

Forgery (Ability)

Forge the writing of another.

Modification Point cost: 16

Prerequisites: Trade-Skill, "Artist" (Sketching).

Ability-points to invoke: 8

Area of Effect: One signature, document, letter, etc.

Avoidance-roll: vs. "Dexterity".

Damage: None.

Duration: The time it takes to forge the script the thief is attempting to duplicate.

Effect time: Instant.

Explanation: A thief may only forge a writing if he or she has got a parchment with the writing on it to study. If this is not obtainable, there is no chance to preform a forgery.

Those persons which see a forged signature or writing must be suspicious of a possible fraud to notice anything out of the ordinary, otherwise the forged signature will not come to their attention.

Luck may be used to successfully preform a Forgery while under the eyes of the enemy. The chance to successfully preform a forgery is as follows: Dexterity + 1% per level advanced.

Hand movement: One hand.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: 96%

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 26,000 white-gold