Component Tri-Blade 1990

Very Rare

An evolution to the composite tri-blade, this twisting tri-edge dagger now swirls and shimmers in red, green, and blue, while the handle is a mix of red and white (1). When wielded in combat, the dagger hums and shines brightly. It saw use as an upgrade to the original composite blade though was eventually phased out (2).

Damage: 1d10 piercing + 1d6 radiant (green) + 1d6 radiant (red) + 1d6 radiant (blue) + 1d6 sonic (white) + 1d6 sonic (red) (3)

Properties: Finesse, Light, Thrown (range 20/60)

Special Feature: **Split:** When thrown, the dagger magically splits into three identical projectiles, each imbued with the power of its respective color. The radiant blades all hone in on the enemy the dagger was originally thrown at while the sonic blades continue traveling in the direction it was split. (4)

Green Blade (Radiant Damage): Creatures struck must succeed on a Constitution saving throw or be blinded by the radiant burst. (5)
Red Blade (Radiant Damage): In addition to radiant damage, creatures weak to fire take double damage from this blade. (5)
Blue Blade (Radiant Damage): On hit, the creature attacked will be slowed for 10 seconds. (5)
White Blade (Sonic Damage): Creatures hit by the white blade will take sonic damage. (5)
Red Blade (Sonic Damage): Creatures struck by the red blade also take sonic damage. (5)

Activation: Once thrown, the dagger remains split until retrieved by its wielder. When each blade is returned to its wielder's hand, the three projectiles seamlessly fuse back into the tri-blade dagger. (6)

(1) This weapon uses the same type as the Composite Tri-blade, since Component RCA was made as a direct upgrade to the Composite RCA connector by the same creators in 1990. This time, there are 5 cables that compromise the blade, since video is now split into 3 cables.

(2) It was used in older high-definition televisions, DVD players, and video game consoles like the PS2, PS3 and original XBOX. Output ports for Component RCA stopped being created for devices as it was replaced by more digital ports instead.

(3) As the video information is split into three distinct cables, all the information does not need to be compressed into a single channel. This produces higher quality video as a result.

(4) The video information is split into red, green and blue like other cables before it, which is it is represented as homing onto one target instead of being split apart.

(5) Like the original tri-blade, white and red blades still represent audio. The radiant damage is now split between three different blades each a different color based on the Component RCA cable which is how light is split in the first place.

(6) The Shared property of the original tri-blade is no longer seen, as splitting the video information made the video less susceptible to noise and interference compared to a composite RCA cable.

Composite Tri-Blade 1956

Uncommon

A twisting tri-edge dagger with three edges swirling into one, each shimmering with a different color: yellow, red, and white. When wielded in combat, the dagger hums and shines brightly. This became the standard weapon at the time of its creation, however better weapons have entered the market ever since. It still sees use from time-to-time though due to its previous widespread use (1).

Damage: 1d4 piercing + 1d4 radiant (yellow) + 1d4 sonic (red) + 1d4 sonic (white) (2)

Properties: Finesse, Light, Thrown (range 20/60)

Special Feature: **Split:** When thrown, the dagger magically splits into three identical projectiles, each imbued with the power of its respective color. These blades fly in a straight line towards the direction it split. (3)

Yellow Blade (Radiant Damage): The yellow projectile bathes its target in a radiant light upon impact, dealing radiant damage. (4)
White Blade (Sonic Damage): Creatures hit by the white blade will take sonic damage. (4)
Red Blade (Sonic Damage): Creatures struck by the red blade also take sonic damage. (4)

Activation: Once thrown, the dagger remains split until retrieved by its wielder. When returned to its wielder's hand, the three projectiles seamlessly fuse back into the tri-blade dagger. (5)

Shared: When split, any damage taken by one projectile will reflect upon all other projectiles. (6)

(1) Composite RCA was made in 1956 by the company Radio Corporation of America, and transmits three different signals in three different color-coded connections, red, yellow and white thus to represent it in a weapon, it should be colored in all three. Though better cables have been made, it can still be seen in older DVD players, video game consoles, television sets, and videocassette recorders.

(2) It can only transmit standard definition no more than 576 interlaced, thus the low damage.

(3) Each cable of the RCA has its own signal, thus they are technically independent from one another. The weapon reflects this by having the blade split apart when used, each with a different effect.

(4) As mentioned earlier, each cable signal has its own effect or signal it is carrying. The yellow cable deals with the video signal represented by light damage, while the white and red cables deal sonic damage to represent audio signals, the left and right audio channels respectively.

(5) Altogether, the cable can provide the information needed for a television to output both video and audio.

(6) The yellow cable combines the brightness and color information of the video into a single channel, so when it is disrupted by any kind of noise or interference, all the aspects of the video output are affected.

Displacement 2008

Legendary

Displacement stands as a testament to the pinnacle of craftsmanship and technological prowess of digital weapons (1). This weapon deviates from its predecessors as a sword capable of providing power by fully embracing the digital. It has a thick metal blade with a sharp edge on one side as well as gold-plated (2). It took many iterations to get to where it is.

Though it isn't highly decorated, its innate power and precision can cut through anything. Additionally, despite its largeness and stature, one can easily wield two innately from its electric power giving it a weightless quality. It still sees use to this day as it highly specializes in prioritizing high quality.

Damage: 1d10 slashing + 4d10 radiant + 2d10 lightning (3)

Properties: Light, Versatile (1d10), Magical

Special Feature: **Digital Enhancement:** Each strike of the blade is accompanied by a surge of electricity, bursting foes with strikes of electricity when striking opponents.

Dual-wield: Due to its effortless weight, any user wielding the sword can wield another weapon. (4)

(1) The sixth display cable is the DisplayPort connector. It was first designed in 2006, revised in 2007, and further revised and started production in 2008. Multiple versions have since come out up to 2.1 in 2022."

(2) The shape and color is meant to resemble the rectangular shape the pins of DisplayPort come in."

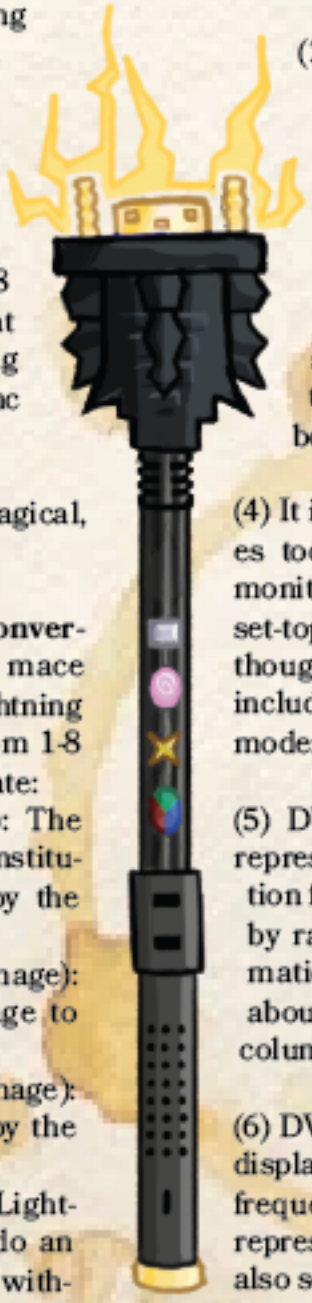
(3) DisplayPort is often preferred for gaming due to its high quality refresh rate and support for high definition. For example, DisplayPort 1.1 natively supports 3840 x 2160 pixels @30Hz, while DisplayPort 2.0, released in 2019, supports up to uncompressed 8K or 7680 x 4320 pixels of video @60 Hz. It can output ultra high-definition video, supports high refresh rates, can transmit high-quality audio without a separate audio cable, and supports adaptive sync technologies found in modern graphics cards and monitors. Thus it does more light and electric damage."

(4) There are often 2-3 DisplayPorts in GPUs due to its open-source nature. It costs less to have multiple of these ports, thus allowing for multi-use which is why its weapon representation can be dual-wielded despite how heavy it looks.

Digitall 1999

Very Rare

Digitall is a black and gold mace akin to one of its predecessors, this time however incorporating digital gems than its analog counterpart, with 4 gems of pixel, resolution, refresh rate and synchronization (1). One end of the warhammer has a fine line, while the other a square of sharp pins (2). There are three types, with one being fully analog, another being fully digital and the last being a mix of both (3). It saw much use, but has lost support in major regions as the new weaponry simply became more useful. (4)



Damage: 1d8 bludgeoning + 1d8 radiant (pixel gem) + 1d8 radiant (resolution gem) + 1d8 lightning (refresh gem) + 1d8 lightning (sync gem)

Properties: Versatile (1d10), Magical, Light

Special Feature: **Chromatic Convergence:** Upon striking a foe, the mace releases a burst of radiant and lightning energy from its gems. Roll a D8, from 1-8 one of these gem's effects will activate:
1-3. Pixel Gem (Radiant Damage): The struck foe must succeed on a Constitution saving throw or be blinded by the pixelation. (5)
4-5. Resolution Gem (Radiant Damage): Roll 2d4 additional Radiant damage to the foe. (5)
6-7. Refresh Gem (Lightning Damage): Double the radiant damage dealt by the hammer on this attack. (6)
8. Timing and Synchronization (Lightning Damage): The attacker may do an additional attack with the hammer without an additional gem effect. (6)

(1) The DVI cable was designed and produced in 1999 by the Digital Display Working Group, which was formed by several technology companies solely to define and maintain the interface. The technology companies include Intel, Silicon Image, Compaq, Fujitsu, HP, IBM, and NEC Corporation.

(2) It bears the most resemblance to the VGA cable, thus having the same weapon type as that cable.

(3) A DVI cable has three types that allows it to carry different signals: first, the DVI-A can carry analog signals only; second, the DVI-D can carry digital signals only; and third, the DVI-I, where the "I" stands for integrated, can carry both analog and digital signals.

(4) It is still produced and used in many devices today such as graphics cards, computer monitors, laptop docking stations, HDTV set-top boxes, and video game consoles, though some computers and devices no longer include it as it has been superseded by modern interfaces.

(5) DVI cables transmit digital signals that represent the color and brightness information for each pixel on the display, represented by radiant damage. They also convey information about the resolution of the display about how many pixels are in each row and column, also represented by radiant damage.

(6) DVI cables also send the refresh rate of the display, measured in Hertz (Hz), indicates how frequently the image on the screen is updated, represented by lightning damage. Lastly, it also sends the timing and sync of when to start drawing each image, also represented by lightning damage."

High-def 2002

Legendary

High-def is quite similar to Displacement, boasting largely the same features with the thick blade and gold sheen. The main difference is that both sides have an edge. It is also much heavier than Displacement, but carries a heavier hit as a result (1). It has less electric power though it still strikes with electricity on hit. High-def has become widespread and sees a lot of use alongside Displacement though much more as HDMI is used in more casual places, though its earlier versions do not compete with the quality of High-def (2) .

Damage: 3d10 slashing + 2d10 radiant + 2d10 lightning (3)

Properties: Heavy, Two-Handed, Magical

Special Feature: **Digital Enhancement.** Each strike of the blade is accompanied by a surge of electricity, bursting foes with strikes of electricity when striking opponents. (4)

(1) HDMI was designed and released in 2002. It aimed to supersede the older analog interface standards like VGA, DVI, S-Video, and composite RCA much like DisplayPort, which saw HDMI as its competitor."

(2) "Its simplicity, ease of use, and support for high-definition video and audio without needing a dedicated audio cable made it highly suitable for use in personal computers, TVs, monitors, video game consoles, disc players, and other computers and devices."

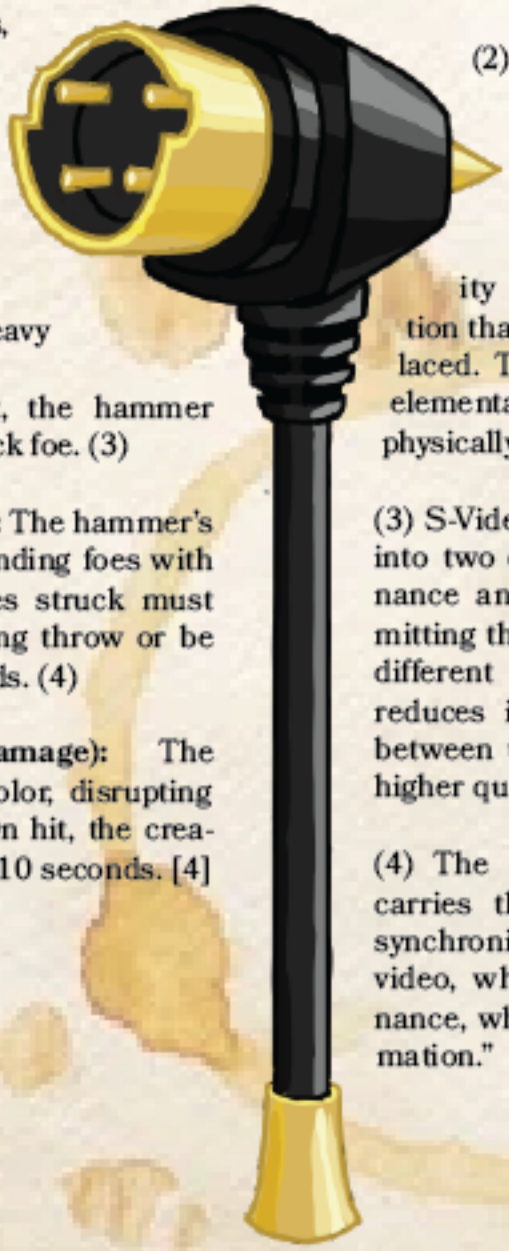
(3) It has less quality than DisplayPort might provide, though it can still compete quality-wise. HDMI 1.0, released in 2002, supports up to 1920 x 1080 pixels @60 Hz, while HDMI 2.0, released in 2013, supports up to 4K (3840x2160) @60Hz. It is still more wide-spread due to its ease of use."

(4) Unlike DisplayPort, there is usually only one HDMI port in devices or GPUs as while easy to implement, are expensive due to the patent associated with the companies that created it. Thus, it cannot be dual-wielded like its competitor.

Super-Video Hammer 1979

Rare

Crafted as an advancement after the Composite Tri-blade, the Video Hammer of Separation revolutionizes combat with dual channels. Unlike before, it no longer deals sonic damage but is no less powerful. Featuring a sturdy yet finely crafted head with four protruding pins, this warhammer embodies the principles of both chrominance and luminance. However, its age shows as its damage pales in comparison to newer weapons, though still gets used for weaker enemies. (1)



Damage: 1d4 bludgeoning + 1d8 radiant (luminance) + 1d8 psychic (chrominance) (2)

Properties: Versatile (1d10), Heavy

Dual Channels: Upon impact, the hammer deals both effects upon the struck foe. (3)

Luminance (Radiant Damage): The hammer's strike emits a radiant burst, blinding foes with its intense brilliance. Creatures struck must succeed on a Constitution saving throw or be temporarily blinded for 4 seconds. (4)

Chrominance (Psychic Damage): The hammer releases a surge of color, disrupting the minds of those it strikes. On hit, the creature attacked will be slowed for 10 seconds. [4]

(1) The S-Video cable was made 23 years later, using a completely different circular connector and deals with the video signal exclusively rather than having audio alongside it. Though not widespread now, it was also used in similar devices as its predecessor like older DVD players, video game consoles, television sets, and videocassette recorders.

(2) The cable results in noticeably sharper and clearer quality video output compared to what the composite RCA can do, though its maximum quality is only in standard definition that is no more than 576 interlaced. Thus higher damage in the elemental damage, but not so much physically.

(3) S-Video divides the video signal into two distinct components: luminance and chrominance. By transmitting the information through two different components, the cable reduces interference and crosstalk between the two signals, giving it a higher quality.

(4) The first is luminance, which carries the brightness and frame synchronization information of the video, while the second is chrominance, which carries the color information."

Thunderbolt 2011

Legendary

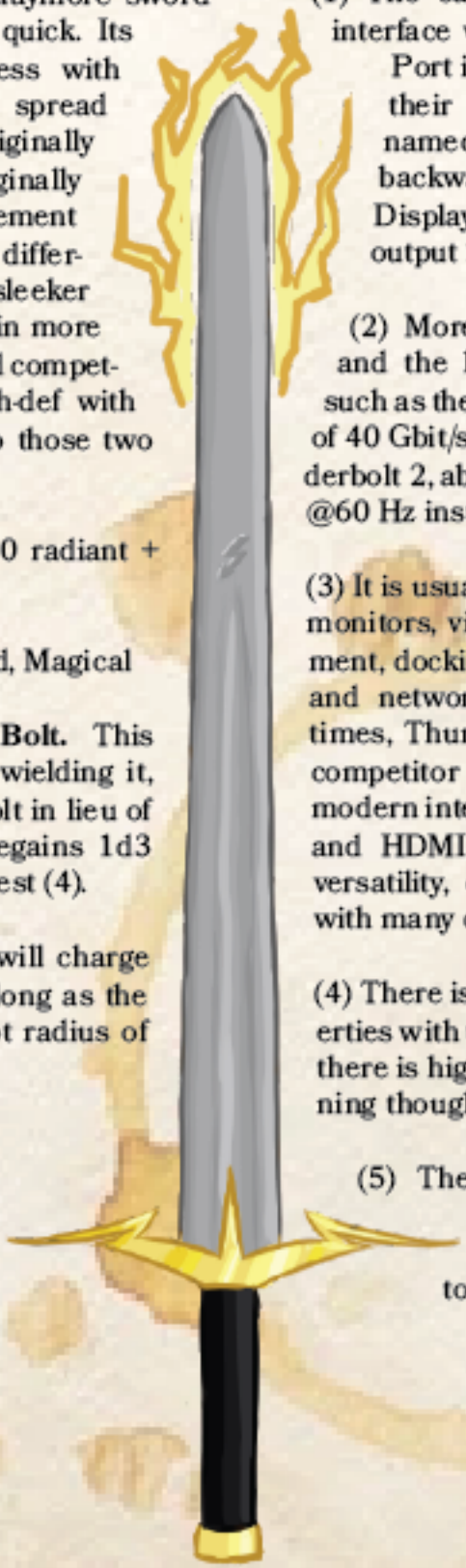
The **Thunderbolt** is a sleek claymore sword that can be wielded fast and quick. Its gray metallic sheen is spotless with strays bolts of electricity spread throughout the blade. Originally named Light Peak, it was originally designed similar to the Displacement broadsword, but was taken to a different direction (1). Now it uses a sleeker blade, with more compatibility in more situations (2). It is a widely used competitor to Displacement and High-def with unique properties compared to those two (3).

Damage: 1d10 slashing + 2d10 radiant + 4d10 lightning (4)

Properties: Heavy, Two-Handed, Magical

Special Feature: **Lightning Bolt.** This weapon has 3 charges. While wielding it, the user may cast Lightning Bolt in lieu of attacking with it. The helm regains 1d3 expended charges every short rest (4).

Electric Power. This weapon will charge devices that use electricity as long as the sword is placed within a 2 foot radius of the device (5).



(1) The early variant of the Thunderbolt interface was based on the Mini DisplayPort interface that Apple developed in their early Apple Mac computers named Light Peak. It was also partially backwards compatible with the DisplayPort interface, and able to output 2560 x 1600 video @60Hz.

(2) More versions have been released and the latest now uses a USB-C port such as the Thunderbolt 3 has a bandwidth of 40 Gbit/s, double the bandwidth of Thunderbolt 2, able to now power two 4K displays @60 Hz instead of one

(3) It is usually found in laptops, specialized monitors, video and audio recording equipment, docking stations, gaming peripherals, and network storage devices. In modern times, Thunderbolt remains a widely used competitor and alternative to other popular modern interfaces like DisplayPort, USB-C, and HDMI due to its high performance, versatility, ease of use, and compatibility with many devices.

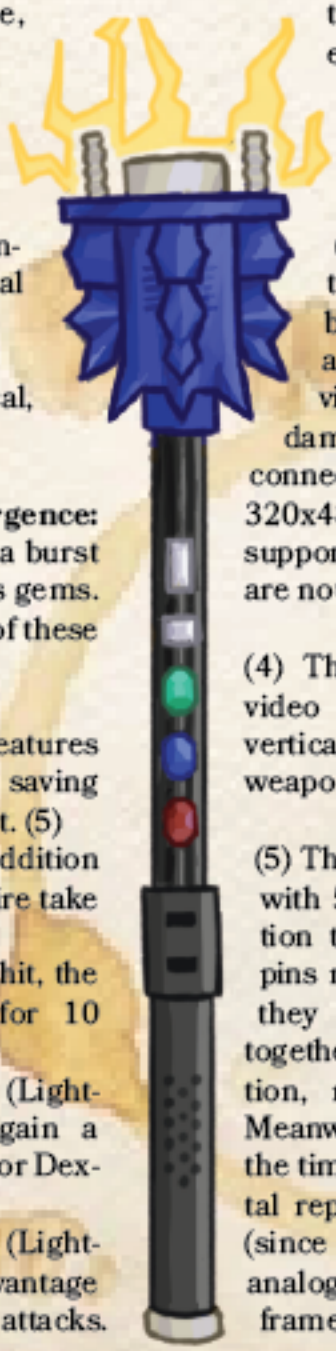
(4) There is a higher focus on electric properties with the cable as seen in the name so there is higher damage and affinity in lightning though it can still be used for display.

(5) The Thunderbolt cable can also transfer DC power, thus can be used to charge devices up to 100W.

Videographic 1987

Very Rare

The **Videograpahic** is a steel mace tinted blue at the head. (1) It is intricately crafted to embody the essence of vibrant color and luminous energy. Its shaft leads to a specific head shape with electric bolts out the top. Its shaft has 5 gems, each pulsating with a different light aspect: red, green, blue, horizontal synchronization, and vertical synchronization. The weapon saw ubiquitous use for quite a while, though has since been taken over by newer weapons. (2)



Damage: 1d8 bludgeoning + 1d6 radiant (red) + 1d6 radiant (green) + 1d6 radiant (blue) + 1d4 force (horizontal synchronization) + 1d4 force (vertical synchronization) (3)

Properties: Versatile (1d10), Magical, Light

Special Feature: **Chromatic Convergence:** Upon striking a foe, the mace releases a burst of radiant and lightning energy from its gems. Upon a succeessful hit, roll a D10, one of these gem's effects will activate: (4)

1-2. Green Gem (Radiant Damage): Creatures struck must succeed on a Constitution saving throw or be blinded by the radiant burst. (5)
3-4. Red Gem (Radiant Damage): In addition to radiant damage, creatures weak to fire take double the radiant damage (5)
5-6. Blue Gem (Radiant Damage): On hit, the creatures attacked will be slowed for 10 seconds. (5)
7-8. Horizontal Synchronization Gem (Lightning Damage): Creatures attacked gain a disadvantage on their next Constituion or Dexterity Check. (5)
9-10. Vertical Synchronization Gem (Lightning Damage): Creatures gain a disadvantage when attacking you on their next set of attacks. (5)

(1) The VGA cable was made 8 years later by IBM, also using a completely different connector than the last, most characterized by its blue covering.

(2) The VGA connector was widely adopted throughout the decades, making it one of the few digital interfaces that became ubiquitous and a standard on many devices, such as older personal computers, CRT monitors, projectors, graphics cards, and video game consoles.

(3) The VGA cable's separation of the signals reduces interference between the components and allows the output of higher-quality video thus having much higher damage than before. The original VGA connector also supported a resolution of 320x480 pixels, but modern variants can support higher resolutions though they are not usually recommended.

(4) The cable carries an analog RGB video signal along with horizontal and vertical synchronization signals. Thus the weapon is split into five different effects.

(5) The original VGA cables has 15 pins, with 5 used to send the actual information through. The red, green and blue pins make up visible light which is why they can be separated but put back together to represent the video information, represented by radiant damage. Meanwhile, the two sync pins represented the timing of the electric signals. Horizontal represented a new line in the video (since video was displayed line-by-line in analog) while vertical represented each frame.