

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.