

Enchanted Armor, (Wardog): Bakkur

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: Permanent.

Effect time: 24 hours after wearing this armor, offensive adjustment will be in effect.

Explanation: Bakkur Armor will give a Dog or Wardog a bonus on all offensive attacks, yet not lower than a 10+ roll to strike an opponent (01-09 will most always indicate a miss). Roll on the following chart to see the adjustments:

<u>%Roll</u>	<u>Offense:</u>	<u>Added value:</u>
01-40	+5 to all offensive rolls.	2,500 W.G.
41-62	+7 to all offensive rolls.	3,500 W.G.
63-70	+9 to all offensive rolls.	4,500 W.G.
71-77	+11 to all offensive rolls.	5,500 W.G.
78-83	+13 to all offensive rolls.	6,500 W.G.
84-88	+15 to all offensive rolls.	7,500 W.G.
89-92	+17 to all offensive rolls.	8,500 W.G.
93-95	+19 to all offensive rolls.	9,500 W.G.
96-98	+21 to all offensive rolls.	10,500 W.G.
99-00	+23 to all offensive rolls.	11,500 W.G.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Dog or Wardog must be wearing armor.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of Wardog armor + “Added value:” (See: “Explanation”).