

Hammer, Reversing

Area of Effect: As the normal range of a weapon.

Avoidance-roll: None

Charges: Permanent ability.

Command word(s): None.

Damage: As the normal damage of the hammer.

Duration: Not applicable.

Effect time: The effect time of this weapon is constantly in effect.

Explanation: This amazing weapon will actually heal its wielder of damages as it strikes the flesh of a foe.

Hand movement: None.

Healing: If the wielder strikes the flesh of an opponent, causing damage, 10% of the damage inflicted will be transformed into healing him or her of possible flesh wounds.

Example: You are wielding this hammer in battle. During battle you have taken 135 points of damage to the arm. You strike your foe in the flesh causing 243 points of damage. Do the following:

Punch into a calculator 243

Press times (x), period (.)

Enter the number ten (10).

Press the equals (=) sign.

24.3 will be the result.

Always round down. 24 points of damage will be healed ($135 - 24 = 111$). Now your arm will heal 24 points of damage, leaving it with only 111 damage instead of the 135. This healing will be instant, even as you are wounding your opponent. If you are damaged in more than one area, **ALL AREAS WILL HEAL 24 POINTS.**

History: Unknown

Immunities: None

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None

Range: As the normal range of a weapon.

Resting time: None

Special: None.

Susceptibilities: None.

Value: Hammer value + 750 W.G. per Rank + 125,000 W.G.