



Weapons D6 / Sith Sword

Sith Sword

Model: Sword of the Sith

Type: Swords

Scale: Character (can do damage to other scales very easily)

Skill: Sith Weapons:Swords of the Sith

Melee Parry:Swords of the Sith

Control,Sense,and Alter:Sword Illumination

Cost: NA

Availability: Only available to the Sith

Range: If Illuminated can fire up to 200 km with same difficulty

Difficulty: see notes

Damage: STR+5D

Game Notes: Difficulty for a commoner: Heroic+, Jedi: Very Difficult, Dark

Jedi: Difficult, Follower of the Sith: Moderate, Sith Lord

Apprentice: Easy, DARK LORD OF THE SITH: Very Easy.

Damage on speeder scale is STR+2D, Starfighter scale STR+1D,

Capital scale STR+1

Sword illumination is a power that can be taught to any Jedi in 2 weeks time easily, for most people its Very Difficult, for DLOTS it's very easy, what it does is: on a normal sword it boosts the damage by 2D. With a DLOS using it on a Sith Sword it boosts damage on all scales by 4D. After power is on the sword glows and player may use hisher thrown weapons skill to shoot one powerful blast of 5D damage and of a difficulty the same as a Heavy Blaster Pistol.

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

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