

Enchanted Armor, (Humanoid): Runic

Area of Effect: Depends upon the Rune that is used.

Avoidance-roll: None.

Charges: Permanent ability. Each Runic-power is useable a certain amount of times per time period. See: "Explanation".

Command word(s): None. But the wearer must concentrate on the desired Runic-effect for it to come to life.

Damage: Depends upon the Rune that is used.

Duration: Depends upon the Rune that is used.

Effect time: 10 turns after donning this set of armor, the effects will take place.

Explanation: Runic Armor has from 3 to 14 Runes engraved on the surface of the chest. Roll on **Chart #1** to see how many runes will exist upon the chest-plate:

Chart #1

<u>%Roll</u>	<u># of Runic-powers</u>
01-23	3
24-35	4
36-46	5
47-56	6
57-65	7
66-73	8
74-80	9
81-86	10
87-91	11
92-95	12
96-98	13
99-00	14

Now that you know how many Runic-powers the armor has, here is a bit of information concerning the Runic-powers and how to use them:

1. The time to invoke the power of each Rune upon the armor's breast-plate (chest) is instant. This means the power can be used in the same turn it is invoked unless otherwise specified within its explanation.
2. Runic Armor is only found in BANDED, SPLINTED, or PLATE armor. Roll on **Table #1** to see what type of armor you have found:

Table #1

<u>%Roll</u>	<u>Armor type:</u>
01-30	Banded
31-60	Splinted
61-00	Plate

Now roll on **Table #2** to see what allow Runic Armor is:

Table #2

<u>%Roll</u>	<u>Steel alloy:</u>	<u>%Roll</u>	<u>Alloy of Steel Cont.:</u>
01-05	Gage-steel	01-17	Admontanium-steel
06-15	Shank-steel	18-34	Earthen-steel
16-40	Krakkin-steel	35-51	Krank-steel
41-00	Roll again:	52-68	Starr-steel
		69-84	Mystical-steel
		85-00	Koar-steel

Now that you know the type and alloy of the Runic Armor, roll on **Chart #2** to see what random powers this set of armor will have. A brief explanation will be given of each power:

Chart #2

<u>%Roll</u>	<u>Runes:</u>	<u>Runic-power explanations:</u>
01-05	Awareness	<p>Wearer will always be aware of allies current position if within 30 spaces (150').</p> <p>Duration: One full battle.</p> <p>Rune value: 3,000 W.G.</p> <p>Usable: 1 time / 24 hours.</p> <hr/>
06-09	Contribution	<p>This power will cause an attacker to have mercy upon the wearer of Runic Armor unless a <u>successful avoidance-roll Vs. "Faith" is successful</u>.</p> <p>Example (faith check success): Enemy will not be effected. Whatever confrontation has ensued will continue.</p> <p>Example (faith check failed): Enemy will not slay the wearer, nor torture, maim or deliver him or her into the hands of another. The enemy will discontinue the confrontation if wearer of Runic Armor can no longer contended against an opponent with any logical chance of winning.</p> <p>Note: 1. If the wearer of Runic Armor loses consciousness, or is stunned, or is seriously wounded this ability will automatically be set off. 50% damage in any area is considered serious.</p> <p>2. This power will only work on one single enemy.</p> <p>Duration: 1 turn (5 seconds).</p> <p>Rune value: 50,000 W.G.</p> <p>Usable: 1 time / Moon (30 days).</p> <p>Note: If multiple foes are doing battle from with the wearer of Runic Armor, and wearer is defeated, or in other words contribution has been activated, if the foe discontinues attacking and on then continues, there will be a % chance that the foe who discontinued the attack will "persuade" the other (it's okay) to stop.</p> <hr/>
10-12	Corruption	<p>Causes a NON-MAGICAL STEEL weapon's damage to decrease by 10-60% (roll 1 D-6 x10). This power will cause a covering of rust to weaken the weapon.</p> <p>Example: A long sword does a normal 112 points of damage. You roll 1 D-6 and roll a 3. $3 \times 10 = 30$ (weapon will lose 30% of its integrity,</p>

thus it can only cause 70% of the normal 112 damage. Do the following:

1. Enter "112" into calculator.
2. Press the times ("x") button.
3. Press the period or decimal (".") button.
4. Enter 70 (30% weapon damage is negated, leaving 70%).
5. Press the equals ("=") button.
6. It should read: 78.4 (always round down for this formula).
Now the long sword can only do up to 78 points of damage per strike.

Note: The 10-60% will be calculated for the duration of the battle (not each turn).

Duration: 5-30 turns (roll 5 D-6).
Rune value: 7,000 W.G.
Usable: 1 time / Fort Night (14 days).

13-17 Dragon Bone 50% Bone-breaking and stun-resistance (51+ = no bone will be broken, or stun effect, when it would otherwise be such conditions).
Duration: 3-18 turns (roll 3 D-6).
Rune value: 4,000 W.G.
Usable: 1 time / Day (24 hours).

18-20 Dragon Eye This power will cause the enemy to be held back with merely a glance, and to flee the onslaught of the wearer of this armor. For wearer to cause enemy to be held back and flee his or her presence wearer must pit his or her mental-strength against each enemy and win. The wearer can only use this power on one foe per turn (not all at once). See: "Mental-strength Vs. Mental-strength" in the M section of the Basis Rules Book.

Duration: 1 turn / level of wearer (i.e., level 5 warrior can use Dragon Eye for 5 turns, thus effecting a possible 5 opponents.

Rune value: 8,000 W.G.
Usable: 1 time / Moon

21-24 Dragon Scale This power will cause the damage points of wearer's body to double.

Duration: 24 hours days.

Notes: If damage is taken to the flesh, damage will be taken off the Dragon Scale damage-points first. This means that the wearer is actually NOT being wounded. If healed after a battle, Dragon Scale damage-points will still be in effect, and will be healed also (the wearer's wounds will heal first, and then the protective Dragon Scale damage-points).

Rune value: 12,000 W.G.
Usable: 3 times / Moon

25-26 Dragon Spine: This power will cause the wearer's armor to generate sharp spines that will cause 1-D20 points of damage to an enemy that successfully strikes

him or her. The damage will be randomly rolled for (as to where it will defensively strike). It is considered as an enchanted weapon (the rank will be as the class of the armor).

Duration: One full battle.
Rune value: 17,000 W.G.
Usable: 1 time / Moon

27-32 Draw Ally This power will give a strong sensation and feeling to one (perceived) ally to come to the wearer of the Runic Armor. The range of Draw Ally is 1 league (3 miles) per level of the wearer.

Duration: 2-24 hours (roll 2 D-12).
Rune value: 5,000 W.G.
Usable: 1 time / Moon

33-34 Element Weapon: Causes the held weapon wielded to become enchanted at whatever rank it is. Weapon will also be gifted with one of the following abilities (players choice):

Element ability:

Air: Causes an additional 1-D20 points of Air damage to area struck.
x3 damage Vs. EARTHEN creatures.
x2 damage Vs. EARTHEN DWELLING creatures.

Earth: Causes an additional 1-D20 points of Earthen damage to area struck.
x3 damage Vs. Air creatures.
x2 damage Vs. AIR DWELLING creatures.

Fire: Causes an additional 1-D20 points of Fire damage to area struck.
x3 damage Vs. COLD creatures.
x2 damage Vs. COLD DWELLING creatures.

Ice: Causes an additional 1-D20 points of Frost damage to area struck.
x3 damage Vs. FIRE creatures.
x2 damage Vs. FIRE DWELLING creatures.

Duration: 30 turns +1 turn per level of the Runic Armor wearer.

Rune value: 25,000 W.G.
Usable: 1 time / fortnight (14 days).

35-39 Gylitchen Bravery: Wearer feels absolutely no fear.

Duration: 24 hours.
Rune value: 15,000 W.G.
Usable: 1 time / Moon (30 days).

40 Hail to the Dawn This power will cause the wearer to become invulnerable to all forms of physical attack for a period of time. While invulnerable the following rules must be abided by, or the invulnerability will fail instantly:

1. No PHYSICAL attacks can be executed directly, or in a round about

way, at enemy.

2. No SPIRITUAL attacks can be executed directly, or in a round about way, at enemy.

3. No MENTAL attacks can be executed directly, or in a round about way, at enemy.

4. No MAGICAL attacks can be executed directly, or in a round about way, at enemy.

5. No NATURAL ability attacks can be executed directly, or in a round about way, at enemy.

Duration: 2-7 turns + 1 / level of the wearer (roll 1 D-6 +1 per level).

Rune value: 45,000 W.G.

Usable: 1 time / Moon (30 days).

41-45

Healing

When activated, this Runic power will completely heal its wearer of the following infirmities:

- (1) Blindness.
- (2) Blood-loss.
- (3) Broken bones.
- (4) Deafness.
- (5) Dumbness.
- (6) Flesh damage (acid, cold, electricity, fire, weapon, spell).
- (7) Shock.
- (8) Sprains (twists and hard falls).
- (9) Stun.
- (10) Poison.

Duration: 1 time / day (24 hours).

Rune value: 3,000 W.G.

Usable: 1 time / week

46-50

Lament

This power will cause the wounds of another to be carried by the wearer (or in other words the wearer of this armor will take onto him or herself the physical wounds of another (not spiritual or mental).

Duration: One battle, yet wearer needs to heal naturally.

Rune value: 9,500 W.G.

Usable: 1 time / moon.

51-52

Loyalty

The wearer of Runic Armor will never lose the loyalty to whom he or she has pledged it to. The wearer can only pledge faithful loyalty to one person at a time. Once loyalty has been pledged to someone, it is permanent. Loyalty can only be used again if the wearer or the person he or she has pledged Loyalty to passes away. Even if this armor is sold, traded, or taken by force, Loyalty will stay intact.

Note: There are other ways of expelling the enchantment of this powerful bond (i.e., Wish, Expel Magic, Expel Enchantment, etc.).

Duration: Permanent.

Rune value: 25,000 W.G.

Usable: 1 time.

53-55 Molder Causes a NON-MAGICAL Wood weapon's damage to decrease by 10-60% (roll 1 D-6 x10). This power will cause a covering of molder to weaken the weapon.

Example: A club does a normal 90 points of damage. You roll 1 D-6 and roll a 5. $5 \times 10 = 50$ (weapon will lose 50% of its integrity, thus it can only cause 50% of the normal 90 damage. Do the following:
1. Enter "90" into calculator.
2. Press the times ("x") button.
3. Press the period or decimal (".") button.
4. Enter 50 (50% weapon damage is negated, leaving 50%).
5. Press the equals ("=") button.
6. It should read: 45 (round down always for this formula). Now the club can only do up to 45 points of damage per strike.

Note: The 10-60% will be calculated for the entire battle (not each turn).

Duration: 5-30 turns (roll 5 D-6).
Rune value: 7,000 W.G.
Usable: 1 time / Fort Night (14 days).

56-58 Raegis Damage Adds +45 to weapon damage (any type of weapon or body strike).

Duration: 4-24 turns (roll 4 D-6)
Rune value: 3,000 W.G.
Usable: 2 times / 24 hours.

59-61 Regeneration This power will cause the wearer to heal at 1-10 points (roll 1 D-10) per turn whether conscious or unconscious. This healing acts as regenerative healing (i.e., destroyed body parts will heal, missing limbs will steadily be restored, etc).

Duration: 72 hours.
Rune value: 500,000 W.G.
Usable: Usable 1 time / 3 moons.

62-66 Mend This power will cause the wearer to heal at 1-10 points (roll 1 D-10) per minute while sleeping. This power, when activated, will numb the wounds and place its wearer in a catatonic slumber that will last for 24 hours (during which time, if danger presents itself, he wearer will be protected with the effects of the natural ability of the Aldarian Elf:

Blending: The wearer will "slip into" the cover of nature, leaving no scent nor trace of him or herself behind.

This healing also acts as the level #5 Healer spell: Minor Restoration. This causes the complete regeneration of non-living body parts (i.e., hair, skin, eye lashes, eyebrows, finger and toenails) to be restored in full. This spell will also heal the gruesome effects that scarring leaves behind).

Duration: 24 hours.

Rune value: 50,000 W.G.
Usable: Usable 1 time / Moon

67-69 Reverse Evil What evil another brings upon the wearer of Runic Armor will befall him or her as well.

Duration: Permanent unless the evil has been counteracted.
Rune value: 50,000 W.G.
Usable: Usable 1 time / Moon (only one other may feel the effects of this at one time).

70-72 Rockin Skin Causes wearers damage-points to be at x2. The pain of wounds will not be felt when this Rockin Skin is cast.

Duration: One full battle.
Rune value: 5,000 W.G.
Usable: 1 time per 7 days.

73-74 Speed Gives wearer +1 attack per turn with the weapon he or she is wielding.

Duration: 3-D6 turns.
Rune value: 3,000 W.G.
Usable: 1 time per 24 hours.

75-78 Star of Insidious This power will cause bursts of blinding light to flash about the wearer of the armor. Any who attack the wearer must roll initiative each turn while fighting or be blinded (with a -30 to strike and a 10% chance to mistake an ally for an enemy if directly to either side).

Duration: 5-30 turns +1 per character's level above 2nd.
Rune value: 25,000 W.G.
Usable: 1 time / 72 hours.

79-81 Stealth Best of two rolls to succeed when attempting to make an avoidance-roll Vs. "Coordination"

Duration: 3 hours (2,160 turns).
Rune value: 15,000 W.G.
Usable: 1 time / Moon.

82 Stone Beget Stone: The strength of the wearer of Runic Armor will always match the strength of his or her direct foe during a battle. If wearer's strength is already higher, it will remain higher.

Duration: One full battle.
Rune value: 50,000 W.G.
Usable: 1 time / Moon (30 days).

83 Transversion Any physical damage taken by a physical attack upon the wearer of Runic Armor will befall the wearer's enemy as well.

Duration: 10-100 turns (roll 10 D-10).
Rune value: 175,000 W.G.
Usable: 1 time / 6 moons (180 days).

84-88 Trauma
 When the wearer of Runic Armor strikes an opponent or object, causing 90%+ damage, the target must make a successful avoidance-roll Vs. "constitution" or there will be the following adjustments:
 1. Lose 20% of total remaining D.P.
 2. -20 to strike due to shock (trauma victim must make a successful avoidance-roll Vs. "Constitution" or penalty will double in 3-18 turns (roll 3 D-6).

Duration: 4-24 turns (roll 4 D-6)
 Rune value: 65,000 W.G.
 Usable: 3 times / 2 Moons (60 days).

89-94 Valiance Allow wearer 2 chances, instead of the normal 1, to succeed avoidance-rolls Vs.:

<u>%Roll</u>	<u>Avoidance-roll</u>	<u>Rune Value</u>	<u>Usable:</u>
01-30	Faith	12,000 W.G.	1 time / Fortnight.
31-55	Magic	15,000 W.G.	1 time / Week.
56-90	Magical item	13,000 W.G.	2 times / Week.
91-00	Mental-attack	30,000 W.G.	1 time / Fortnight.

Duration: 6-D6 turns

95-00 Wolf This power will cause the wearer to have the hearing and sense of smell of a Common Wolf.

Duration: 72 hours
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Rune value: 17,500 W.G.
 Usable: 1 time / Moon (only upon a full moon can this be used).

Runic Armor will possess one power on a permanent and consistent basis:

<u>%Roll</u>	<u>Power</u>	<u>Explanation:</u>
01-10	Rooted by Earth	While this armor is donned all physical wounds will regenerate at a rate of 1 damage-point per turn indefinitely.
11-25	Rooted by Sky	While this armor is donned the wearer will sense non-animal avian creatures within 1 league (3 miles).
26-40	Rooted by Water	While this armor is donned the wearer will sense aquatic creatures within 1 league (3 miles).
41-55	Rooted by Spirit	While this armor is donned the wearer will sense spirit creatures within 1 league (3 miles).
56-70	Rooted by Mind	While this armor is donned the wearer will sense Mind creatures within 1 league (3 miles).
71-85	Rooted by Body	While this armor is donned the wearer will sense non-animal creatures within 1 league (3 miles).
86-00	Rooted by Blood	While this armor is donned the wearer will sense creatures that have

blood flowing within their veins that could be a mortal threat to the wearer. The range is: 1 league (3 miles).

Hand movement: Not applicable.

Healing: Depends upon the Rune that is used.

History: The origin of Runic Armor dates back to the Age of Creation when the great mages dominated the earth. One such magician was Iargon. It was he who created this armor. Upon the head-piece of each helm, is engraved this saying:

When all seems lost
Foul is the day
Blackness of night move in
Tempest toss
High price to pay
Exalt the powers within

Immunities: None.

Invoke time: Instant.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: Depends upon the Rune that is used.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor type + 15,000 W.G. + value of each Runic Power.