

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

**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 Foot-blade is a formidable weapon, causing not only physical damage, as does a normal Foot-blade 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 an Foot-blade 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 Foot-blade itself).

**Invoke time:** Not applicable.

**Maximum adjustment:** None.

**Notes:** Not applicable.

**Preparation:** None.

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

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Foot-blade value + 750 W.G. per Rank + 45,000 W.G.