

# 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.