

Resist Assassination

This ability will reduce the damage you take from surprise attacks.

Modification point cost: 25

Ability-points to invoke: Passive ability that will drain ability points instead of taking damage. See: "Explanation".

Area of Effect: Self only.

Avoidance-roll: Simply win an initiative roll against your attacker(s) for each and every attack against you. If a surprise attack is attempted against you, and your would be attacker strikes you three times, you must win an initiative once for each strike in order to lessen damages taken by those attacks.

Duration: The full duration of the assassination or surprise attack.

Effect time: Instant (for each strike).

Explanation: When surprise attacked, you will possibly sustain less damage for each successful hit against you. Ability points will be matched, point for point, with the damage taken during a surprise attack. For every ability point expended, -1 damage will be negated from each strike, but only up to 10 points can be turned away per strike.

Example: For every point of damage negated from a surprise attack, you will use that many ability points also. If 9 points have been negated from a strike, 9 ability points will be expended to withstand the damage. If you have only 5 ability points remaining, you will be able to withstand 5 points of damage.

Hand movement: Not applicable.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: 10 damage per successful strike.

Notes: None.

Range: Assassin only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 25,000 white-gold