

Cape-guard Creation:

Cape-guards are protective armor made specifically to protect the wearer's back during battle. When a Cape-guard is found.

Roll for the Cape-guard's Class first, starting on Chart #1:

Chart #1

%Roll: Class:

01-35: 1	Roll on Chart #4
36-46: 2	Roll on Chart #4
47-56: 3	Roll on Chart #4
57-65: 4	Roll on Chart #4
66-73: 5	Roll on Chart #4
74-80: 6	Roll on Chart #4
81-86: 7	Roll on Chart #4
87-91: 8	Roll on Chart #4
92-95: 9	Roll on Chart #4
96-98: 10	Roll on Chart #4
99-00:	Roll on chart #2

Chart #2

%Roll: Class:

01-35: 11	Roll on Chart #4
36-46: 12	Roll on Chart #4
47-56: 13	Roll on Chart #4
57-65: 14	Roll on Chart #4
66-73: 15	Roll on Chart #4
74-80: 16	Roll on Chart #4
81-86: 17	Roll on Chart #4
87-91: 18	Roll on Chart #4
92-95: 19	Roll on Chart #4
96-98: 20	Roll on Chart #4
99-00:	Roll on chart #3

Chart #3

%Roll: Class:

01-35: 21	Roll on Chart #4
36-46: 22	Roll on Chart #4
47-56: 23	Roll on Chart #4
57-65: 24	Roll on Chart #4
66-73: 25	Roll on Chart #4
74-80: 26	Roll on Chart #4
81-86: 27	Roll on Chart #4
87-91: 28	Roll on Chart #4
92-95: 29	Roll on Chart #4
96-98: 30	Roll on Chart #4
99-00:	Roll on chart #4

Chart #4

%Roll: BARDING armor types:

01-50: Leather: Roll on Chart #5

51-00: Steel: Roll on Chart #6

Chart #5

%Roll: Type of Leather BARDING Armor:

01-25: Light Roll on Chart #8 for the Power of the armor.

26-50: Heavy Roll on Chart #8 for the Power of the armor.

51-75: Scale-hide Roll on Chart #8 for the Power of the armor.

76-00: Roll again: %Roll: Type of Leather BARDING Armor Cont.:

01-34: Troll-hide Roll on Chart #8 for the Power of the armor.

35-67: Dragon-hide Roll on Chart #8 for the Power of the armor.

68-00: Borgus Roll on Chart #8 for the Power of the armor.

Chart #6

%Roll: Alloy of BARDING Armor:

01-25: Gage-steel Roll on Chart #7

26-50: Shank-steel Roll on Chart #7

51-75: Krakkin-steel Roll on Chart #7

76-00: Roll again: %Roll: Alloy of Armor Cont.:

01-17: Admontanium-steel Roll on Chart #7

18-34: Earthen-steel Roll on Chart #7

35-51: Krannik-steel Roll on Chart #7

52-68: Starr-steel Roll on Chart #7

69-84: Mystical-steel Roll on Chart #7

85-00: Koar-steel Roll on Chart #7

Chart #7

%Roll: BARDING Specific makes:

01-25: Skin	Roll on Chart #8 for the Power of the armor.
26-50: Ring	Roll on Chart #8 for the Power of the armor.
51-75: Scale	Roll on Chart #8 for the Power of the armor.
76-00: Chain	Roll on Chart #8 for the Power of the armor.

Chart #8

%Roll: CAPE-GUARD powers:

01-10: Animated	Now look up "Cape-guards, Explanation of Enchanted:"
11-20: Barbed	Now look up "Cape-guards, Explanation of Enchanted:"
21-30: Blessed	Now look up "Cape-guards, Explanation of Enchanted:"
31-40: Bone-Veil	Now look up "Cape-guards, Explanation of Enchanted:"
41-50: Feathered	Now look up "Cape-guards, Explanation of Enchanted:"
51-60: Imperion	Now look up "Cape-guards, Explanation of Enchanted:"
61-70: Mishula's Eye	Now look up "Cape-guards, Explanation of Enchanted:"
71-80: Shroud	Now look up "Cape-guards, Explanation of Enchanted:"
81-90: Shrynne	Now look up "Cape-guards, Explanation of Enchanted:"
91-00: Viserel's	Now look up "Cape-guards, Explanation of Enchanted:"