

Enchanted Armor, (Humanoid): Retracting

Area of Effect: Armor only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: Up to x2 the strength of the wearer in 2-5 (roll 1 D-4+1) areas of opponents body per turn that physical contact is made.

Example: A Forest-Knight wearing this armor has a 26 strength. $26 \times 2 = 52$. Up to 52 points of damage in 2-5 (roll 1 D-4+1) areas of her opponent's body will be caused per turn that physical contact is made.

Duration: As long as the wearer of this armor wishes.

Effect time: Instant.

Explanation: Retracting armor will appear as any normal type of armoring. but when the wearer wishes to activate it, and this can be a mere thought by the wearer, wicked looking spikes will snap out of the following areas of the armor:

(1) Helm.

(2) Shoulders and arms (outside of arms).

(3) Back.

(4) Knees and shins.

(5) Feet (top of feet).

These twisted, thorn-like, razor-sharp spikes are about hand-length. When its wearer comes into contact with anything, damage will be caused unless the targeted can successfully dodge against x2 the offence of the wearer.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: None.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor type + 18,000 W.G.