

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.