

Axe, Tracer

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

Avoidance-roll: None

Charges: Permanent ability.

Command word(s): Shaetah (Mirellian Elf for: Trace).

Damage: Each tracer-axe blade will add 40 to the damage caused by the blade (there are three).

Duration: One full battle.

Effect time: Not applicable.

Explanation: When the “Command word” is uttered three ghost-like axe blades will phase into being and follow the stroke of the axe, hammering down upon a target on a successful strike. If a maximum strike occurs, and if the wielder’s strength is equal to or greater than his or her opponent’s, the receiver of the strike must make a successful avoidance-roll Vs. “Strength”, or lose the next offensive turn.

Hand movement: None.

Healing: None

History: Unknown.

Immunities: Physical and spiritual creatures cannot be harmed by this blade.

Invoke time: Instant

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None

Range: As the normal range of a weapon.

Resting time: None

Special: None.

Susceptibilities: Substance creatures only. Example: Xenon can be harmed by this weapon.

Value: Axe value + 750 W.G. per Rank + 25,000 W.G.