

Back attack (Ability)

This ability will give the Thief a bonus added to all back-attacks.

Modification Point cost: 2

Ability-points to invoke: None. Passive ability.

Area of Effect: Target that the thief does combat with.

Avoidance-roll: None.

Damage: Bonus damage will be given for all back-stabs as follows: +1-D6 (+1-D6 per 5 levels advanced).

Duration: Permanent

Effect time: Always in effect.

Explanation: This ability will give the Thief a bonus added to all back-attacks as he or she positions behind a foe and successfully attack.

Bonus damage for each and every strike will be added to the normal damage caused per strike.

See: “Damage”.

Hand movement: Not applicable. Thief must damage a foe from behind; it doesn’t matter how.

Healing: None.

Immunities: None.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: None.

Notes: 1. This added damage will be added to the damage of the more advanced Adventurer Ability, “Back Attack” gotten in the future.
2. This extra damage is delivered to a target upon each successful strike on all back attacks (with the exception of a target who has the ability to see behind without looking).

Range: Thief must damage a foe from behind; it doesn’t matter how.

Resting time: None.

Special: None.

Susceptibilities: Sleeping and surprised targets will take double the bonus damage.

Value: Scroll: 1,800 white-gold