

Assassin's Move

Gives the Assassin the feeling that it is the right moment to strike.

Modification point cost: 10

Ability-points to invoke: Passive ability.

Area of Effect: Any creature within site of the assassin's target.

Avoidance-roll: None.

Damage: None.

Duration: Instant.

Effect time: Assassin only.

Explanation: This ability will give you a 1% chance per 2 levels advanced to know when the right time to strike is.

If successful, the target's awareness will be temporarily reduced by 50% while you make your move (if the target has a chance).

This ability is only usable once per surprise attempt.

See: "Notes".

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Not applicable.

Maximum adjustment: 50%

Notes: You must state you will use Assassin's Move prior to engaging a foe, or it will not work.

Range: Assassin only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 5,000 white-gold