

Sooth (Ability)

Thwart a wild animal's decision to attack.

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: One animal. This must be an "Animal" class creature.

Avoidance-roll: Pit Mental-strength vs. the animal's Mental-strength and win to succeed.

Damage: None.

Duration: 1-D20 x3 minutes.

Effect time: 1 turn (5 seconds)

Explanation: This ability can thwart a wild animal's decision to attack by speaking to it in certain tones, and using body language that it is most likely to retreat from.

There will be a 20% chance, +1% per level advanced to succeed.

If this ability works, the animal will not attack the Trainer for the "Duration". Note that an animal may just attack someone the Trainer is with.

Hand movement: Only that the Trainer's Whip is cracked as the Trainer speaks to it.

Healing: None.

Immunities: Only animal class creatures can be effected by this ability.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: Best chance = 26%

Notes: None.

Range: Both hearing and visual range (Awareness of the creature will indicate the spaces that it must be within for this to work (it must perceive what is happening to be effected by this ability).

Example: If an animals awareness is 28, it can be effected up to 28 spaces away, but must be within ear and eyeshot of the Trainer.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 3,500 white-gold