

Enchanted Items, Explanation of: Cloak, Rune

Area of Effect: As Spell instructs in the spells explanation.

Avoidance-roll: As Spell instructs in the spells explanation.

Charges: Permanently charged item (See: Explanation of Enchanted Item).

Command word(s): As Spell instructs in the spells explanation.

Damage: As Spell instructs in the spells explanation.

Duration: As Spell instructs in the spells explanation.

Effect time: As Spell instructs in the spells explanation.

Explanation: The Rune Cloak has from 3 to 30 runes embroidered upon various locations about the cloak. A Rune-power can be touched, and the name of the spell spoken ALOUD, to activate its power. Each Rune can be used 1 / fortnight.

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

Chart #1

%Roll: Circle of magic:

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

Now roll on Chart #2 for the number of Rune-Spells embroidered into the cloak.

Chart #2

%Roll: # of Rune-Spells:

01-35: 1
36-46: 2
47-56: 3
57-65: 4
66-73: 5
74-80: 6
81-86: 7
87-91: 8
92-95: 9
96-98: 10
99-00: 11

After rolling the number of spells, find the spell list vs. the magic-type and roll up the spells the Rune Cloak has permanently embroidered into the fabric.

Only a druid can use a Druids' Rune Cloak. A Healer can only use a Healer's Rune Cloak, etc.

A Caster does not have to know the spell to use it, he or she only needs to meet the prerequisites for that caster type and prerequisites to cast one of the spells.

For every point of Class the wearer will gain the following benefits:

Wearer's defense will raise one point.

50% damage resistance against blunt weapon attacks.

The Rune Cloak also offers the same protection as does the Armor Cloak.

Roll on Chart #3 once for the class of the Rune Cloak:

Chart #3

%Roll: Class:

01-35: 1
36-46: 2
47-56: 3
57-65: 4
66-73: 5
74-80: 6
81-86: 7
87-91: 8
92-95: 9
96-98: 10
99-00: Roll on chart #4

Chart #4

%Roll: Class:

01-35: 11
36-46: 12
47-56: 13
57-65: 14
66-73: 15
74-80: 16
81-86: 17
87-91: 18
92-95: 19
96-98: 20
99-00: Roll on chart #5

Chart #5

%Roll: Class:

01-37: 21
38-48: 22
49-58: 23
59-67: 24
68-75: 25
76-82: 26
83-88: 27
89-93: 28
94-97: 29
98-00: 30

Hand movement: As Spell instructs in the spells explanation.

Healing: As Spell instructs in the spells explanation.

History: Unknown.

Immunities: As Spell instructs in the spells explanation.

Invoke time: As Spell instructs in the spells explanation.

Maximum adjustment: As Spell instructs in the spells explanation.

Notes: None.

Preparation: Must be wearing Rune Cloak.

Range: As Spell instructs in the spells explanation.

Resting time: As Spell instructs in the spells explanation.

Special: As Spell instructs in the spells explanation.

Susceptibilities: As Spell instructs in the spells explanation.

Value: The added "Scroll value" of each spell embroidered upon the cloak.