

# Thieves Luck (Ability)

Gives the Thief a second chance to remain undetected if "Move Undetected" should fail.

Modification Point cost: 20

Ability-points to invoke: 10

Area of Effect: Thief only.

Avoidance-roll: None.

Damage: None.

Duration: Instant.

Effect time: Instant.

**Explanation:** This ability gives the Thief a second chance, though more slim it may be, to succeed at remaining undetected from the awareness of another.

This ability can **ONLY** be used if: "Move Undetected" fails. When the Thief fails "Move Undetected", he or she may use the ruling "Sneaking Silently", found in the S Section of the Basic Rules Book as a **SECOND CHANCE** for success.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: Not applicable.

Notes: None.

Range: Thief only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 20,000 white-gold