

Coat of the Jekri

This leather jacket has defenses far beyond the mundane. If you listen carefully, you can hear the sounds of hissing within it. Do not take it from its owner, that would end both badly and slowly.

The wearer of this coat is protected from minor to moderate PHYSICAL and PSYCHOLOGICAL affects. Can resist three each of damage calls below TRIPLE, and any ROLEPLAY EFFECTS



This artefact cannot be destroyed by normal means. You should call RESIST to any CRUSH that would damage this item, although the call affects your other items as normal.

This artifact physrep is the Property of Profound Decisions and must be returned at end of event, This information is valid only for the Thirteenth Annual.

To be able to use this artefact you must have either read this rules sheet while in possession of the item or consulted a referee and shown them the item.

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