Weapons D6 / Praetorian Guard Vibro-Bisento

PRAETORIAN GUARD VIBRO-BISENTO



Model: First Order Praetorian Guard Vibro-Bisento
Type: Vibro melee weapon
Scale: Character
Skill: Melee combat: vibro-bisento
Cost: Not available for sale
Availability: 4, R
Difficulty: Difficult

GAME NOTES:

Each of the Praetorian Guard's melee weapons is paired with an ultrasonic generator that created a high-frequency vibrating edge for greater striking and cutting power. They each also had an electro-plasma filament that produced a small blade that could parry a lightsaber. Each weapon requires 4 power cells installed in their hilt. A polearm and functionally similar to the Vibro-Voulge in some ways, the key difference is where the Voulge has a longer reach to keep the enemy at a distance, the bisento has a longer, heavier blade for striking power. A bisento may usually be meant for a mix of dueling or fencing with a reach greater than a typical sword but under that of a polearm, but in this weapon's case, made of futuristic metal alloys and materials, this weapon's blade is meant for cutting power more like a axe. The Vibro-Bisento does Str+3D damage.

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