

# Move Undetected (Ability)

This ability will give an added bonus to dice-roll checks for sneaking without being discovered

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: Thief only.

Avoidance-roll: See: “Explanation”

Damage: None.

Duration: ½ the normal spaces the thief can move per turn. Example: If a thief can move 12 spaces per turn, the duration of this ability will be 6 spaces. Then another 2 ability-points must be used to attempt to Move Undetected again.

Effect time: Instant.

Explanation: This ability will give a bonus to % roll checks for sneaking without being discovered as follows:

+1. An additional +1 will be given per level advanced above level 0.

This ability stacks with other similar abilities.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: +6

Notes: The +6 adjustment will be added to the adventurer thieving, assassin and forest-knight abilities if any of those paths are taken.

Range: Thief only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 1,400 white-gold