

of Extra Damage

(from the Dungeons & Dragons Rules Cyclopedia)

This power lasts for 1d10 rounds when commanded. The user may inflict four times the normal damage on each successful hit. This power may be generated more than once; each duplicate roll increases the multiplier by 1 (to 5 times, 6 times, and so on).

XP Value: +500

GP Value: +2,500