

Crossbow, of Repeat

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

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None

Damage: As a crossbow.

Duration: Not applicable.

Effect time: Not applicable.

Explanation: The Crossbow of Repeat will shoot 5-20 (roll 5 D-4) crossbow bolts in one single turn(roll once and that will be the permanent number of bolts the crossbow can shoot).

It must be loaded with the crossbow bolts each time it is fired (it doesn't happen automatically). The wielder can choose to shoot 3 per turn or all at once. If 3 per is chosen, the wielder must roll for each crossbow bolt to strike the intended target. If the wielder decides to loose all crossbow bolts at once, he or she must only roll once to strike a target (when a target is successfully struck, all crossbow bolts following the first in its path will strike as well. If the target is missed, all will miss).

Hand movement: None.

Healing: None.

History: A Dwarven lord of ancient days created the Crossbow of Repeat. It is of Kithrin Dwarf make. That is all that is known.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: Must be shooting crossbow.

Range: As the normal range of a crossbow.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Crossbow value + 750 W.G. per Rank + 5,000 W.G. x the number of crossbow bolts it can shoot.