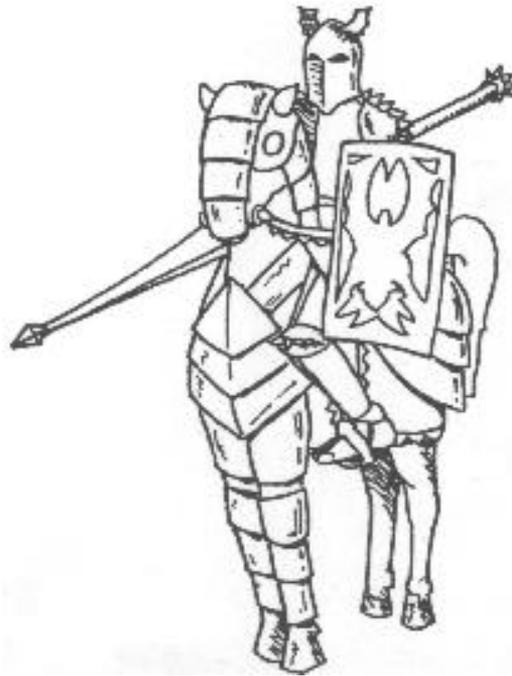


Forest-Knight Studies

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