

Sap Gloves

To me, Sap Gloves aren't given their due. Having used and been taught how to use them properly in a previous job, I can vouch that there's more to them than adding a +2 damage bonus.



Sap Gloves consist of a pair of ordinary looking gloves (usually made of leather) with powdered lead or steel sewn into a special pouch covering the knuckles, and often the backs of the fingers and the back of the hand. In some designs, this distinctive feature is obvious, while in others it is almost completely indistinguishable from an ordinary glove, allowing the gloves to be worn in plain sight without suspicion.

The purpose of these gloves in combat is both offensive **AND** defensive. Offensively, the weight of the metal powder adds mass and therefore kinetic energy to punches, back-hands and other hand strikes. The weighting also distributes the impact in a manner similar to a blackjack transferring concussive force in the case of a head-strike to cause a knockout.

However, their **primary** job is to protect the user from injury. Unprotected punches against an opponent's head or face can injure the hand in the process, and strikes to the mouth can often result in severe lacerations and possible infection from the opponent's teeth. The layer of powdered metal serves to protect the hand against these injuries without compromising the effectiveness of the strike. Properly executed, a person wearing sap gloves can punch glass or concrete without injury or even pain.

Sap gloves also protect the hand from attacks, allowing the user to block strikes from blunt weapons. This is especially important in maintaining one's grip on the opponent should they try to dislodge your grip by striking the back of the hand. Some designs include a Kevlar lining to add further protection against lacerations (blade weapons).

Sap gloves provide the following bonuses:

Offensive: Adds +2 to damage and a +2 bonus to knock out strikes (to the head).

Defensive: All punches are protected from normal damage and can be used to parry blunt attacks without penalty or taking damage (will protect against blade weapons if lined with Kevlar), and soaks up the first 1D4+1 points of damage dealt to the hand while wearing them.