

The Sword of Armegeddon

Swords in the modern galaxy are generally considered a collector's item as they pose no real purpose. Ancient armies used to carry swords and battle axes into war, but in the modern era, blasters and artillery pieces are the weapons of choice.

The Sword of Armegeddon is a unique weapon that was specially crafted by the master swordsman, Almi Kleriian, nearly 500 standard years ago by the specifications given by Kel Sapur.

The Sword of Armegeddon is a two-handed sword with a double-edged 124 centimeter long blade made out of the finest metals in the known galaxy. Kel recently acquired a vibro-conversion kit on the black market and converted the sword into perhaps the galaxy's only two-handed vibrosword.

Model: Kleriian Sword of Armegeddon

Type: Modified antique two-handed sword

Scale: Character

Skill: Melee combat: vibrosword

Cost: Not available for sale

Availability: 4, F
Difficulty: Moderate

Damage: STR+4D (if swung one-handed, damage is only STR+2D)

Game Notes: The Sword of Armegeddon is a unique weapon carried by Kel Sapur,

a drifter who wanders from system to system.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.