

Scapegoat (Ability)

Cause the eye of suspicion to be turned away from you.

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: All who witness, or hear, the thief who uses this ability.

Avoidance-roll: See: “Explanation”

Damage: None.

Duration: See: "Explanation".

Effect time: 3 turns (15 seconds).

Explanation: If the thief is caught and questioned for something he or she has done, Scapegoat can be attempted to cause the eye of suspicion to be turned away. The thief can claim innocence, or make an accusation against another. If this ability works, the thief will no longer be suspected. The chance for Scapegoat to work is as follows:

3% at level 0. An additional 3% will be given per level advanced above level 0. See: "Special".

This ability stacks with other similar abilities.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: 18%. See: "Special".

Notes: None.

Range: Thief. See: "Area of Effect".

Resting time: None.

Special: If a thief has learned the Divine Favor, "Gift of Charm", the % chance will be 4% at level 0, and an additional 4% will be given per level advanced above level 0. The "Maximum adjustment" will raise to 24% and will still stack with other similar abilities.

Susceptibilities: None.

Value: Scroll: 3,400 white-gold