

# Enchanted Items, Explanation of: Ring, Armor Skin

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): None.

Damage: None.

Duration: None.

Effect time: None.

Explanation: Roll on Chart #1 once for the class of the Armor Skin Ring discovered:

## Chart #1

<u>%Roll</u>	<u>Class:</u>
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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 #2

## Chart #2

<u>%Roll</u>	<u>Class:</u>
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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 #3

## Chart #3

<u>%Roll</u>	<u>Class:</u>
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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

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

- (1) Wearer's D.R (Damage reduction) will raise one point.
- (2) Damage taken to the body, per strike, will decrease by 1.
- (3) Magic-resistance: 1% per Class of Armor Skin Ring.

Only one Armor-Skin ring can be worn at one time. If two are put on, only the more magical of the two rings will work.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Armor Skin Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 2,000 W.G. for each class of Armor Skin Ring (the ring is also valued as an O.V.I.).