

Dead-On Annihilator Superhammer

This multi-tool of the gods makes short work of difficult jobs, working as a building tool (hammering nails and straightening boards) as well as a destruction tool (cutting cables and pulling down reinforcements).

“The spike mounted at the bottom can pierce the skull of a walker like a spork through pudding. The claw is just the right size to lodge in a fetid rotting eye-socket, and the sharpened edge behind the handle is just sharp enough to remove a virulent biting head from a shambling corpse.”



Features

- Fourteen inches of forged steel multi-tool with rubber grip
- Hammers, pulls, pries, bashes, smashes, and opens bottles.
- Built-in:
 - Dead-On bottle-opener
 - Multi-purpose wrench
 - Nail puller
 - Demolition axe rips through dry wall, shingles, strips conduit, etc.
 - Chisel smashes through tile, brick, concrete, etc.
- Precise balance means you won't get tired wielding it

Supernatural Strength/Damage note: Can deliver/withstand 40 points of damage before breaking.

Damage: Hammer (blunt end) and clawed end does 1D6+2, spike does 1D6+1 blade damage.

Note: +1 to Strike, but -1 to Parry.

Weight: 4 lbs.

Cost: \$39.99

