

Enchanted Items, Explanation of: Gloves, Fire

Area of Effect: Target within the targeted space (and everything else within that space as well).

Avoidance-roll: Yes: DODGE (considered as THROWN weapon).

Charges: 1-20 (roll 1-D20).

Command word(s): Line of fire

Damage: Up to 30, yet no less than 10 (in 1-12 areas of the body (roll 1 D-12).

Duration: 1 turn.

Effect time: Instant.

Explanation: Fire Gloves will issue forth a arm-thick stream of fire, which can strike out up to the distance of 50'.

Once this stream of fire touches any object, the flame will erupt into a shower of fire, burning targets within the space it touches.

These gloves give a +30 strike an opponent with the flame strike.

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

Hand movement: Cup hands together, so that both Fire Gloves touch, and point at intended target.

Healing: None.

History: The Humans designed Fire Gloves. It was invented in the city of Gaunten, under the eye of a powerful wizard by the name of Yorlon (as was Electricity Gloves). See: Electricity Gloves for brief history on Yorlon

Immunities: Fire using creatures are not effected. Fire dwelling creatures take only 50% damage.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing fire Gloves.

Range: None.

Resting time: None.

Special: None.

Susceptibilities: Cold using creatures will take x2 damage, and cold dwelling creatures will take a maximum strike .

Value: 300 + 300 per charge (the gloves are then considered as an O.V.I.).