

# Move Undetected (Ability)

Empowers you to Move Undetected from the view of others expertly.

Modification Point cost: 10

Prerequisite: Adventurer Abilities: "Hide".

Ability-points to invoke: 5

**Area of Effect:** Self only. The amount of spaces your thief can Move Undetected will be  $\frac{1}{2}$  your normal movement, rounded down. This means that if you have a normal movement of 12, you can attempt to Move Undetected 6 spaces PER CHECK.

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

**Damage:** None.

**Duration:** Until you are spotted, or until the situation has ended.

**Effect time:** 1 turn (5 seconds) in which you can move  $\frac{1}{2}$  your normal movement (rounded down).

**Explanation:** This ability will enable the thief to remain virtually invisible to the naked eye as he or she moves about at  $\frac{1}{2}$  his or her normal movement (rounded down).

To succeed in a Move Undetected attempt, merely pit your COORDINATION against the awareness of all who come within suspicion range of you (discretion of the G.M.). You will gain a +1 per level advanced to succeed.

Unless camouflaged for the occasion the following adjustments may apply:

In the darkness there will be a +30 to Move Undetected

In shadows there will be no bonus or penalty to Move Undetected

In the light there will be a -30 to Move Undetected

**Hand movement:** Two hands (discretion of the game master)

**Healing:** None.

**Immunities:** Look for creatures or other characters with special vision abilities and / or spells in effect that may discover the thief Moving Undetected, or make it much easier to detect him or her.

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

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Your thief only. See: "Area of Effect"

**Resting time:** None.

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 18,000 white-gold