

Concealment (Ability)

Conceal, or hide, one or more hand-sized objects from the view and search of others.

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: One hand-sized item.

Avoidance-roll: The thief must make a successful avoidance-roll vs. "Dexterity" each time another searches the thief physically. This avoidance-roll only needs to be successful one time if the same person is searching the thief more than once visually.

Damage: None.

Duration: Each time the thief is checked for items, the 2 ability-points must be expended in order to have the chance to conceal a hand-sized item.

Effect time: Instant.

Explanation: This ability will enable the thief to possibly conceal and hide a hand-sized object upon his or her person so well, even if searched thoroughly, that item cannot be found. If the thief make the successful avoidance-roll vs. "Dexterity" one who is searching the thief, whether visually or physically will miss the item entirely.

More than one item can be concealed at a time, but each item the thief attempts to hide will cost 2 ability-points and an avoidance-roll vs. "Dexterity" must be rolled for.

Hand movement: Two hands. The thief will manipulate the item from hand to hand, or sleeve to sleeve, etc., thus both hands will be needed to keep the item concealed.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: Not applicable.

Notes: None.

Range: The thief must have the item, or items, to be concealed in hand, or within an easily accessed place (i.e., sleeve, glove, pocket, etc.).

Resting time: None.

Special: If a thief is stripped of all clothing, this ability is only possible if concealed within a hand, or in the mouth.

Susceptibilities: None.

Value: Scroll: 2,300 white-gold