

# Trident, Electricity

**Area of Effect:** 15' radius (1 space and the next ring of spaces surrounding that space).

**Avoidance-roll:** None.

**Charges:** 1-D100 (% dice) (roll 1 D-100).

**Command word(s):** None.

**Damage:** See: "Explanation".

**Duration:** 1 turn (5 seconds).

**Effect time:** Instant.

**Explanation:** This trident will create an Electricity-Cloud engulfing the target doing 1-D6 x the level of the wielder. If the user misses his or her target, roll on the following chart to see the distance for the target the Fire-Cloud will strike:

## %Roll: Miss-distance:      Damage

01-02: 1 space (5') away      Targeted will take 50% of the normal damage.

03-05: 2 space (10') away      Wielder missed.

06-09: 3 space (15') away      Wielder missed.

10-14: 4 space (20') away      Wielder missed.

15-20: 5 space (15' radius (1 space and the next ring of spaces surrounding that space).') away      Wielder missed.

21-00: 6 space (30') away      Wielder missed.

Once it is determined what the miss-distance is, roll on the following chart to see where the Fire-Cloud will detonate (remember: North will always be considered the way the targeted creature or object is facing):

## %Roll: Miss-point

01-15: North

16-27: North-East

28-39: East

40-51: South-East

52-65: South

66-77: South-West

78-89: West

90-00: North-West

**Hand movement:** None.

**Healing:** None.

**History:** Unknown.

**Immunities:** Electricity using creatures are not effected by the power of this trident. Electricity dwelling creatures take only 50% of the damage.

**Invoke time:** Instant.

**Maximum adjustment:** None.

**Notes:** None.

**Preparation:** Trident must be held in hand.

**Range:** 20 spaces (100').

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Trident value + 750 W.G. per Rank + 55,000 W.G.