

Flurry

The assassin will have +1 strike per 10 levels advanced during surprise attacks.

Modification point cost: 26

Ability-points to invoke: Passive ability (this ability is always in effect).

Area of Effect: Assassin.

Avoidance-roll: None.

Damage: None. The ability itself does no damage.

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

Effect time: Always in effect.

Explanation: On a surprise attack, an assassin will gain +1 attack per 10 levels he or she has advanced. Temporary level increases will increase the power of this ability during the duration.

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 the number of extra attacks per turn will not be in effect.

Invoke time: None. This ability is constantly in effect during a surprise attack.

Maximum adjustment: None.

Notes: None.

Range: Assassin only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 280,000 white-gold