

# Oracle: Armor, Jahtha

**Area of Effect:** Wearer only.

**Avoidance-roll:** None.

**Charges:** Permanent item.

**Command word(s):** None.

**Damage:** None.

**Duration:** Permanent as long as armor is worn.

**Effect time:** 1 turn (5 seconds)

**Explanation:** Roll up a random armor in the Enchanted Armor section of this book. An inner set of skin armor of the same alloy as the outer armor will always be found with this armor. The skin armor will have no special powers, but the powers of the outer armor cannot be used or benefitted by unless both are worn together.

This fantastic armor has the following stats and powers:

**Augmentation Defense:** For every 5 levels the wearer has advanced, this armor will automatically gain a +1 to its class (never lower than class-1). This applies to the temporary gaining of levels as well, but is not, of course, permanent.

**Augmented Power of the Kadjur:** For every level the wearer has advanced, this armor will have a 3 point resistance to being moved by any physical force caused by abrupt, physical, damage. Example: A level 10 character wearing this armor will have a 30 point protection against being moved by a damaging strike, meaning, if the wearer were struck for 30 points of damage or less, it would not physically move him or her. Any damage that is within the range of this armor's resistance will never physically move the wearer of this armor in any degree.

**Life:** If slain, this armor will have the power to give its wearer life. This power can be used one time per year (check for Dithinoth (see: Dithinoth in the Creatures Book for details).

**Storing:** The right arm-plate of this armor opens up to reveal a hollow. This hollow is a Storing device, exactly as the Oracle, "Storing Chest" (Large). Look up this item and treat the Storing ability of this armor exactly as this Oracle.

**Hand movement:** None.

**Healing:** None.

**History:** The legend has been passed down that this armor was crafted by the hand of Tyrus himself, created for his legions to wear during the Age of War.

**Immunities:** None.

**Invoke time:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Must be wearing Jahtha Armor.

**Range:** Wearer only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 3,225,000 white-gold + the value of armors