

Trident, Electricity

Area of Effect: 15' radius (1 space and the next ring of spaces surrounding that space).

Avoidance-roll: None.

Charges: 1-D100 (% dice) (roll 1 D-100).

Command word(s): None.

Damage: See: "Explanation".

Duration: 1 turn (5 seconds).

Effect time: Instant.

Explanation: This trident will create an Electricity-Cloud engulfing the target doing 1-D6 x the level of the wielder. If the user misses his or her target, roll on the following chart to see the distance for the target the Fire-Cloud will strike:

%Roll: Miss-distance: Damage

01-02: 1 space (5') away Targeted will take 50% of the normal damage.

03-05: 2 space (10') away Wielder missed.

06-09: 3 space (15') away Wielder missed.

10-14: 4 space (20') away Wielder missed.

15-20: 5 space (15' radius (1 space and the next ring of spaces surrounding that space).') away Wielder missed.

21-00: 6 space (30') away Wielder missed.

Once it is determined what the miss-distance is, roll on the following chart to see where the Fire-Cloud will detonate (remember: North will always be considered the way the targeted creature or object is facing):

%Roll: Miss-point

01-15: North

16-27: North-East

28-39: East

40-51: South-East

52-65: South

66-77: South-West

78-89: West

90-00: North-West

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Electricity using creatures are not effected by the power of this trident. Electricity dwelling creatures take only 50% of the damage.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Preparation: Trident must be held in hand.

Range: 20 spaces (100').

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Trident value + 750 W.G. per Rank + 55,000 W.G.