

Finger-Spikes, Poison

Area of Effect: Target.

Avoidance-roll: None. See: “Explanation”.

Charges: Not applicable.

Command word(s): None.

Damage: Normal damage as Finger-Spikes do (and see: “Explanation”).

Duration: Instant.

Effect time: 3 turns. On the 4th turn penalties will be in effect.

Explanation: Poison Finger-Spikes will do normal damage, as Finger-Spikes, yet +30 over what is needed to strike an opponent will poison targeted if flesh damage is done. The poison effects are as follows:

Successful avoidance-roll is made by targeted:

-10 to hit, accumulative, per successful strike to the flesh.

Unsuccessful avoidance-roll is made by targeted:

-5 to hit, accumulative, per successful strike to the flesh.

Effect time: 3 turns.

Duration: 3-30 turns.

After-effects: Nausea that will last for 2-5 days (roll 1 D-4 +1).

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: Not applicable.

Special: None

Susceptibilities: None

Value: Finger-Spikes value + 750 W.G. per Rank + 15,000 W.G.