Weapons D6 / Praetorian Guard Double-Head

PRAETORIAN GUARD DOUBLE-HEADED VIBRO-ARBIR BLADE



Model: First Order Praetorian Guard Double-Headed Vibro-Arbir Blade
Type: Vibro melee weapon
Scale: Character
Skill: Melee combat: Double-headed vibro-arbir blade
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. The Double-Headed Vibro-Arbir Blade is a double-headed vibro-blade staff that can split apart into a pair of duel-wielded vibro-daggers. The staff would give the user some reach while twirling and spinning the weapon to deliver multiple strikes or keeping enemies back for fear of being hit by the blades. The separated vibro-daggers allowed the user to engage enemies in closer range, where the staff would be almost useless in striking them (though could still be used to parry). The Vibro-Blade Staff does Str+1D+2 damage, with an extended reach of +1 meter. the separated Vibro-Blades do Str+2D, and give +1D to parry melee weapons when used as a pair.

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