

# Dagger, 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 3D-10) in the same area this weapon has struck the target. Physical: As the normal damage of the weapon wielder is holding.

**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 Dagger is a formidable weapon, causing not only physical damage, as does a normal Dagger 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 a Dagger 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 Dagger itself).

**Invoke time:** Not applicable.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Preparation:** None

**Range:** As the normal range of a weapon.

**Resting time:** Not applicable.

**Special:** None

**Susceptibilities:** None

**Value:** Dagger value + 750 W.G. per Rank + 45,000 W.G.