

Truesight Neutrality

Enables the assassin to do his or her work before others who will behold it . . . and not care.

Modification Point cost: 50

Prerequisites: You must have all the abilities of the assassin in order to learn Truesight Neutrality.

Ability-points to invoke: 25

Area of Effect: Assassin only.

Avoidance-roll: A successful "Awareness" check. Awareness = %chance: Roll the % number, or below, to succeed. If this avoidance-roll is successful one can react to this terrifying ability.

Damage: None.

Duration: 1 turn (5 seconds) + 1 turn per 10 levels advanced.

Effect time: Instant.

Explanation: This fearsome ability will give the assassin a 5% chance to do his or her work of death before others who will behold it and not care (+1% chance per 2 levels advanced).

For the "Duration" of this ability, others within site will think nothing is out of the ordinary, so powerful and fluent is the technique behind this ability.

See: "Special".

Hand movement: None.

Healing: None.

Immunities: Any with a Truesight ability or spell or power currently in effect to allow them to see things as they are will see through this terrifying ability and be able to react.

Invoke time: Instant.

Maximum adjustment: 55%

Notes: None.

Range: Assassin's target only.

Resting time: None.

Special: This ability can only be used upon a successful surprise attack. Foes which are not surprised by this attack will notice this attack, and can react as normal (even if those who are surprised cannot).

Susceptibilities: None.

Value: Scroll: 300,000 white-gold