

Hammer, 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-hammer will add 40 to the damage caused by the hammer (there are three).

Duration: One battle.

Effect time: Instant.

Explanation: When the “Command word” is uttered three ghost-like hammer heads will phase into being and follow the stroke of the hammer, 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: It is only known that the Mirellian Elves invented this weapon.

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: Hammer value + 750 W.G. per Rank + 25,000 W.G.