

# Enchanted Items, Explanation of: Armband, Power

Area of Effect: Wearer only.

Avoidance-roll: None.

Charges: Permanent.

Command word(s): None.

Damage: None.

Duration: As long as Power Armband is worn, the effect is permanent.

Effect time: 10 turns.

Explanation: Power Armbands have different powers. Roll on the following chart for the power it holds:

%Roll    Power Armband types:

01-70	Characteristic:	<u>%Roll</u>	<u>Characteristic types:</u>	
		01-70	Strength	Roll on chart 1 # of Strength points x 3,000 W.G. = value.
		71-00	Dexterity	Roll on chart 1 # of Strength points x 5,000 W.G. = value.

## Chart #1

%Roll                      Characteristic:

01-55	+1
56-64	+2
65-72	+3
73-79	+4
80-85	+5
86-90	+6
91-94	+7
95-97	+8
98-99	+9
00	+10

71-90    Mystic: Mystic Armband has +2-D20 A.P./S.P., yet no less than 4. Ability-points can be used by anyone who merely wears the Power Armband. # of A.P./S.P. x 2,000 W.G. value.

91-00    Nisits: This enchanted item has one check for each chart available. Roll for Strength, Dexterity and Mystic. Roll twice, keeping the higher of each characteristic rolled for. Roll twice on the Mystic chart as well.

## Questions:    Answers:

Can this band fit either arm?	Yes.
How does it fit a smaller or larger forearm?	This item will form to any arm upon wearing it.
Must it be worn against the skin?	Yes.
Can it be worn underneath armoring?	Yes.
Can it be worn over another enchanted or magical item?	No.            Character must wear one or the other (for both items currently being worn on the arm, will not work otherwise).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: The Power Armband will not work for Dead, Mindless, Organic and Undead creatures.

Invoke time: Not applicable.

Maximum adjustment: None

Notes: None.

Preparation: The Power Armband must be worn against the skin.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: See: "Explanation of Enchanted Item"