

Animal Lore (Ability)

Gives the Forest-Knight a basic knowledge of animal kind in a certain regional setting.

Modification Point cost: 5

Ability-points to invoke: Passive ability. See: “Explanation”

Area of Effect: Forest-Knight

Avoidance-roll: None.

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This ability will give the following for the Forest-Knight:

Basic Animal Study: The Forest-Knight will have the chance to know about each animal he or she encounters as far at its visual appearance and natural behavior patterns. This ability must be trained in for each and every individual region (by purchasing this with Modification Points the Forest-Knight does not have knowledge about all animals in all regions; he or she must state which regional setting will be studied for Animal Lore).

A successful Wisdom check (wisdom = % chance) will indicate that the Forest-Knight has knowledge about an animal encountered.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Passive ability.

Maximum adjustment: Not applicable.

Notes: None.

Range: Not applicable.

Resting time: Not applicable.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 500 white-gold