

A lonely spear, that waits quitely for a call of a silly little star...
In reality, Asirai is an energy tool,
that resonates with all the surrounding stardust.

...If you hold it in your hands long enough, you might faintly feel, just for a second... Its emotions.

Description

A long hollow metallic spear, woven from stardust. The blade is split in two and acts as a kind of energy resonator, allowing the spear to both convert accumulated energy into electricity and be attracted to it.

A ring at the end and a gap at the start make it easy to attach the spear anywhere.

Phylosophy

- 🧔 Memories: This sharp double-ended spear fills its targets with electric tension.
- Openies: It feels like its missing something. Stardust, perhaps?..

Past

A scarf of star matter was tied to it by one of its former owners, known as Stardust Orchid, or simply a little star.

She became Asirai's very first companion - she showed him the world, played with him, went on various adventures, until one fateful moment they parted, and the spear began to wander in search of a new owner.

Characteristics

Item type: Weapon Weapon type: Polearm, Spear Element: Electricity Materials:

- soul: 😻 Starfire

- spear: Starsteel

- resonator: 🏉 Crystal

Level (My Enternia, Warcraft III, King's Bounty): 5 (Starbound: 7)

Class (My Enternia, Genshin Impact): **

Rarity (Starbound): Legendary

Advantage (Genshin Impact): Elemental mastery

Energy (My Enternia): Alternia

Length: 3.2 meters (-10.5 ft.) Weight: 2.8 kg (-6 lbs.)

Properties: Reach, Long (for short creatures)

Cost: 52800 🤣 / 16000 🤣 / 10000 🖟 / 26400 🗉

Power sources: Stardust, Crystals



Battle Characteristics

Damage type: Physical

Hits: crushing: None chopping: piercing: 1K8

bludgeoning: 1k2 slashing:

Skills

Encharge

Enchange is antifact growth level Hold the spear tightly in both of your hands, and it will start to charge with energy, taking away the static from the environment. Every action, the spear recharges by 25%, every bonus action—by 10%, every minute—by 50%.
While charging, any enemics in a 5 feet radius will recieve the lattice spears. 1d4 electric damage

Dash

2nd artefact growth level

Копье делает выброс энергии, выбрасывающий его копыс дочист в выроко энертии, выорасывающий его впесред на максимум — 42 Ур. метроов (и вас вместие с ним). Расходуетися 30% энертии копыз за кождые 4 метрав, или вшив эчебка закичначий. Мин. уровень ячебка уравен 4 метрамими дистанция 4, пт.е. за 12 метров нужна ячебка 3-го ур. 3rd artefact growth level.

Вы может разделять стюммость прыжка между

несколькими ячейками заклинаний, а также между ячейками и энергией копья.

Starbound

Attack speed: 125% Abilities: Unbridled Attack: 8 Attack 35: 4

Warcraft III

Attack: +4 Attack speed: +25% Attack 3:4: +12% Ability: Unbridled Energy Set: Call of Enternia (4)

King's Bounty

Attack: +4 Initiative: +1 Attack 27: +12% Special: Encharge, Moral, Set: Call of Enternia Sleeping Artifact

Set "Call of Enternia"



Starting level: o Attach you scarf to the spear, and it will remember you

Unbridled Energy

oth artifact growth level
Asirai can collect energy from all electricity, lightnings and stardust.

If collected energy exceeds 100%, it will start decreasing at a rate of 1%/minute.

Collected energy exampt exceed 100% = 25 × growth level>%.

Long rest replicitishes the energy up to 100%.

2nd artifact growth level

Every landed hit on the enemy with energy exceeding 100%, Asirai additionally deals 1d4 electric damage and spends 15% of its charge.

4th artifact growth level

Increases damage dealt to enemies with electro / pyro effects by 5% + 1× growth level>%.

(Genshin Impact, Surbound) Increases damage dealt to enemies with electro / pyro effects will create an demental particle and apply the Overtonism datus. Can some up to 5 times every damage these with others of feets will create an demental particle and apply the Overtonism datus. Can some up to 5 times every damage thange the order of providers with others of the seconds for every charge.

Abilities

the Overtension status: Can sum up to 5 times, evergy charge lives for 5 seconds. For evergy charge:

Starsoul

oth artefact growth level

Asirai lost a lot of energy and is currently fainted. Recover all of its energy and let it have a long rest to increase its growth level to 1. 1st artefact growth lew

Ásiraí is powerful enough to gain partial sentience again. **Mental bond**: Asirai can't talk, but you can feel its emotions, and it can understand you.

Critical Checks

Intellect: You realize that this spear can be evolved roi, reauze trait rus spear can be evolved using any cystals or "..."
Reveals the description, all characteristics, current state and current stells of the item. Reveals the past of the item. Also, You realize that the spear has already come through many owners. But it seems like this isn't a ownicateric, magic when casting abilities to try to strengthen branches it less poweful instead. Analysis: History: Magic: Us

'ou realize that this spear is indeed not a natural object - it was smithed. Nature:

Religion:

Wisdom: Perception:

emones and drams. Reveals current abilities. Also: You realize that some ... , got stuck to the scarf, (one-time use) Reveals what care the spear needs - is it scratched, charged, sharp? Survival:

If the spear is phiscally demaged, roll survival to traderstand what to do I) it struggles from mage or energy damages, roll magic. You realize that the spear is furthful to you and isn't tying to decise, you (needs -to growth level you can feel small tryinations coming from the spear is till, purning? (needs +ts growth level) Medicine:

Insight: Animal care: