Talon (Ability)

Cause additional damage per strike during a surprise attack.

Modification Point cost: 2

Ability-points to invoke: 2   Passive ability (this ability is always in effect). When a Talon strike occurs, 2 ability-points will be used. If the Assassin does not have the ability-points to invoke Talon, it will not invoke.

Area of Effect: Self only.

Avoidance-roll: None.

Damage: See: "Explanation".

Duration: Instant.

Effect time: Permanent

Explanation: Cause +1-D6 damage per strike during a successful surprise attack.
   For every 10 levels advanced, you will cause an additional 1-D6 damage.

   Examples: +1-D6 damage at levels: 0 to 10
                +2-D6 damage at levels: 11 to 20
                +3-D6 damage at levels: 21 to 30
                +4-D6 damage at levels: 31 to 40
                +5-D6 damage at levels: 41 to 50
                etc.

   This ability stacks with other surprise attack damages.

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: None.

Notes: None.

Range: Assassin's target.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 6,000 white-gold