

Taking & Packing Goods Silently (Ability)

Enables a thief to take and pack away stolen property without a sound.

Modification Point cost: 8

Prerequisite: Adventurer Abilities: "Forced Silence" and "Move Undetected".

Ability-points to invoke: 6 per item manipulated to silently open.

Area of Effect: One door, lid, window, etc.

Avoidance-roll: The Thief must make a successful avoidance-roll vs. "Dexterity" for every 10 items packed away. No luck can be used, unless this is done in the presence of an enemy.

Damage: None.

Duration: For the time it takes to open something.

Effect time: For the time it takes to open something.

Explanation: This ability will enable a thief to snatch up and bag items without a sound if he or she makes the avoidance-roll.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: 99%

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 8,000 white-gold