

Back Attack (Ability)

Gain a damage bonus on all back-attacks.

Modification Point cost: 10

Prerequisite: Adventurer Abilities: "Move Undetected."

Ability-points to invoke: 5

Area of Effect: The creature you are backstabbing.

Avoidance-roll: None.

Damage: You will add +1 damage x your current level to each strike when you attack from behind any creature.

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

Effect time: Instant.

Explanation: You will position yourself behind another creature to gain the following bonuses during combat:

1. +1 damage x your current level per successful strike for the “Duration”
2. +20 to strike, instead of the normal +15, when attacking directly from the back (even if the creature knows you are there).

Hand movement: Not applicable.

Healing: None.

Immunities: Creatures with the ability to see behind them.

Invoke time: Instant.

Maximum adjustment: None.

Notes: As long as you are behind your target, this ability will be in effect. If you lose your positioning, you must again move behind your target, expending 3 ability points to use this ability again.

Range: Your thief only.

Resting time: None.

Special: None.

Susceptibilities: Sleeping creatures will take this form of damage no matter at what angle you strike.

Value: Scroll: 10,000 white-gold