

Basic: Once per event the wearer of the augmented armor may spend 20 Body to reduce the Resolve cost when activating a Master Faithful skill by 1 (to a minimum of 0). This effect works only once per armor and per wearer per event. By the next twelve or four hours after (whichever is longer) the Character must spend 30 minutes of full engagement roleplay meditating preaching or otherwise performing uninterrupted religious duties. They cannot benefit from or activate any other mechanics or skill effects during this time. If the time limit is reached without these supplications They suffer 50 unpreventable Body damage and gain 1 fracture. Item must be marked with the faith of the crafter at creation and requires Baptism in that faith to be used.