

# Conceal Track (Ability)

Forest-Knight will attempt to cover his or her tracks, making it more unlikely he or she can be followed.

Modification Point cost: 12

Ability-points to invoke: 6

**Area of Effect:** One set of tracks that lead on for 2-D12 hours.

**Avoidance-roll:** None. See: "Explanation".

**Damage:** Not applicable.

**Duration:** Permanent.

**Effect time:** Instant, but will slow travel time down by 50% (as the Forest-Knight must tend to covering up the signs his, her, or another's passing).

**Explanation:** When the Forest-Knight invokes Conceal Track, he or she will then diminish the signs of the passing of him or herself, or even another, by shifting grasses, brush and soil back to its natural state. In doing this, the Forest-Knight's travel time will slow, increasing the time it takes to travel by 50%.

Example: You invoke Conceal Track, which can then be used for 2-D12 hours. During this time, if you normally travel 10 miles in a one day period of time, you will now travel 5 miles in a one day period of time.

The chance to Conceal a track will be harder, thus giving a tracker a penalty of -1 per level of the Forest-Knight who invokes this ability.

**Hand movement:** To invoke Conceal Track: No hand movement required. To use this ability, the Forest-Knight must use both hands, and be able to see.

**Healing:** Not applicable.

**Immunities:** The scent of the Forest-Knight's passing can be detected by scent.

**Invoke time:** Instant.

**Maximum adjustment:** -100 subtracted from the tracker's roll-check to successfully track.

**Notes:** None.

**Range:** See: "Explanation".

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value: Scroll:** 12,000 white-gold