

# Stalk Prey

Gives the Assassin bonus damages during a successful surprise attack.

Modification point cost: 25

Prerequisites: Adventurer ability: "Assassination Damage".

Ability-points to invoke: 12

Area of Effect: Assassin only.

Avoidance-roll: None.

Damage: +1-D6 damage per 2 levels advanced.

Duration: Instant.

Effect time: Instant.

Explanation: This ability will give the assassin bonus damages during a successful surprise attack. Bonus damage will be added with each and every successful strike upon a target during a surprise attack.

Note: You MUST have "Assassination Damage" to get the bonus damages. "Assassination Damage" is the prerequisite to this ability (and both bonus damages are added together when successfully striking a target during a surprise attack).

Hand movement: Not applicable.

Healing: None.

immunities: If a creature cannot be surprised, then this ability will logically not be successful against it.

Invoke time: Instant.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: Not applicable.

Special: None.

Susceptibilities: None.

Value: Scroll: 50,000 white-gold