

# Hammer, Power-Homing

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

Avoidance-roll: None

Charges: Permanent ability.

Command word(s): None.

Damage: As the normal damage of the hammer.

Duration: Not applicable.

Effect time: The effect time of this weapon is constantly in effect. All that needs to be done is for the wielder to hold out his or her hand and the Power-homing Hammer will fly to it. And unlike the Homing Battle Hammer, it will purposefully attempt to strike and damage targets of the wielder's will on the way back to its master.

Explanation: The Power-homing Battle Hammer is a spectacular weapon. For when its wielder throws it, on the next turn a hand can be held out, and it will rise of its own accord and return to his or her hand.

Miss-Strike: The wielder will not drop this amazing weapon, or be penalized in any way for an attack roll of 03-04. This roll will be merely treated as a miss.

Travel distance per turn: The distance per turn the Power-homing Hammer can travel = Wielder's strength x3. The Power-homing hammer will fly through the air, evading opponents or not, as the wielder wills, as if it were the wielder. It can strike and damage targets in its flight back to its master.

Hand movement: None.

Healing: None.

History: Unknown

Immunities: None

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Preparation: None

Range: As the normal range of a weapon.

Resting time: None

Special: None.

Susceptibilities: None.

Value: Hammer value + 750 W.G. per Rank + 125,000 W.G.