

# Charm of Gildarious (Ability)

The mantle of charm will veil the thief, possibly causing others, which have already fallen to the "Heir of Gildarious", to idolize the thief.

Modification Point cost: 50

Ability-points to invoke: 25

Area of Effect: All who see and hear the thief clearly.

Avoidance-roll: A successful "Charisma Check" must be rolled by the thief (Charisma = the % chance for success). If this check is successful, all present must pit their wisdom against the thief's charisma successfully, or fall under the influence of this ability.

Note: Any sentient creature is susceptible to this ability.

Damage: None.

Duration: One full situation. This ability will fail the thief if the situation cools down for more than 10 turns (50 seconds).

Effect time: Instant.

Explanation: If the thief successfully makes the a successful "Charisma Check" a charming manner will fill the thief's countenance in the eyes of those who have been effected by the ability, "Heir of Gildarious". The Charm of Gildarious is so persuasive it will act similar to the "Charm Potion", but only the ruling for the first sentence in the potion's "Explanation".

Hand movement: None.

Healing: None.

Immunities: This ability will not work on hostile creatures, or those who remain unaffected by "Heir of Gildarious".

Invoke time: 3 turns (15 seconds) during which time the thief must be conversing aloud with those effected by "Heir of Gildarious".

Maximum adjustment: Not applicable.

Notes: Any perceived betrayal by the thief will cause a strong enmity and resentment to harbor within the heart of a creature for 2-D12 hours.

Range: Thief only.

Resting time: None.

Special: If the thief has learned the Divine Favor, "Gift of Charm", he or she will have 2 chances to avoid vs. "Mental-Attack".

Susceptibilities: Euphoric targets will only have ½ the normal chance to resist this ability.

Value: Scroll: 30,000 white-gold