

Adrenaline Surge (Ability)

Gives the Warrior a pool of damage-points to be used up before actually being wounded.

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: Warrior only.

Avoidance-roll: None.

Damage: None.

Duration: 1 hour (720 turns), or until pool of damage-points are brought down to 0 by attacks.

Effect time: Instant.

Explanation: This ability will give the Warrior an accumulative 5 damage-points at level #0, and an additional +5 damage-points per level advanced thereafter. These points will always be taken down before the warrior is actually wounded.

This ability stacks with other similar effects.

Hand movement: None.

Healing: None.

Immunities: Not applicable.

Invoke time: Instant.

Maximum adjustment: 30 base damage-points. See: "Explanation" and See: "Note".

Notes: These temporary pool of damage-points cannot be healed by any means. Once lost, they are gone forever. The Warrior can re-invoke Adrenaline Surge at any time, refreshing these base damage-points.

Range: Warrior only.

Resting time: None.

Special: These base damage-points are only good against physical attacks. They will not feed the hunger of the undead, or any other draining effects upon the Warrior.

Susceptibilities: None.

Value: Scroll: 8,000 white-gold