

Heir of Gildarious (Ability)

The mantle of majestic behavior will veil the thief, possibly causing others to be less suspicious and judgmental.

Modification Point cost: 40

Ability-points to invoke: 20

Area of Effect: Thief only.

Avoidance-roll: vs. "Mental-Attack" (no luck can be used to succeed this avoidance-roll).

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 avoidance-roll vs. "Mental-Attack" a majestic, almost regal, manner will come upon him or her. The Heir of Gildarious is so convincing it will quench the hatred and malice of suspicions toward the thief before such feelings come into full bloom. If such feelings are already present, the thief must attempt this ability upon those who have not such feelings, and then hope they will help sway the negative feelings in others to view the thief in a better light.

When a thief is beginning to draw unwanted attention, he or she must meditate for 3 turns (15 seconds) to invoke this ability. After silent meditation, and a successful avoidance-roll vs. "Mental-Attack", whether alone or within a gathering of people, the following adjustments will apply to all who question him or her:

1. -1 (x the level of the thief) to all % dice-roll checks which relate to the condemning of the thief.
2. +1 (x the level of the thief) to all % dice-roll checks which relate to charismatic checks relating to the judgement of the thief's outward appearance.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 3 turns (15 seconds).

Maximum adjustment: Not applicable.

Notes: If a thief is caught with his or her hand in the cookie jar, so to speak, this ability will obviously be useless. If a thief is questioned by authorities (in any situation), he or she can preform the Heir of Gildarious, thus enabling this powerful tool to pacify others.

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: None.

Value: Scroll: 20,000 white-gold