

Enchanted Items, Explanation of: Robes, Guardian

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Not applicable.

Command word(s): Not applicable.

Damage: Not applicable.

Duration: As long as the Guardian Robes are worn, the benefits of wearing them will always be in effect.

Effect time: Instant.

Explanation: Before the Guardian Blade is awarded a new Guardian at the welcoming ceremony, two will come forth from the council to personally instruct the new Guardian on how to wear the Guardian Robes. After this, the Guardian Blade will be presented and a grand feast will commence.

Like the Guardian Blade, the Guardian Robes are awarded at no cost. These exquisite, seamless, robes sewn with one single ink-black thread.

The following are the abilities of the Guardian Robes:

Awareness

+50% of the Guardian's current Awareness when checking for the well being of that which he or she is guarding.

This ability is always in effect when guarding.

Bond

This ability will act exactly as the Empath spell, "Bond". This is not a spell, but an ability which is housed within the Guardian Robes. The Guardian must use ability-points to invoke this ability, just as an Empath does to cast it.

Mythic Runes

When a Guardian hires on to guard something, or someone, a flowing silver script will appear on the entirety of its border. The script will identify what, or whom, is being guarded. As long as this script can be seen, the Guardian will know the physical condition of that which he or she is guarding.

Premonition

This ability will act exactly as the Psychic spell, "Premonition". This is not a spell, but an ability which is housed within the Guardian Robes. The Guardian must use ability-points to invoke this ability, just as a Psychic does to cast it.

Soul`Seek

This ability will act exactly as the Fate power, "Soul`Seek". The Guardian must use ability-points to invoke this ability, just as the Fate uses spell-points to cast it.

Spirit Detection

This ability will act exactly as the Spiritualist spell, "Spirit Detection". This is not a spell, but an ability which is housed within the Guardian Robes. The Guardian must use ability-points to invoke this ability, just as a Spiritualist does to cast it.

Tempered Flesh

The Guardian Robes work exactly as the Magician spell, "Tempered Flesh". This is not a spell, but an ability which is housed within the Guardian Robes (which is always in effect for the Guardian). The Guardian must use ability-points to invoke this ability, just as a Magician does to cast it.

Hand movement: Not applicable.

Healing: 1-D20 +7 points per 5 levels of the Guardian in all areas of the body. This can be used 3 times per week, and can be for the Guardian, or another. This incredible healing can even mend non-living matter, but the Guardian must be guarding it. A completely destroyed object cannot be mended.

History: Within the same structure in which the is forged the Guardian Blade, master seamstresses combine with those who wield power to create the Guardian Robe. The combined skill of 2 , which of masters of Sewing, 1 Enchanter, 1 Magician, 1 Empath and 1 Fate, 1 Psychic and 1Spiritualist. The secret of the making of this legendary robe is kept by those who weave and enchant it.

For further information about Guardians, see: "Guardians Tower" in the G Section fo the Basic Rules Book.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: The Guardian must be wearing these robes to use their powers.

Range: Guardian only. See: "Special".

Resting time: None for wearing these robes, but all resting times enforced for using these abilities will be strictly enforced.

Special: This unique robe can be voluntarily taken off and placed upon a person being guarded.

When another is wearing the Guardian Robes in this manner, he or she will gain the following benefits:

Fear-Resistance: 70%

Gift: As the Guardian's Ability in effect at all times.

Tempered Flesh: As the ability of these robes at the Guardian's level. The Guardian must use ability-points as normal to keep Tempered Flesh in effect.

Susceptibilities: None.

Value: 1,000,000 white-gold.