

# Field Mastery (Ability)

Gives the Forest-Knight a feeling of impending natural dangers.

Modification Point cost: 7

**Ability-points to invoke:** 3

**Area of Effect:** The immediate area the Forest-Knight is directly in.

**Avoidance-roll:** Avoidance-roll vs. “Wisdom”

**Damage:** None.

**Duration:** 1 turn (5 seconds)

**Effect time:** Instant.

**Explanation:** This ability will give the Forest-Knight a sense of impending natural danger for the area he or she is within (if danger is a threat, and it will not be specific).

**Hand movement:** None.

**Healing:** None.

**Immunities:** Unnatural dangers cannot be sensed (i.e., spell cast on nature to harm Forest-Knight or those he or she is in company with).

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

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The area the Forest-Knight is directly traveling within.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

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