

# Focus (Ability)

Increases the damage of a wielded weapon the Warrior is fully trained to wield.

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: Warrior only.

Avoidance-roll: None.

Damage: See: "Explanation".

Duration: Instant.

Effect time: Instant.

Explanation: Focus will enable the Warrior to cause additional damage with any weapon he or she is trained in.

The additional damage is as follows vs. the Warrior's level:	0 - 1 <sup>st</sup> :	1-D4
	2 <sup>nd</sup> - 3 <sup>rd</sup> :	+1-D6
	4 <sup>th</sup> - 5 <sup>th</sup> :	+1-D8

Hand movement: None.

Healing: None.

Immunities: Not applicable.

Invoke time: Instant.

Maximum adjustment: See: "Explanation".

Notes: This ability stacks with other similar effects.

Range: Warrior only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 10,000 white-gold