

# Hide (Ability)

Empowers you to Hide from the view of others expertly.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Self only.

Avoidance-roll: None. See: "Explanation"

Damage: None.

Duration: The thief will be able to hide, and remain unseen, as long as movement is not attempted.

Effect time: 1 turn (5 seconds)

**Explanation:** This ability will enable the thief to remain virtually invisible to the naked eye. He or she cannot move in the least or this ability will fail and must be attempted again on the following turn.

To succeed in a Hide attempt, the thief must successfully pit his or her Coordination vs. the Awareness of any who come within suspicion range of you (single roll check). The thief will gain a bonus of +1 to succeed per level advanced.

Unless camouflaged for the occasion the following adjustments may apply:

In the darkness there will be a +30 to Hide.

In shadows there will be no bonus or penalty to Hide.

In the light there will be a -30 to Hide

See: "Characteristics, Pitting" in the C Section of the Basic Rules Book for rulings.

Hand movement: None.

Healing: None.

Immunities: Special vision abilities and/or spells in effect may aid to discover a thief in hiding.

Invoke time: 1 turn (5 seconds) or discretion of the game master

Maximum adjustment: None.

Notes: None.

Range: Your thief only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 10,000 white-gold