

+3 Bracers of Armor



-Bracers of Armor: These items appear to be wrist or arm guards made of hardened leather (black in color), and adorned with steel studs (as if made for a suit of studded leather armor). Despite the fact that these are only one component of an entire suit of armor, they protect the wearer as if he/she were wearing an entire suit of (studded leather) armor, without the suit's ACP or 15% Arcane spell failure chance.

-When worn, they surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +3; just as though he were wearing armor. Both bracers must be worn for the magic to be effective.

-The magical properties of these bracers (which provide an armor bonus) may not be combined (does not stack) with another magical item that provides an 'armor' bonus to AC, and they may not be worn over/with a suit of armor.

-Note that the physical attacks of incorporeal creatures ignore most material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

-The AC bonus provided is a continuous effect which requires no activation.

Item Level: 7th; Body Slot: Body; Caster Level: 7th; Aura: Moderate conjuration (DC 16); Activation: on the index card

Weight(lb.): 1

Value(gp): 9,000