

Armors, Enchanted, Rolling for:

Armors are considered as all of the following types of protective gear:

<u>Armor types:</u>	<u>Brief description notes:</u>
Armor	For Humanoid and Wardog.
Barding	For Horse or Pony.
Cape-guard	For Humanoid.
Clothing	For Humanoid.
Shield	For Humanoid.

See: "Armors, Enchanted:" in the A section of the Basic Rules Book.

When armor is found, roll on the chart below find out what it is. When you have rolled up what type of armor has been found, go to that specific section and complete its creation:

%Roll: Armor type found:

01-50: Armor	<u>%Roll: Armor types:</u>	
	01-90: Humanoid	Roll on the Humanoid Armor Creation.
	91-00: War Dog	Roll on the War Dog Armor Creation.
51-60: Barding	<u>%Roll: Barding types:</u>	
	01-70: Horse	Roll on the Horse and Pony Barding Creation.
	71-00: Pony	Roll on the Horse and Pony Barding Creation.
61-70: Cape-guard		Roll on the Cape-Guard Armor Creation.
71-80: Clothing		Roll on the Clothing Creation.
81-00: Shield		Roll on the Shield Creation.