

The Omega Blade

Meteoric ore, with magical properties it is the rarest of all metals. Its deposit lies in a cluster of asteroids that orbits the sun. Once every 215 years, its and the Earth's orbit intersect. Of the thousands of meteorites that will light up the night sky, only few will fall to earth. Many smiths have tried to forge the metal, but all have failed.

That is until a Sword Smith mastered the art of Magusmith. As the prodigy child of a magician and a blacksmith, the Sword Smith mastered both the art of magic and metal, giving birth to a new art, magic smithing. After many years of practicing Magusmith, with each blade better than the previous, the Sword Smith forged the first Meteoric blade. This blade the Sword Smith named Omega Blade.

The sword itself was enough to destroy armies, and conquer castles. The Omega Blade is lighter than Mithril, tougher than Adamantite, and sharper than Orichalcum. It is known to have an invisible edge, one swing from it is able to cut enemies from a hundred feet away.

Towards the end of the Sword Smith's life he felt the sword to be too powerful for one man to wield. So he split the sword into four swords, each carrying a former property of the Omega Blade. It is said if these four swords were to be combine again, it would create the ultimate weapon.

TLDR; The Omega Blade is composed of four separate swords, each with their own unique functionality. The separate swords can function on their own, or combined to one ultimate weapon, with the functionality of all the individual swords.

1. Communication with the MAGE system
 - a. The Omega Blade must be able to transmit and receive MIRP packets.
2. The swords – each sword sends packets by swinging the sword.
 - a. Alpha Blade – Lighter than Mithril, this sword is the quickest.
 - i. It sends damage packets with the slightest flick, 2 damage packets per flick.
 - ii. Damage packets travel no longer than five feet.
 - iii. If this sword receives more than 50 damage packet, it is destroyed.
 - b. Beta Blade – Tougher than Adamantite, this sword is indestructible.
 - i. It takes no damage and can't be stunned.
 - ii. It sends stun packets with a heavy swing of the sword, 10 stun packet per swing.
 - iii. Stun packets travel no longer than five feet.
 - c. Gamma Blade – Sharper than Orichalcum this blade does the most damage.
 - i. It sends damage packets with a moderate swing, 15 damage packet per swing.
 - ii. Damage packets travel no longer than five feet.
 - iii. If this sword receives more than 50 damage packet, it is destroyed.
 - d. Delta Blade – the invisible edge, this sword has the longest range
 - i. It sends damage and stun packets with a moderate swing, 5 damage and 5 stun packet per swing.
 - ii. Damage and stun packets travel up to 100 feet
 - iii. If this sword receives more than 50 damage packet, it is destroyed.
 - e. Omega Blade – Combined sword of Alpha, beta, Gamma, and Delta (superset of all swords) It has the functionality of all the swords combine, except it is indestructible and takes no stun or damage packet.

3. Packaging
 - a. The swords must represent swords, e.g. fairly flat, with handle and blade
 - b. The swords must have an elegant, mechanical way of attaching to each other, e.g. Swiss army knife, or puzzle piece sword.
 - c. Reasonable sized sword when combined: less than 4' tall, less than 6" wide, and 1" thick
4. Indicators
 - a. Each sword must visually indicate when it successfully been swung and sends packets.
 - b. Alpha, Gamma, and Delta must visually indicate when it has received a damage packet, stun packet, and when it has been destroyed. Beta and Omega don't since they are indestructible.
 - c. Beta must audibly indicate when it successfully been swung and sends packets. When combined, Omega must audibly indicate the swings of all the individual swords.
5. Power
 - a. Each sword must be individually powered
 - b. It must be able to run for at least two hours
 - c. Each must have an easy to access rechargeable port