

## Gun-Powered Leaping Boots

**GADGET:**

# **GUN-POWERED LEAPING BOOTS**

**- BY CLIVE OLDFIELD**

### Gadget Artifact 1

Dmg	Str	Rng	Cap
4N*	2	40 ft.	1
Rate	Spd	Wt	Cost
M**	A	6lb.	

\*The combat stats can be used if the wearer is aiming his body at a target, and firing the boots. In effect, using his own body as a human missile. If the wearer is aiming the soles of the boots at a target and firing them, then treat as 2 separate shotgun attacks. Note: neither method is recommended by the manufacturer and will invalidate any warranty.

\*\*It takes a good five or so minutes to reload the boots and prepare them for another leap.

The Gun-Powered Leaping Boots are ideal for a quick getaway. Each boot is powered by four standard shotgun cartridges. When fired, the boots can propel the wearer up to about 40ft in height, or 60ft or so in a more level arc.

The boots require some skill to operate. A Dexterity roll is required to use them properly. Zero successes mean the boots have not fired at all. Another firing can be attempted next turn. Another failure indicates the boots need to be reloaded to fire again. One success means the boots have fired but the wearer has controlled the leap badly. He travels in some random and inconvenient direction. Two successes means the boots have fired perfectly.

The wearer must take care; walking close to strong electro-magnetic forces sometimes causes the boots to fire accidentally.

