

Enchanted Items, Explanation of: Cloak, Armor

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): None.

Damage: None.

Duration: None.

Effect time: Instant.

Explanation: Roll on Chart #1 once for the class of the Armor Cloak discovered:

Chart #1

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

Chart #2

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

Chart #3

<u>%Roll</u>	<u>Class:</u>
01-37	21
38-48	22
49-58	23
59-67	24
68-75	25
76-82	26
83-88	27
89-93	28
94-97	29
98-00	30

For every point of Class the wearer will gain the following benefits:

- (1) Wearer's defense will raise one point.
- (2) Damage taken to the body, per strike, will decrease by 1.
- (3) 50% damage resistance against blunt weapon attacks.
- (4) Damage to cloak will mend at a rate of 1 point times its class for every hour exposed to sunlight.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Armor Cloak.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 1,000 + 100 for each class of Armor Cloak.