

Assassination Damage

Added damage caused on a successful surprise attack.

Modification point cost: 20

Ability-points to invoke: 10

Area of Effect: Assassin's target.

Avoidance-roll: None.

Damage: See: "Explanation"

Duration: This ability will last for the duration of the surprise attack.

Effect time: Instant.

Explanation: You will gain +1-D6 damage per successful strike against a foe during a surprise attack.

Hand movement: Not applicable.

Healing: Not applicable.

Immunities: None. If a creature does not know of your presence, this ability will work. If a creature knows of your presence, it will not work . . . thus your attacks will be normal (as if you were normally fighting).

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Range: As the range of weapons used.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 25,000 white-gold