

# Soul-Blade (Ability)

Choose a weapon that you will wield in the offhand, negating the penalty for using it without having the Ambidextrous ability.

Modification Point cost: 2

Ability-points to invoke: 2 Passive ability that is always in effect.

Area of Effect: One single blade of the warrior's choosing.

Avoidance-roll: None.

Damage: None.

Duration: Permanent.

Effect time: Passive ability that is always in effect. See: “Explanation”

Explanation: Warrior will choose a weapon that he or she can wield in the offhand, thus negating the penalty for using it without having the Ambidextrous ability (it can only be that single blade; not others like it).

If you have chosen the Seeker Ability of "Ambidextrous" "Soul-Blade" will give you a +10 to strike

Hand movement: Not applicable.

Healing: None.

Immunities: Any other weapon, even if it is exactly the same type.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: Not applicable.

Notes: None.

Range: As “Area of Effect”.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 10,000 white-gold