

# Enchanted Items, Explanation of: Boots, Armor

Area of Effect: None.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): None.

Damage: As "Foot" in the Weapons Book (x2 damage).

Duration: None.

Effect time: None.

Explanation: Roll on Chart #1 once for the rank of the Armor Boots 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 (kicks) per turn:** See: "Foot" in the Weapons Book. The information will be the damage a character can inflict without wearing Armor Boots. Simply double that, add the rank of the enchanted item, and this will be the damage a character can inflict upon a target (per kick). Armor Boots have a protective 300 D.Ps., and are considered as krakkin-steel plate armor as far as "special abilities", to help guard the feet. For every hour exposed to sunlight, damage inflicted upon Armor Boots will mend at a rate of 1 point times their rank.

**Other rulings:** For every rank point, damage caused with a strike will increase by 1.

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

Armor Boots adjust to every foot-size.

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** None.

**Invoke time:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Must be wearing Armor Boots.

**Range:** Wearer only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** 400 W.G. + 75 W.G. for each rank of each boot.