

# Enchanted Armor, (Shield): Sachisarrion

Area of Effect: Shield only.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: 1 turn after being damaged, and every turn after, shield will heal itself.

Explanation: This fantastic shield actually heals itself when damaged, just as a magical shield does, but it does not need the sunlight to do so. If a weapon strikes, and remains lodged in the shield, the healing process will not begin until the weapon is removed.

Hand movement: None.

Healing: This shield will heal itself, the number of points damaged in each quarter section, according to its grade.

Example: Each and every turn, after a Grade-7 Sachisarrion Shield is damaged, it will heal itself 7 points (not its wearer) in every area until it is whole again.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: This shield does not heal its wearer, as does the humanoid armor of the same name.

Preparation: None.

Range: Shield only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 500 W.G. per grade + value of shield.