Weapons D6 / Praetorian Guard Bilari Electro



PRAETORIAN GUARD BILARI ELECTRO-CHAIN WHIP

Model: First Order Praetorian Guard Bilari Electro-Chain Whip
Type: Vibro melee weapon
Scale: Character
Skill: Melee combat: Bilari electro-chain whip
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 rapier-like vibro-sword and electro-whip rolled into one, the Bilari Electro-Chain Whip started in sword form and could be used to duel and fence like a sword, though had little cutting ability and would be used more for stabbing or parrying other weapons like lightsabers. The user could snap the weapon into a whip-like form, causing the sword blade to separate into flexible links, greatly extending the weapon's reach, as well as giving the user greater ability to wrap and bind an enemy's weapon during combat. Vibro-Sword damage is Str+2D. Electro-Whip does 5D Stun damage.

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