

# Enchanted Armor, (Cape-guard): Animated

Area of Effect: Cape-guard only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): “Animate” (Human dialect).

Damage: None

Duration: Not applicable.

Effect time: 1 turn (5 seconds).

Explanation: When Animated Cape-guard is touched, and the “Command word” is spoken, it will shrink, becoming small enough to fit within a small, palm-sized, pocket. When the “Command word” is spoken again, it will grow to a normal sized set of Cape-guard.

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: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must be touching Cape-guard when the “Command word” is spoken.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of Cape-guard + 13,000 W.G.