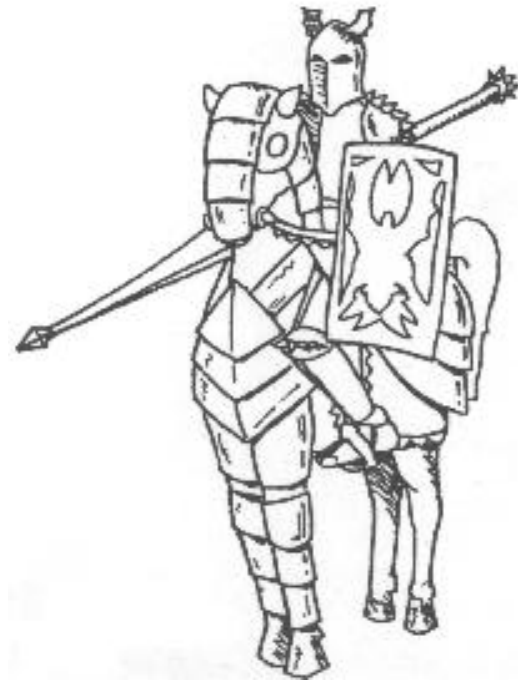


# Forest-Knight Studies

Taps into the abilities of the Forest-Knight

Modification Point cost: 2



# Prerequisites

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

# Tell Tale Breeze

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

Modification Point cost: 2

**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.  
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**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: 65,000 white-gold

# Tell Tale Forest

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

Modification Point cost: 2

**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: 65,000 white-gold