

# Pick Lock (Ability)

Unsecure locks by manipulating their mechanisms within, unlocking them with no proper key.

Modification-point cost: 20

Prerequisite: Adventurer Abilities: "Identify Lock".

**Ability-points to invoke:** Passive ability that is always in effect.

**Area of Effect:** One lock.

**Avoidance-roll:** None. See: "Explanation"

**Damage:** None.

**Duration:** Instant.

**Effect time:** This depends upon the type of lock it is, and how long it will take to pick it.

**Explanation:** There are a multitude of lock types, ranging from simple to incredibly complex. The G.M. will depict the "difficult rating" of all locks that do not already have an affixed difficulty rating, and those locks that will take familiarity with magic to pick.

The thief will have the ability to pick a lock more easily than most, due to specialized training he or she has undertaken. When a thief attempts to pick a lock, the G.M. will let the player know the difficulty rating of that lock. The player must roll equal, or higher than, this the difficulty rating with the % dice to succeed in picking and opening the lock.

To use "Pick Lock", roll your % dice, adding your DEXTERITY +1 per level advanced to result.

**Hand movement:** This depends upon the lock. If it is a simple lock, the G.M. may require one hand to pick it. If it is a complex lock he or she may require both hands to work on it (this will be strictly up to the discretion of the game master).

**Healing:** None.

**Immunities:** None.

**Invoke time:** Not applicable. Passive ability that is always in effect.

**Maximum adjustment:** None.

**Notes:** If you fail once in picking a lock, you may try again, but there will be a + 3-D10 added to the difficult rating each time you fail. You can see that if you fail to pick the lock a number of times, it may become impossible to pick it. If another teaches you a lock he or she knows that you cannot pick, you may ignore the penalty and try again.

**Range:** Touch.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 20,000 white-gold