Evasion (Ability)

Thief will have a chance to know where the best place to remain concealed from others.

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: Thief only.

Avoidance-roll: None.

Damage: None.

Duration: 3 turns (15 seconds).

Effect time: Instant.

Explanation: This ability will give the thief a hint that a certain place in a room, on a street, in a store, etc., will be the best place to be standing or moving within to have the best chance of being undetected by others. This ability is best used by the thief when he or she is preparing to use any type of stealth/sneak ability.

   When Evasion is invoked, the thief will gain a +1 to all dice-rolls that relate to remaining unnoticed. There will also be a +1 bonus added per level advanced.

   See: "Notes".

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: +12

Notes: If any form of moving undetected, or hiding attempt, is attempted witin the "Duration" of Evasion, this ability will stack onto that next roll.

   Example: If you used Evasion at level 6, and then attempted to Move Undetected, and the bonus on your dice-roll for Move Undetected was +6, you would gain a +10 (+4 for Evasion bonus and +6 for Move Undected).

   Remember that Evasion will only stack with other stealthing abilities when its "Duration" is still in effect.

Range: Thief only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 600 white-gold