

Lance, Bone-Breaker

Area of Effect: Creature that the Bone-Breaker Lance strikes.

Avoidance-roll: Yes: Vs. “Paralysis” (see: “Explanation”).

Charges: Permanent ability.

Command word(s): None.

Damage: As normal weapon. See: Lance in the Weapons Book.

Duration: Instant.

Effect time: Instant.

Explanation: Upon being struck a foe must make a successful avoidance-roll Vs. “Paralysis” or it will snap bone in the area it strikes when 70%+ damage is caused unless the targeted successfully makes its avoidance-roll (Str. = % chance to successfully avoid).

If this weapon strikes the head, neck, chest, back, abdomen, or hip, and causes 70%+ damage, the targeted must also make a successful avoidance-roll Vs. “Stun”, or be stunned for 1-2 (roll 1 D-4: 1-2 = 1, 3-4 = 2) turns.

Stun effects are as follows:

(1) -25 to strike a target.

(2) minus 2-5 skill-level (roll 1 D-4+1) for 2-12 turns (roll 2 D-6).

(3) -40% movement (rounded up).

Notes: Remember to check your armoring(s) for the special ability to turn blunt weapon. This may turn the stun effect completely.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Animated, Gaseous, Intangible creatures are not effected by the power of this weapon.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Preparation: Wielder must be holding Bone-Breaker Lance.

Range: Creature that the Bone-Breaker Lance strikes.

Resting time: None.

Special: None.

Susceptibilities: None.

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