

# Potions, Explanation of: Armor Skin

Area of Effect: One person.

Avoidance-roll: None.

Doses: up to 4 doses.

Damage: None.

Duration: 24 hours.

Effect time: 1 turn (5 seconds).

Explanation: When this potion is consumed, a character's defense will increase a certain level. Roll on Chart #1 to know how high a person's defense will raise by imbibing one dose of this potion:

## Chart #1

%Roll Defense increase:

01-45	+1	While potion's duration continues, for every strike against character, damage will be negated by 1.
46-55	+2	While potion's duration continues, for every strike against character, damage will be negated by 2.
56-64	+3	While potion's duration continues, for every strike against character, damage will be negated by 3.
65-72	+4	While potion's duration continues, for every strike against character, damage will be negated by 4.
73-79	+5	While potion's duration continues, for every strike against character, damage will be negated by 5.
80-85	+6	While potion's duration continues, for every strike against character, damage will be negated by 6.
86-90	+7	While potion's duration continues, for every strike against character, damage will be negated by 7.
91-94	+8	While potion's duration continues, for every strike against character, damage will be negated by 8.
95-97	+9	While potion's duration continues, for every strike against character, damage will be negated by 9.
98-99	+10	While potion's duration continues, for every strike against character, damage will be negated by 10.
00		Roll on chart #2

## Chart #2

%Roll Defense increase:

01-46	+11	While potion's duration continues, for every strike against character, damage will be negated by 11.
47-56	+12	While potion's duration continues, for every strike against character, damage will be negated by 12.
57-65	+13	While potion's duration continues, for every strike against character, damage will be negated by 13.
66-73	+14	While potion's duration continues, for every strike against character, damage will be negated by 14.
74-80	+15	While potion's duration continues, for every strike against character, damage will be negated by 15.
81-86	+16	While potion's duration continues, for every strike against character, damage will be negated by 16.
87-91	+17	While potion's duration continues, for every strike against character, damage will be negated by 17.
92-95	+18	While potion's duration continues, for every strike against character, damage will be negated by 18.
96-98	+19	While potion's duration continues, for every strike against character, damage will be negated by 19.
99-00	+20	While potion's duration continues, for every strike against character, damage will be negated by 20.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Dead, and Organic creatures are not effected.

Invoke time: None.

Liquid color: Silver.

Liquid texture: Thinner than water (about three as thin).

Liquid taste: Metallic.

Liquid smell: None.

Maximum adjustment: None

Notes: None.

Preparation: Drink Armor Skin potion.

Range: One person.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 300 white-gold.