

Enchanted Armor, (Cape-guard): Blessed

Area of Effect: See: "Explanation".

Avoidance-roll: None

Charges: Permanent ability.

Command word(s): None.

Damage: None.

Duration: See: "Explanation".

Effect time: Instant upon donning Cape-Guard.

Explanation: When one supplicates help from a jahtha there will be a chance of that prayer being heard and answered in some form or another. See: "Praying" in the P section of the Basic Rules Book. By wearing the Blessed Cape-Guard there will be the following adjustment to the percentage dice-roll check to have that supplication answered:

<u>%Roll</u>	<u>Power:</u>
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01-64	+1
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65-74	+2
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75-82	+3
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83-89	+4
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90-95	+5
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96-00	+6
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Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must wear Cape-Guard.

Range: See: "Explanation".

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation" + 1,000 W.G. per class + value of cape-guard.