

# Wilderness Navigation (Ability)

Forest-Knight can be guided by the sun, moon and stars as a compass.

Modification Point cost: 10

**Ability-points to invoke:** 5

**Area of Effect:** Not applicable.

**Avoidance-roll:** Avoidance-roll vs. "Wisdom" . If this avoidance-roll is successful, the Forest-Knight will know which way true-north is. No luck can be used to succeed.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Not applicable.

**Explanation:** This ability will give the Forest-Knight a the sense of which way true north if he or she concentrates, and then succeeds at his or her avoidance-roll. This ability can only be attempted one time per 24 hours.

**Hand movement:** Not applicable.

**Healing:** Not applicable.

**Immunities:** Not applicable.

**Invoke time:** 1 turn (5 seconds).

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Forest-Knight

**Resting time:** None.

**Special:** If the Forest-Knight has a head wound that has 10 or more points of damage, it will take 3 turns (15 seconds) to invoke this ability, and will only have ½ the normal chance at the avoidance-roll vs. "Widsom".

**Susceptibilities:** None.

**Value:** Scroll: 3,000 white-gold