

Enchanted Items, Explanation of: Ring, Characteristic

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): None.

Damage: None.

Duration: Permanent as long as ring is on the finger.

Effect time: Instant.

Explanation: When this ring is put on a finger, it will cause one characteristic to increase, giving its wearer all the benefits and adjustments of the increased characteristic.

Roll on Chart #1 for the Characteristic Ring type, then on Chart #2 for the characteristic increase:

Chart #1

<u>%Roll</u>	<u>Characteristic:</u>
01-13	Awareness
14-26	Charisma
27-38	Constitution
39-50	Coordination
51-63	Dexterity
64-75	Intelligence
76-88	Strength
89-00	Wisdom

Chart #2

<u>%Roll</u>	<u>Characteristic:</u>
01-46	+1
47-56	+2
57-65	+3
66-73	+4
74-80	+5
81-86	+6
87-91	+7
92-95	+8
96-98	+9
99-00	+10

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: This ring will only effect Animal and Monster type creatures (race types are animal).

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Characteristic Ring.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Characteristics, Value of:" in the C section of the Basic Rules Book.