time: Permanent while wearing.

Explanation: The attack of the wearer of the Barbed Cape-Guard will be damaged if it successfully inflicts damage upon the wearer of the Barbed Cape-Guard. Roll up the power of the Barbed Cape-Guard on the following chart:

| <u>%Roll</u> | <u>Barbed Cape-Guard power:</u> |
|--------------|---------------------------------|
| 01-60 | 10% |
| 61-85 | 20% |
| 86-00 | 30% |

If an attacker damages the wearer it will in like manner, though less severely, be damaged in return.

Examples:

(1) If an attacker strikes the wearer of a Barbed Cape-Guard for 284 points of damage that attacker will in return be damaged the exact number of times in the exact same area(s) for 10, 20, or 30% of the damage it has inflicted. This depends on the power of the Barbed Cape-Guard.

To calculate this do the following steps on a calculator:

Enter 284 (the damage inflicted upon the wearer of the Barbed Cape-Guard).

Hit the X button.

Hit the . button.

Enter 10, 20, or 30 (This is the percentage, or power, of the Barbed Cape-Guard itself).

Hit the = button.

The number shown will be 28.4 for a 10% Barbed Cape-Guard, 56.8 for a 20% and 85.2 for a 30%

Always round all damages **UP** to the nearest number.

Note: If a creature's anatomy does not match that of the wearer just roll randomly on the creature attacking.

Question: What if a creature strikes and causes a Sudden Death or Annihilation Strike against me?

Answer: It will sustain damage as outlined above with the best of three rolls to damage it (see: "Maximum Strike" in the M section of the Basic Rules Book.

This Cape-guard also heals at x2 the normal rate of healing vs. its class.

See: "Armor, Enchanted:" in the A section of the Basic Rules Book for rulings on this.

Question: What if my Cape-guard is in my pocket at the time I want to make it big?

Answer: Nothing. This type of armor will do nothing if it is in an area that is restrictive.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Intangible and Gaseous creatures are not effected

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must wear Barbed Cape-Guard.

Range: Attacker.

Resting time: None.

Special: None.

Susceptibilities: AMPHIBIANS (frogs, salamanders, etc.) will take +100% damage (to calculate this take the final damage and multiply it by 2 (x2).

Value: 100,000 W.G. for every 10% + 1,000 W.G. per class + value of Cape-Guard type.