

# *Guardians of Utaemia*

## *Forest-Knight Abilities*

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# Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

## Forest-Knight

The Forest-Knight is dedicated to the wilds, where they make their home. Often do they ally themselves permanently with druids.

## Prerequisites:

1. Trade-Skill, "Riding"
2. Trade-Skill, "Survivalist"

## Animal Communications (Ability)

Gives the Forest-Knight a basic knowledge of an animal's communication. Each animal will cost 5 Modification Points to enable communication.

Modification Point cost: 5

Ability-points to invoke: Passive ability.

Area of Effect: Forest-Knight

Avoidance-roll: None.

Damage: None.

Duration: Permanent

Effect time: Instant.

Explanation: This ability will enable the Forest-Knight to communicate with a certain animal of his or her choice. Remember that certain animals only have a certain intelligence, thus can only communicate in base ways. This will be strictly up to the G.M. to interpret.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: Not applicable.

Notes: None.

Range: Not applicable.

Resting time: Not applicable.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 500 white-gold

## Animal Lore (Ability)

Gives the Forest-Knight a basic knowledge of animal kind in a certain regional setting.  
Modification Point cost: 5

**Ability-points to invoke:** Passive ability. See: "Explanation"

**Area of Effect:** Forest-Knight

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Instant.

**Explanation:** This ability will give the following for the Forest-Knight:

**Basic Animal Study:** The Forest-Knight will have the chance to know about each animal he or she encounters as far as its visual appearance and natural behavior patterns. This ability must be trained in for each and every individual region (by purchasing this with Modification Points the Forest-Knight does not have knowledge about all animals in all regions; he or she must state which regional setting will be studied for Animal Lore).

A successful Wisdom check (wisdom = % chance) will indicate that the Forest-Knight has knowledge about an animal encountered.

**Hand movement:** None.

**Healing:** None.

**Immunities:** None.

**Invoke time:** Passive ability.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Not applicable.

**Resting time:** Not applicable.

**Special:** None.

**Susceptibilities:** Not applicable.

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

## Camouflage, Blending (Ability)

Will conceal the Forest-Knight or other from the prying eyes of another.

Modification Point cost: 8

**Ability-points to invoke:** None.

**Area of Effect:** One creature

**Avoidance-roll:** Pit Forest-Knight's coordination vs. the awareness of the one he or she is attempting to be concealed from (single roll).

**Damage:** None.

**Duration:** permanent until the camouflaged is removed

**Effect time:** It will be strictly up to the G.M. how long it will take to prepare Blending Camouflage.

**Explanation:** This ability will enable the Forest-Knight to blend him or herself, or another, within the regional setting. If successful, the one being hidden from will have one chance (See: "Avoidance-roll) to spot the camouflaged one only. If you move from the spot you are within, another avoidance-roll will be checked for if appropriate.

**Hand movement:** Two hands (to affix the camouflage).

**Healing:** None.

**Immunities:** Special awareness (i.e., infra-red vision) will see through Blending Camouflage.

**Invoke time:** It will be strictly up to the G.M. how long it will take to prepare Blending Camouflage.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** One creature

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 2,000 white-gold

## Field Mastery (Ability)

Gives the Forest-Knight a feeling of impending natural dangers.

Modification Point cost: 7

Ability-points to invoke: 3

Area of Effect: The immediate area the Forest-Knight is directly in.

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 sense of impending natural danger for the area he or she is within (if danger is a threat, and it will not be specific).

Hand movement: None.

Healing: None.

Immunities: Unnatural dangers cannot be sensed (i.e., spell cast on nature to harm Forest-Knight or those he or she is in company with).

Invoke time: 1 turn (5 seconds)

Maximum adjustment: Not applicable.

Notes: None.

Range: The area the Forest-Knight is directly traveling within.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 12,000 white-gold

## 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

## Mounted Combat (Ability)

Gives the Forest-Knight a bonus to offense while mounted upon a war-trained steed. This ability can be purchased multiple times up to the level of the Forest-Knight.

Modification Point cost: 5

Ability-points to invoke: None.

Area of Effect: Forest-Knight

Avoidance-roll: None.

Damage: None.

Duration: Permanent

Effect time: Not applicable.

Explanation: This ability will give the Forest-Knight a +1 to strike any and all foes when mounted upon a war-trained steed of any kind. This ability can be purchased multiple times up to the level of the Forest-Knight.

Maximum adjustment: +23

Hand movement: Not applicable.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: Maximum adjustment: +23 to offense

Notes: None.

Range: Forest-Knight

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 4,000 white-gold

## 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

## Wilderness Navigation (Ability)

Forest-Knight can be guided by the sun, moon and stars as a compass.  
Modification Point cost: 10

Ability-points to invoke: None.

Area of Effect: Not applicable.

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

Damage: None.

Duration: Permanent

Effect time: Not applicable.

Explanation: This ability will give the Forest-Knight a the sense of true north.

Hand movement: Not applicable.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Passive ability that is always in effect.

Maximum adjustment: Not applicable.

Notes: None.

Range: Forest-Knight

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 3,000 white-gold

## Wolven (Ability)

Forest-Knight blends his or her physical body with the physical body of a Common Wolverine.  
Modification Point cost: 100

Ability-points to invoke: 50

Area of Effect: Forest-Knight only.

Avoidance-roll: None.

Damage: None.

Duration: 24 hours.

Effect time: 3 turns (15 seconds)

Explanation: This ability will give the Forest-Knight the ability to transform partially into a wolverine, thus taking on the following:

1. 75% of Forest-Knight physical appearance, 25% wolverine physical appearance.
2. + 3-D10 awareness
3. +2 attacks per turn.
4. Forest-Knight has all common wolverine abilities.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Invoke time: Instant. See: "Effect time"

Maximum adjustment: Not applicable.

Notes: None.

Range: Forest-Knight only.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 300,000