

RPGGamer.org Weapons D6 / MerrSonn Elec Gloves

Power Gloves

The MerrSonn Elec Gloves are an electric current based power glove. In the palm of the house under a covered case is a power cell capable of dispersing 4 shots. Once activated the gloves can remain active non stop for 6 hours, before the battery dies down. Once activated if a succesful brawling attack is declared and a hit is succesful, the gloves disperse a high voltage electric shot, causing a large flash of light to expand outward from the glove creating a loud thunderous boom. It also holds a second fire mode. The gloves can be used to shoot a small condensed ball of electricity. A Thrown Weapons check must be rolled to determine whether a hit or miss is to occur.

Model: MerrSonn Elec Gloves

Type: Power Gloves

Skill: Brawling: MerrSonn Elec Gloves

Cost: 1,000

Availibility: 3 F or R

Difficulty: Moderate

Damage: Strength+3d (max 7d)

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All text and stats by Adam Davis, HTML and logos done by FreddyB

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