

# Enchanted Armor, (Barding): Banikkur

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent ability in effect at all times while wearing.

Command word(s): None.

Damage: None

Duration: Permanent while wearing.

Effect time: 24 hours after wearing this armor, defensive adjustment will be in effect.

Explanation: Banikkur Armor will aid a steed in defense, yet not better than its "Lowest roll chance". Roll on the following chart to see the adjustments (these adjustments are permanent for this barding once rolled up):

<u>%Roll</u>	<u>Defense:</u>	<u>Added value:</u>
01-40	+5 to all Defensive rolls.	2,500 W.G.
41-62	+7 to all Defensive rolls.	3,500 W.G.
63-70	+9 to all Defensive rolls.	4,500 W.G.
71-77	+11 to all Defensive rolls.	5,500 W.G.
78-83	+13 to all Defensive rolls.	6,500 W.G.
84-88	+15 to all Defensive rolls.	7,500 W.G.
89-92	+17 to all Defensive rolls.	8,500 W.G.
93-95	+19 to all Defensive rolls.	9,500 W.G.
96-98	+21 to all Defensive rolls.	10,500 W.G.
99-00	+23 to all Defensive rolls.	11,500 W.G.

If a defensive roll is at its maximum chance there will be given two rolls instead of the normal one roll to succeed.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing barding.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 W.G. per class + value of barding type + See: "Added value".