

Spirit of The Bear (Ability)

Argonaught gains a Damage-Reduction of 1 vs. physical damage. Each attack has a chance to stun a foe.

Modification Point cost: 2

Prerequisites: Seeker Ability: "Charge".

Ability-points to invoke: 2 per attempted strike.

Area of Effect: Argonaught's foe.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds).

Effect time: Instant.

Explanation: Argonaught will gain a Damage-Reduction of 1 vs. physical attacks for 1-D4 +1 turns.

Also, strike with the force of a bear, gaining a 1% chance per level (including level #0) to cripple your foe, causing a 1-D4 movement penalty for 1-D6 +1 turns. While crippled, there will be a -10 to both defense and offense.

Hand movement: Only that the Argonaught successfully strikes his or her foe.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Instant.

Maximum adjustment: None.

Notes: Spirit of Bear can be executed without a weapon.

Range: Argonaught.

Resting time: None.

Special: If in bear form, all effects of this ability will be at x3 (rounded up).

Susceptibilities: Not applicable.

Value: Scroll: 6,000 white-gold