

# Intimidation

Assassin creates movements which intimidate, possibly causing foes to hesitate nearing him or her.

Modification point cost: 12

Ability-points to invoke: 6

Area of Effect: 10 spaces (50') out all about the Assassin (remember, creatures must see the Assassin to be effected by the power of this ability).

Avoidance-roll: All who notice Intimidation must pit their mental-strength vs. the mental-strength of the Assassin (single roll check). See: "Area of Effect".

Damage: None.

Duration: Each who notice Intimidation will stall their attack for 1 turn (5 seconds (check for each creature)).

Effect time: Instant.

Explanation: This ability will cause foes to hesitate in attacking or even interacting with the Assassin, who will moves and posture him or herself in such a way as to seem unapproachable. This ability does not have to be in combat situations alone; it can be invoked in social situations as well (it will not be threatening).

See: "Immunities"

Hand movement: Two hands.

Healing: None.

Immunities: Only creatures which possess intelligence can be effected by this ability.

Invoke time: Instant. This ability can be invoked while fighting, socializing, etc.

Maximum adjustment: None.

Notes: None.

Range: Assassin only. See: "Area of Effect".

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 12,000 white-gold