

# Boots, Levitation:

The power of these boots allow you to walk over traps set upon a surface without setting them off.

These boots will also allow you to walk over gaps and fissures in the ground as if you were walking across solid ground.

**Charges:** 20 A charge will be taken off when you walk over a trap or a gap in the ground.

**Duration:** 1 trap or gap walked across.

**Note:** Once the charges are expended from these boots, they will transform into 1-D6 x3 random gems, at least one of these gems will be an Augmentation Crystal.