

Enchanted Armor, (Shield): Warder

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Instant.

Explanation: This shield will give it's wearer +1 to +10 chance (added to character's defensive dice roll) to succeed in blocking weapon strikes of all types. It will not help in exceeding the maximum chance (lowest roll needed to block).

Roll on the following chart to determine the power of this shield:

<u>%Roll</u>	<u>Number:</u>
01-55	+1 added to wielder's defensive roll to block.
56-64	+2 added to wielder's defensive roll to block.
65-72	+3 added to wielder's defensive roll to block.
73-79	+4 added to wielder's defensive roll to block.
80-85	+5 added to wielder's defensive roll to block.
86-90	+6 added to wielder's defensive roll to block.
91-94	+7 added to wielder's defensive roll to block.
95-97	+8 added to wielder's defensive roll to block.
98-99	+9 added to wielder's defensive roll to block.
00	+10 added to wielder's defensive roll to block.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 25,000 W.G. per defensive + of shield +500 per grade + value of shield.