

Danger Sense (Ability)

The Argonaught will have a chance to sense imminent danger.

Modification Point cost: 2

Ability-points to invoke: Passive ability that will exact 2 ability points if it works.

Area of Effect: 1 league (3 miles) per 10 levels advanced above level #0

Avoidance-roll: None.

Damage: Not applicable.

Duration: Instant.

Effect time: Instant.

Explanation: Gives the Argonaught the distinct feeling that danger is about to happen to him or herself and allies. There is a 1% chance +1% per level advanced. If comrades are split up, this ability will still inform the Argonaught of impending danger if they are within the "Area of Effect".

Hand movement: None.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: 6%

Notes: None.

Range: Argonaught only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 6,000 white-gold