

Weapons D6 / Jedi Plasma Saber

Name:

Plasma Saber

Model: Jedi Plasma Saber

Scale: Character

Skill: Light Saber; Plasma Saber

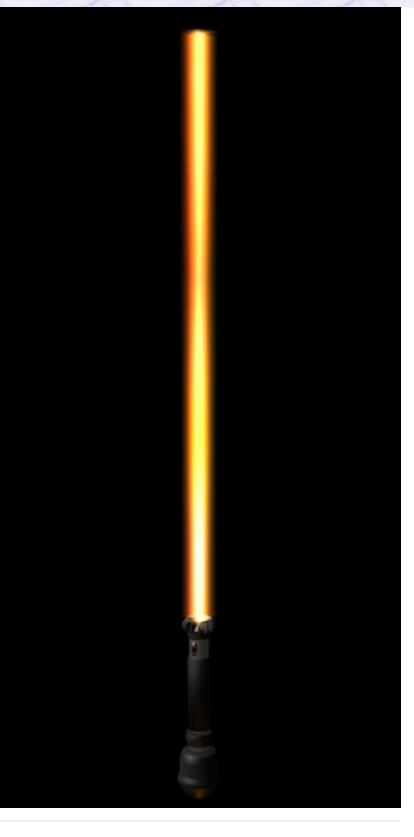
Cost: Unavailable for sale

Availability: 4, X

Difficulty: Very Difficult

Damage: 6D (3D Plasma Trail)

Description: The Plasma Saber emits a beam of focussed plasma which is held in place by an energy field, when this field impacts on an obsticle it is disrupted allowing the superheated plasma to burn its way through the target. This field however does allow the Plasma to leak out creating a trail of leaked plasma whenever the blade is swung. This creates not only a usefully damaging effect against opponents, but also a danger to the user who can easily burn himself on the trail. Plasma Sabers use a lot of energy, and drain their power supplies quickly, getting only about 30 minutes of use out of fully charged battery, however the impressive look of the weapon, and its extra damage made it popular with some of the more flashy swordsmen of the Jedi order. Plasma Sabers are now extremely rare, and although their technology is not very complex their design has been lost to the galaxy along with many other secrets during the Jedi purges.



Page designed in Notepad, logo's done on Personal Paint on the Amiga.

Text completely by FreddyB. Image is by "Bob the Dinosaur", copyright resides with him.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.