

Enchanted Items, Explanation of: Boots, Balancing

Area of Effect: Wearer only

Avoidance-roll: None.

Charges: Permanent.

Command word(s): None.

Damage: None.

Duration: See: "Explanation".

Effect time: 1 turn after putting them on.

Explanation: When these boots are worn the following benefits will be in effect:

- 1 If an avoidance-roll Vs. "Coordination" must be rolled for, two chances will be given to succeed.
- 2 If a fall during combat occurs, if the wearer can successfully make an avoidance-roll Vs. "Coordination", at ½ chance (rounded up) the fall will be avoided (but wearer of boots will still lose the rest of his or her attacks).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Balancing Boots.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 3,000 W.G.