

# Field Study (Ability)

Gives the Forest-Knight a feeling of oncoming weather conditions.

Modification Point cost: 5

Ability-points to invoke: 2

**Area of Effect:** The area the Forest-Knight is directly in and out 9 leagues in all directions.

**Avoidance-roll:** Avoidance-roll vs. "Wisdom"

**Damage:** None.

**Duration:** 1 turn (5 seconds)

**Effect time:** Instant.

**Explanation:** This ability will give the Forest-Knight a feeling, a sense, of impending weather condition (though they will not be specific).

**Example:** If the Avoidance-roll vs. "Wisdom" is successful, the Forest-Knight will know that there will be rain in the afternoon. Only weather patters for the day can be sensed.

**Hand movement:** None.

**Healing:** None.

**Immunities:** Unnatural weather patters cannot be sensed.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The area the Forest-Knight is directly in will be effected by this weather pattern.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 500 white-gold