

Identify Trap (Ability)

Identify a specific trap.

Modification Point cost: 16

Ability-points to invoke: None. Passive ability that is always in effect.

Area of Effect: One trap.

Avoidance-roll: Yes. Your thief must make a successful avoidance-roll vs. “Intelligence” to Identify a Trap. Once you Identify Trap successfully the G.M. will make a name for that specific trap and you must write it down so that you do not have to roll to Identify that same trap ever again.

Damage: None.

Duration: Permanent knowledge of that lock once you Identify the Trap successfully.

Effect time: Instant.

Explanation: When you find a trap, you will know what type of trap it is, and how it works, if you successfully make your avoidance-roll (see: avoidance-roll).\

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: This depends upon the complexity of the trap, and will be left to the discretion of the game master.

Maximum adjustment: A roll of 01-09 is always a failure unless the Thief possess some extra-ordinary ability to preform Identify Trap.

Notes: If a trap is of a magical or supernatural nature, the G.M. may enforce that the thief know the Seeker Skill: “Magical Prowess” (this will be learning enough to notice that a trap is magical.

Range: 1 space (5') discretion of the game master

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 16,000 white-gold