



Weapons D6 / Saber-Sword

Saber-Sword

Model: none

Type: Sword-Saber

Scale: Character

Skill: Lightsabers or Swords

Ammo: none

Cost: none

Availability: not available, has to be made

Range: saber range

Damage: Saber:5D, sword STR+1D+1

Ever ran into the problem of having a lightsaber when lightsabers are highly illegal? Ever Gotten Arrested for it? Executed? If you have then this is for you! It's a very simple design really, It's just a sword blade with magnetic attractors on it so it can use a lightsaber for it's hilt. If the sword is not powerful enough for you, then simply flip a switch. And you have a lightsaber! Can't normally be detected without a scanner, or sensor.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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