

Disguise (Ability)

The ability to conceal your true identity from the perception of others.

Modification Point cost: 20

Prerequisites: Trade-Skill, "Artist" (Sculpting Clay).

Ability-points to invoke: 10 (while in disguise, these modification points will not regenerate).

Area of Effect: Thief only.

Avoidance-roll: The Thief: The thief will add his or her Awareness and Charisma to the % roll to succeed each time he or she attracts the attention of another who studies, or has a prolonged conversation with, the thief.

The Suspicious: The one who is suspicious will add Awareness to a %dice-roll.

Result of both rolls: If the thief rolls higher than the one who is suspicious, the disguise will have worked; the thief remains undetected.

Notes:

The studying of a thief must be more than a casual stare. Attention has to be drawn to the thief enough to possibly discover the disguise.

Walking through a crowded inn will not provoke a roll against the thief and his or her disguise. Simply looking or talking to a thief in disguise will not bring on doubt as to who he or she really is (a strong suspicion, or prolonged, in depth, communication will).

Disguises must be proportionate to the size and weight of the thief.

Remember that the thief will smell like his or her natural self if not scented appropriately.

Damage: None.

Duration: 3-D12 +3 hours. At the end of the disguise duration, the thief must make a successful avoidance-roll vs. "Charisma" in order to maintain the disguise (the G.M. will roll this avoidance-roll for the player without him or her seeing the results).

Effect time: When the disguise is complete. Disguise preparation will be strictly up to the G.M.

Explanation: Disguise is every thief's back door to difficult or secret operations. When a thief is disguised, his or her appearance is altered to look different than his or her natural appearance.

To successfully create a workable disguise:

When a player attempts to create a passable disguise that will work for what he or she wishes, based on the difficulty of the disguise the G.M. will give the intended disguise a difficulty rating of 10-200 (or even a greater difficulty as he or she see's fit). The player must roll equal, or higher than, this number to create it.

When the disguise is initially created, the thief will add his or her Awareness + Dexterity together. Then a % roll will be rolled and the sum of the Awareness + Dexterity will be added to the %roll. This will be the difficulty rating of the disguise. The higher the number, the better the disguise. Each and every disguise must be done in this fashion, even if the disguise is a duplicate.

Proper materials must be used, or there will be a penalty to the difficulty rating of the disguise. All penalties will be to the discretion of the G.M.

Examples and difficulty rating of disguises:

Different race & different gender: 130 to be successful in creating this disguise.

Different race & same gender: 120 to be successful in creating this disguise.

Humanoid monster-type: 140 to be successful in creating this disguise.

Same race & same gender: 100 to be successful in creating this disguise.

Same race & different gender: 110 to be successful in creating this disguise.

Hand movement: Two hands.

Healing: None.

Immunities: Some vision abilities may reveal the thief's disguise (i.e., x-ray-vision might discover no bone structure within an arm that is created by the thief, infra-red vision might discover no body heat where body heat should be, etc.).

Invoke time: Invoke time will be for the time spent creating a disguise.

Maximum adjustment: Not applicable.

Notes: None.

Range: Your thief only.

Resting time: None.

Special: None.

Susceptibilities: Euphoric creatures, those influenced by an herb or alcohol, etc., may only roll the % dice when attempting to discover a disguise.

Value: Scroll: 18,000 white-gold