

# Camouflage, Blending (Ability)

Will conceal the Forest-Knight or other from the prying eyes of another.

Modification Point cost: 8

**Ability-points to invoke:** None.

**Area of Effect:** One creature

**Avoidance-roll:** Pit Forest-Knight’s coordination vs. the awareness of the one he or she is attempting to be concealed from (single roll).

**Damage:** None.

**Duration:** permanent until the camouflaged is removed

**Effect time:** It will be strictly up to the G.M. how long it will take to prepare Blending Camouflage.

**Explanation:** This ability will enable the Forest-Knight to blend him or herself, or another, within the regional setting. If successful, the one being hidden from will have one chance (See: “Avoidance-roll) to spot the camouflaged one only. If you move from the spot you are within, another avoidance-roll will be checked for if appropriate.

**Hand movement:** Two hands (to affix the camouflage).

**Healing:** None.

**Immunities:** Special awareness (i.e., infra-red vision) will see through Blending Camouflage.

**Invoke time:** It will be strictly up to the G.M. how long it will take to prepare Blending Camouflage.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** One creature

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 2,000 white-gold