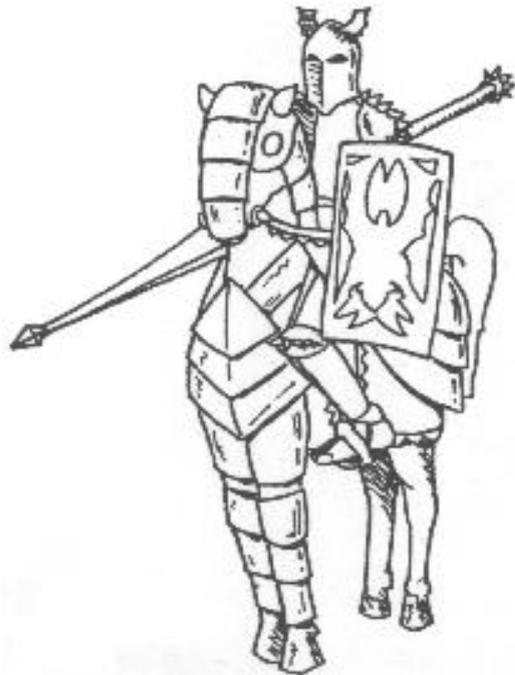


Forest-Knight Studies

Taps into the abilities of the Forest-Knight. Once Forest-Knight Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Forest-Knight.

Modification Point cost: 2



Prerequisites

1. Seeker Abilities: "Animal Studies": Know the following Animal Studies: Bear (any breed), Bird (any breed), Cat (any breed), and Wolf (any breed).
2. Seeker Abilities: "Armor Proficiency" (ALL types of armors).
3. Seeker Abilities: "Basic Defense / Offense".
4. Seeker Abilities: "Combat Prowess".
5. Seeker Abilities: "Stealth Prowess".

Allied Foliage (Ability)

Decreases the movement restriction when moving within thick undergrowth.

Modification Point cost: 2

Prerequisites: None.

Ability-points to invoke: Passive ability (this ability is always in effect).

Area of Effect: Forest-Knight.

Avoidance-roll: None.

Damage: None.

Duration: permanent.

Effect time: Instant.

Explanation: Decreases movement restrictions through any natural foliage by 1 (grasses, shrubs, trees, etc.).

This ability stacks with other similar abilities.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Passive ability (this ability is always in effect).

Maximum adjustment: 1

Notes: None.

Range: Forest-Knight only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 1,800 white-gold

Animal Lore (Ability)

Forest-Knight will know the general information of an animal encountered by studying it.

Modification Point cost: 2

Prerequisites: Seeker Abilities, "Creature Studies" (Animal Creature Studies). This prerequisite does not require a Forest-Knight know any particular animal type. Just pick one and this ability will work for all animal class creatures.

Ability-points to invoke: 2

Area of Effect: Forest-Knight.

Avoidance-roll: vs. "Wisdom" to know the general information of an animal. See: "Explanation".

Damage: None.

Duration: Instant. The knowledge about an animal is permanent as long as the player remembers it.

Effect time: Instant.

Explanation: This ability only gives the Forest-Knight the following general information about an animal:

Disposition

Herbivore / Carnivore / Omnivore

Habitat

Life-span

Unless the Forest-Knight has specific "Animal Creature Studies" on a specific animal class encountered, he or she will only know the above information, and even that in a general way.

Hand movement: None.

Healing: None.

Immunities: This ability only works on animal class creatures.

Invoke time: Instant.

Maximum adjustment: Not applicable.

Notes: None.

Range: The animal must be clearly seen by the Forest-Knight.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 2,600 white-gold

Animal Signs (Ability)

Forest-Knight can find animal trails, and can also find the signs of animals which have passed through the area.

Modification Point cost: 2

Prerequisites: Seeker Abilities: "Creature Studies" (Animal Creature Studies). This prerequisite does not require a Forest-Knight know any particular animal type. Just pick one and this ability will work for all animal class creatures.

Trade-Skills: "Hunter". This ability is not demanded as a prerequisite, but will increase the avoidance-roll vs. "Awareness" to maximum chance (if already at maximum chance, two rolls are given the Forest-Knight to succeed).

Ability-points to invoke: Passive ability (this ability is always in effect).

Area of Effect: Awareness = "Area of Effect" (i.e., a character has a 20 awareness; the area of effect is 20 spaces out in all directions).

Avoidance-roll: vs. "Awareness".

Damage: None.

Duration: Passive ability (this ability is always in effect).

Effect time: Passive ability (this ability is always in effect). The player acting the Forest-Knight must state he or she is looking for "Animal Signs" in order for this ability to be checked for.

Explanation: This ability will give the tell-tale signs of an animal's passing through the area. Indeed, all animal signs will come to the attention of the Forest-Knight if he or she successfully makes the avoidance-roll vs. "Awareness".

The signs that will come to the attention of the Forest-Knight will be what type of animal has passed through the area, how many and how long ago.

Hand movement: None.

Healing: None.

Immunities: This ability can only show animal class creature signs in the area.

Invoke time: Passive ability (this ability is always in effect).

Maximum adjustment: None.

Notes: None.

Range: As the "Area of Effect".

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 4,000 white-gold.

Nature's Cloak (Ability)

Gives the Forest-Knight an increased chance to remain undetected while attempting to remain unseen.

Modification Point cost: 2

Prerequisites: None.

Ability-points to invoke: 2

Area of Effect: Forest-Knight only.

Avoidance-roll: None.

Damage: None.

Duration: Passive ability (this ability is always in effect when attempting to remain unseen).

Effect time: Instant.

Explanation: This ability will increase the chance of success while used with other abilities or spells which empower the Forest-Knight to remain undetected (like the thief abilities, "Hide" and "Move Undetected"), but must be used in a nature setting. This ability can even be used by itself to slightly increase the chance of being undetected. In other words, Nature's Cloak can be used within the setting of nature to compliment ANY ability, spell, treasure item, etc. which aids the Forest-Knight to remain undetected from the awareness of another.

Adjustment to remain undetected: +1 added to any % dice-roll check (with an additional +1 per level advanced above level 0).

This ability stacks with other similar abilities.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds).

Maximum adjustment: +6

Notes: None.

Range: Forest-Knight only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 2,000 white-gold

Pacify Beast (Ability)

The Forest-Knight has the chance to cause a hostile animal to be apathetic with him or her.

Modification Point cost: 2

Prerequisites: Seeker Abilities: "Creature Studies" (Animal Creature Studies). This prerequisite does not require a Forest-Knight know any particular animal type. Just pick one and this ability will work for all animal class creatures.

Ability-points to invoke: 2 per animal the Forest-Knight is attempting to pacify.

Area of Effect: One animal per 2 ability-points expended.

Avoidance-roll: The Forest-Knight will pit his or her Charisma vs. the Intelligence of the animal(s) he or she is attempting to pacify.

Damage: None.

Duration: 24 hours. During the "Duration" of this effect, the Forest-Knight cannot, in any way, betray the trust the animal will feel toward him or her, or the ability will fail.

Effect time: Instant.

Explanation: The Forest-Knight has the chance to cause a hostile animal to be apathetic with him or her.

Hand movement: None, but the Forest-Knight must hold one hand out to the animal and kneel.

Healing: None.

Immunities: Only animal class creatures can be effected by the power of this ability.

Invoke time: 1 turn (5 seconds); the time it takes to kneel and do the "Hand movement".

Maximum adjustment: None. The Forest-Knight can effect as many animal class creatures as he or she has ability-points to spend.

Notes: None.

Range: 1 space (5') x the caster's Awareness. Example: If a caster has a 20 awareness, the range will be 20 spaces (100').

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 1,900 white-gold

Survival(Ability)

Gives the Forest-Knight a universal bonus to aspects within the Trade-skill, "Survivalist".

Modification Point cost: 2

Prerequisites: Trade-Skills: "Survivalist". Note: One can learn this ability without first having the Survivalist trade-skill, but it will remain useless until Survivalist is learned.

Ability-points to invoke: Passive ability (this ability is always in effect).

Area of Effect: Survivalist trade-skill.

Avoidance-roll: None.

Damage: None.

Duration: Passive ability (this ability is always in effect).

Effect time: Passive ability (this ability is always in effect).

Explanation: This ability will increase the chance of success while used with any of the Survivalist trade-skill aspects. **Adjustment to all aspects of "Survivalist":** +1 added to any % dice-roll check (with an additional +1 per level advanced above level 0).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds).

Maximum adjustment: +6 to all aspects of Survivalist checks.

Notes: None.

Range: Survivalist trade-skill.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 4,000 white-gold.

Tell Tale Breeze (Ability)

Forest-Knight can sense a change coming his or her way, whether for good or ill.

Modification Point cost: 2

Prerequisites: None.

Ability-points to invoke: 2 Passive ability that will exact 2 ability points if it works. If you have no current ability points, Tell Tale Breeze will not work.

Area of Effect: Forest-Knight.

Avoidance-roll: None. But there will be a % chance for this ability to give the Forest-Knight a feeling that change is inevitable.

The % chance will be calculated as follows: Forest-Knight's Awareness \div 10 (rounded down) = the % chance. Roll the % chance, or lower, to succeed.

Damage: None.

Duration: 1 turn (5 seconds)

Effect time: Instant.

Explanation: Forest-Knight can sense change in the air, though specifically what this change is, he or she will not know.

This will be a significant change; something important. Based on the nature of the change, this feeling will be inwardly witnessed as dark and heavy, or light and soothing to the Forest-Knight.

Hand movement: None.

Healing: None.

Immunities: Only natural occurrences will felt.

Invoke time: Instant. This ability is not invoked by the Forest-Knight, but will invoke on its own in the form of a feeling.

Maximum adjustment: None.

Notes: None.

Range: Forest-Knight

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 5,500 white-gold

Tell Tale Forest (Ability)

Forest-Knight can sense something not right in a forest.

Modification Point cost: 2

Prerequisites: None.

Ability-points to invoke: 2 Passive ability that will exact 2 ability points if it works. If you have no current ability points, Tell Tale Forest will not work.

Area of Effect: Forest-Knight

Avoidance-roll: None. But there will be a % chance for this ability to give the Forest-Knight a feeling that something is wrong.

The % chance will be calculated as follows: Forest-Knight's Awareness \div 10 (rounded down) = the % chance. Roll the % chance, or lower, to succeed.

Damage: None.

Duration: 1 turn (5 seconds)

Effect time: Instant.

Explanation: Forest-Knight can sense something not right, or not natural, within a forest (though specifically where or what this is, he or she will not know).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant. This ability is not invoked by the Forest-Knight, but will invoke on its own in the form of a feeling.

Maximum adjustment: None.

Notes: None.

Range: Forest-Knight

Resting time: None.

Special: None.

Susceptibilities: This ability only works within the confines of a forest.

Value: Scroll: 4,500 white-gold

Weather Signs (Ability)

Forest-Knight will know the general weather conditions up to 24 hours in advance.

Modification Point cost: 2

Prerequisites: None.

Ability-points to invoke: 2

Area of Effect: 6 leagues (18 miles) out from the location of the Forest-Knight in all directions.

Avoidance-roll: vs. "Awareness".

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: When this ability is invoked, the Forest-Knight will know the weather conditions 2-D12 hours in advance (if the avoidance-roll vs. "Awareness" is successful).

Hand movement: None.

Healing: None.

Immunities: Magical and unnatural types of weather conditions cannot be predicted.

Invoke time: 3 turns (15 seconds)

Maximum adjustment: None.

Notes: None.

Range: Forest-Knight. The spot the Forest-Knight is standing upon will be the center of the weather conditions.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 3,500 white-gold