

Knee-Blade, Electricity

Area of Effect: As the normal range of a weapon. Electricity damage only effects where the blade has struck.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None

Damage: Electricity: 3D-10 (roll 3 D-10) in the same area this weapon has struck the target. Physical: As the normal damage of the weapon wielder is wearing.

Duration: Physical and electricity damages are done in the same turn that targeted is struck.

Effect time: Instant. Electricity damage is calculated directly after the physical damage has. Do them separately.

Explanation: The Electricity Knee-blade is a formidable weapon, causing not only physical damage, as does a normal Knee-blade of its type, but shocking damage as well (only to the area directly struck). When a wielder strikes his or her intended target, roll up the normal damage an Knee-blade of this nature would cause. After that, roll up the electricity damage and add it to the damage already caused.

Note: This is not actual electricity-damage caused by a surge of electricity. It is unlike spells of an electricity nature. This is a magical effect that causes shock. There is no avoidance-roll Vs. “Magic” for this, but magical immunities and resistance may negate the effects of the electricity shock.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Electricity-dwelling creatures take only ½ damage, and Electricity-using creatures take no damage from the electricity damage of this enchanted weapon (although they are susceptible to the physical damage of the Knee-blade itself).

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: Not applicable.

Preparation: None.

Range: As the normal range of a weapon.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Knee-blade value + 750 W.G. per Rank + 45,000 W.G.