

Enchanted Armor, (Humanoid): Rune

Area of Effect: As spell dictates.

Avoidance-roll: As spell requires.

Charges: Permanent ability. Each power of this armor can be used 3 times / 72 hours.

Command word(s): None or as spell dictates.

Damage: As spell dictates.

Duration: As spell dictates.

Effect time: As spell dictates.

Explanation: Rune Armor has 3-12 Runes etched into the surface of the armor. A spell can be brought to life, as if he or she were casting it, by rubbing a rune three times counter-clockwise with a thumb.

Roll on Chart #1 to know the type of magic Rune Armor will hold, then follow the instructions given:

<u>%Roll</u>	<u>Circle of magic</u>
01-04:	Animationist
05-09:	Bard
10-14:	Conjurer
15-19:	Divinationist
20-24:	Druid
25-29:	Elemental Magician
30-34:	Empath
35-38:	Enchanter
39-42:	Fate
43-47:	Healer
48-52:	Illusionist
53-57:	Light Weaver
58-61:	Locust Magician
62-66:	Magician
67-70:	Mystic
71-75:	Necromancer
76-80:	Psychic
81-85:	Recorder
86-90:	Shaman
91-95:	Spiritualist
96-00:	Supernaturalist

Roll on Chart #2

Chart #2

<u>%Roll</u>	<u># of spells:</u>
01-46	1
47-56	2
57-65	3
66-73	4
74-80	5
81-86	6
87-91	7
92-95	8
96-98	9
99-00	10

After rolling the circle of magic and number of spells go to the adventure spell-list and roll up each spell for that specific class. Any person, spell-caster or not, can cast from this armor by merely rubbing the rune in a counter clockwise circular motion.

Hand movement: Rubbing the rune in a counter clockwise circular motion.

Healing: As spell dictates.

History: In ancient times, great spell-casters in each of the five circles of magic created these spell Armors. This is all that is known.

Immunities: As spell dictates.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None.

Range: As spell dictates.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of armor type + “Base rune-value” for each spell.