

Oracle: Ironese's Hunting Suit

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent item.

Command word(s): None.

Damage: See: "Explanation"

Duration: See: "Explanation"

Effect time: Always in effect. See: "Explanation"

Explanation: The Ironese's Hunting Suit is an extraordinary set of armor that is skeletal in appearance. It fits together in much the same manner as an ordinary set of plated armor, with latches and clasps that hold all areas of the armor in place about the body.

The common armor stats and special abilities of this armor are as follows:

Armor type: Ironese's Hunting Suit

Coordination adjustment: -3

Damage-reduction: 12

Dexterity adjustment: -3

Movement adjustment: -3

Note: None.

Special abilities:

Acid: Can't

Blunt-edged: 46+

Cold: Can't

Electricity: Maximum-strike

Fire: Maximum-strike

Needle: 96+

Sharp-edged: 46+

Enchanted within Ironese's Hunting Suit are the following enchantments:

Chameleon Master: Wearer becomes translucent, reflecting what he or she passes over. To notice one under the power of Chameleon Master, one must make a successful "Awareness Check" every turn (a creature's awareness = the % chance to see one under the power of Chameleon Clear). Only ½ this chance is given for creatures who are not suspicious of an intruder.

Ability- points to invoke: 10
Time to invoke: 2 turns (10 seconds)
Duration: 1 turn (5 seconds) x wearer's level

Infra-Red-Vision: As Psychic's spell, "Infra-Red-Vision".

Lightning Stream: As Elemental Magician's spell, "Lightning Stream".

Night-Vision: As Psychic's spell, "Night-Vision".

Scale: The wearer of Ironese's Hunting Suit will be empowered to scale surfaces as if he or she was a spider.

Ability- points to invoke: 5
Time to invoke: 1 turn (5 seconds)
Duration: 1 turn (5 seconds) x wearer's level

Note: This armor will exact ability points to invoke, not spell-points.

Hand movement: Not applicable.

Healing: None.

History: Unknown.

Immunities: Not applicable.

Invoke time: Not applicable.

Maximum adjustment: See: "Explanation" for any maximum adjustments concerning this set of armor.

Notes: None.

Preparation: Wear Ironese's Hunting Suit.

Range: Wearer only.

Resting time: None.

Special: See: "Explanation"

Susceptibilities: Not applicable.

Value: 15,027,776 white-gold