

Soul-Strike (Ability)

Warrior can cause extra damage per weapon strike.

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: Weapon Warrior is wielding.

Avoidance-roll: None.

Damage: +1-D4 damage, +1 per 10 levels advanced, added to each an every strike with a soulblade weapon. Remember, 2 ability-points must be expended per turn to invoke this ability.

Duration: 1 turn (5 seconds)

Effect time: Instant.

Explanation: Warrior can cause extra damage with a weapon strike. If a miss occurs, you will still spend the ability-points to invoke this ability.

Hand movement: Warrior merely needs to wield the weapon that is soulbound to him or her.

Healing: None.

Immunities: Only a soulbound weapon will work with this ability.

Invoke time: Instant.

Maximum adjustment: 1-D4 +10

Notes: You can have only one single soulbound weapon at any given time. If a soulbound weapon is destroyed, a Warrior can make another. If a soulbound weapon is lost, but not destroyed, the Warrior must find that weapon; another cannot be made.

Range: Weapon only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 14,000 white-gold