

# Forced Silence (Ability)

Open something, forcing it to silence as it opens.

Modification Point cost: 12

Ability-points to invoke: 6 per item manipulated to silently open.

Area of Effect: One door, lid, window, etc.

Avoidance-roll: None. See: "Explanation".

Damage: None.

Duration: For the time it takes to open something.

Effect time: For the time it takes to open something.

Explanation: This ability will force the creaking hinges of a door, chest, box, the sliding and popping of a lid on a barrel, a sliding window, etc., to be silenced as the thief manipulates its moving parts to an open or shut position.

When a thief attempts Forced Silence, the G.M. will give that which the thief is attempting to open a difficulty rating of 10-200 (or even a greater difficulty as he or she see's fit). The player must roll equal to, or higher than, the difficulty rating in order to maintain utter silence.

The thief will add his or her Awareness + Dexterity together. Then a % roll will be rolled and the sum of the Awareness + Dexterity will be added to the %roll. If the resulting number is equal to, or higher than, the difficulty rating, the thief will have success in opening or shutting something using Forced Silence.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Invoke time: Instant, though it may take time to open or shut something in silence. This is up to the Discretion of the G.M.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 12,000 white-gold