

# 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.).