

# Tracking (Ability)

Enables the signs of another that has passed through the area.

Modification Point cost: 20

**Ability-points to invoke:** 10 per 2-D12 hours.

**Area of Effect:** One trail left behind by another.

**Avoidance-roll:** Wisdom check (wisdom = % chance) +1 per 2 levels advanced.

**Damage:** None.

**Duration:** 24 hours.

**Effect time:** Instant.

**Explanation:** This ability will enable the Forest-Knight to pick up the trail of another for 2-D12 hours. The following are some rulings on tracking in general:

**Tracking Adjustments:**

+1 per creature above one that is being tracked.

+2, cumulative, per day of light precipitation (rain, snow, hail).  
30 days maximum - then -2 per day thereafter.

+3 cumulative, per day of medium precipitation (rain, snow, hail).  
10 days maximum - then -3 per day thereafter.

-5 cumulative, per day of heavy precipitation (rain, snow, hail).  
2 days maximum - then -10 per day thereafter.

**Hand movement:** Not applicable.

**Healing:** Not applicable.

**Immunities:** intangible creatures cannot be tracked unless, by their passing, they effect the physical world.

**Invoke time:** Instant.

**Maximum adjustment:** 91% track is the maximum chance.

**Notes:** None.

**Range:** 1 space (5') x the Forest-Knight's awareness.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value: Scroll:** 30,000 white-gold