

# Minotaur's Luck 1 (Ability)

Gain the uncanny, regenerating, luck of the Minotaur.

This ability can be purchased multiple times.

Modification Point cost: 10

**Ability-points to invoke:** Passive ability.

**Area of Effect:** Argonaught only.

**Avoidance-roll:** None.

**Damage:** Not applicable.

**Duration:** 1 turn (5 seconds) x your current level.

**Effect time:** Permanent ability.

**Explanation:** You will gain 1 pont of Minotaur's Luck. It is exactly as the Minotaur's Ability in that you will not lose your next physical offensive turn if used. Minotaur's Luck used will regenerates at a rate of 1-D4 points per 1 turn (5 seconds). This ability can be purchased multiple times.

**Hand movement:** Not applicable.

**Healing:** Not applicable.

**Immunities:** Not applicable.

**Invoke time:** Not applicable. Minotaur's Luck must be written into the character sheet. Keep this luck separate from your normal luck.

**Maximum adjustment:** 10

**Notes:** None.

**Range:** Self only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 50,000 white-gold