

Finger-Spikes, Acid

Area of Effect: As the normal range of a weapon. Acid damage only effects where the blade has struck.

Avoidance-roll: None.

Charges: Permanent ability.

Command word(s): None.

Damage: Acid: 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 holding.

Duration: Physical and acid damages are done in the same turn that targeted is struck.

Effect time: Instant. Acid damage is calculated directly after the physical damage has. Do them separately.

Explanation: The Acid Finger-Spikes is a formidable weapon, causing not only physical damage, as does a normal Finger-Spikes of its type, but burning, acidic, damage. When a wielder strikes his or her intended target, roll up the normal damage a Finger-Spikes of this nature would cause. After that, roll up the acid damage and add it to the damage already caused.

Note: This is not actual acid-damage caused by a splash of acid. It is unlike spells of an acidic nature. This is a magical effect that causes burn. There is no avoidance-roll Vs. “Magic” for this, but magical immunities and resistance may negate the effects of the acid burn.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Acid-dwelling creatures take only ½ damage, and Acid-using creatures take no damage from the acid damage of this enchanted weapon (although they are susceptible to the physical damage of the Finger-Spikes 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: Finger-Spikes value + 750 W.G. per Rank + 45,000 W.G.