

# Enchanted Armor, (Humanoid): Resistance

Area of Effect: Armor and wearer of armor.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None

Duration: As long as this armor is worn.

Effect time: Instant.

Explanation: Resistance armor will protect its wearer 10%-70% of the time from hostile occurrences that threaten.

Roll on Chart #1:

## Chart #1

<u>%Roll</u>	<u>Degree of resistance:</u>
01-61	10% Roll on Chart #2
62-70	20% Roll on Chart #2
71-78	30% Roll on Chart #2
79-85	40% Roll on Chart #2
86-91	50% Roll on Chart #2
92-96	60% Roll on Chart #2
97-00	70% Roll on Chart #2

## Chart #2

<u>%Roll</u>	<u>Resistance from:</u>	<u>Added value per 10%:</u>
01-02	Acid	200,000 W.G.
03-04	Aging (unnatural)	200,000 W.G.
05-06	Air	200,000 W.G.
07-08	Annihilation	500,000 W.G.
09-10	Blood-loss	180,000 W.G.
11-12	Charm	150,000 W.G.
13-14	Cold	200,000 W.G.
15-16	Curse	350,000 W.G.
17-18	Death	800,000 W.G.
19-20	Domination	230,000 W.G.
21-22	Drain	350,000 W.G.
23-24	Earth	200,000 W.G.
25-26	Electricity	200,000 W.G.
27-28	Exhaustion	100,000 W.G.
29-30	Fall and Sudden Fall (attack roll of 01-02)	50,000 W.G.
31-32	Fear	130,000 W.G.
33-34	Fire	200,000 W.G.
35-36	Forced Movement	80,000 W.G.
37-38	Holy	2,000,000 W.G.
39-40	Gas	210,000 W.G.
41-42	Intoxication (alcohol)	40,000 W.G.
43-44	Magic or Magic Item	350,000 W.G.
45-46	Memorization Fail	70,000 W.G.
47-48	Mental-attack	350,000 W.G.
49-50	Mental-Strength loss	550,000 W.G.
51-52	Miss-Transport	450,000 W.G.

## Chart #2 Cont.

<u>%Roll</u>	<u>Resistance from:</u>	<u>Added value per 10%:</u>
53-54	Luck loss	23,000 W.G.
55-56	Oxygen loss	18,000 W.G.
57-58	Pain	10,000 W.G.
59-60	Paralysis	35,000 W.G.
61-62	Petrification	80,000 W.G.
63-64	Physical-attack	90,000 W.G.
65-66	Poison	60,000 W.G.
67-68	Scry	38,000 W.G.
69-70	Sense of Direction loss	6,000 W.G.
71-72	Shock	25,000 W.G.
73-74	Sickness/Disease	36,000 W.G.
75-76	Siren or Siren Speech	80,000 W.G.
77-78	Skill-Level loss or drain	55,000 W.G.
79-80	Spiritual-attack	80,000 W.G.
81-82	Stalker	38,000 W.G.
83-84	Stun	25,000 W.G.
85-86	Sudden Death	75,000 W.G.
87-88	Sudden Loss (attack roll of 03-04)	5,000 W.G.
89-90	Sun (from the sun)	70,000 W.G.
91-92	Toxin (poison)	300,000 W.G.
93-94	Track (from being tracked)	18,000 W.G.
95-96	Trap	25,000 W.G.
97-98	Unholy	200,000 W.G.
99-00	Wish	1,000,000 W.G.

**Example:** If an Anti-Assassin was wearing 30% Trap Resistance Armor and he unknowingly crossed a trap, his armor would have a 30% chance (a roll of 71+) of his armor warning him he is about to set off a trap. If this same character was in combat, and was wearing 30% Sudden-Death Resistance armor, if fell victim to the Sudden Death strike, a roll of 71+ would indicate that the Sudden Death would only be a regular weapon strike against him (that he could defend and possibly avoid).

**Note:** This armor does not resist NATURAL aging, death, blood-loss, cold weather, sickness and disease, etc. It only protects its wearer from an unnatural occurrence that threatens or harm the wearer.

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** None.

**Invoke time:** Not applicable.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Only that the armor is worn.

**Range:** Wearer only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 1,000 W.G. per class + value of armor type + “Added value per 10%:” (See: “Explanation”).