

Enchanted Items, Explanation of: Gloves, Armor

Area of Effect: None.

Avoidance-roll: None.

Charges: Permanent item.

Command word(s): None.

Damage: As "Fist" in the Weapons Book, yet x2 damage.

Duration: None.

Effect time: None.

Explanation: Roll on Chart #1 once for the rank of the pair of Armor Gloves discovered:

Chart #1

<u>%Roll</u>	<u>Rank:</u>
01-45	1
46-55	2
56-64	3
65-72	4
73-79	5
80-85	6
86-90	7
91-94	8
95-97	9
98-99	10
00	Roll on chart #2

Chart #2

<u>%Roll</u>	<u>Rank:</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>Rank:</u>
01-37	21
38-48	22
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

of attacks (punches) per turn: See: "Fist" in the Weapons Book. The information will be the damage a character can inflict without wearing Armor Gloves. Simply double the damage + add the rank of the Armor Gloves, and this will be the damage that can be inflicted upon a target per punch.

Armor Gloves have a protective 30 D.P. to help guard the hands.

For every hour exposed to sunlight, damage inflicted upon Armor Gloves will mend at a rate of 1 point times their rank.

Other rulings: Damage will increase +1 point x the rank of the Armor Gloves.

Example: If a character can do up to 52 points of damage with Armor Gloves, he or she can cause up to 12 more points of damage with Rank-12 Armor Gloves ($52 + 12 = 64$).

Armor Gloves adjust to the hand-size of the wearer when they are put on.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Armor Gloves.

Range: None.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: $400 + 75$ for each rank of each glove