

# Danger Sense (Ability)

The Argonaught will have a chance to sense imminent danger.

Modification Point cost: 2

**Ability-points to invoke:** Passive ability that will exact 2 ability points if it works.

**Area of Effect:** 1 league (3 miles) per 10 levels advanced above level #0

**Avoidance-roll:** None.

**Damage:** Not applicable.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** Gives the Argonaught the distinct feeling that danger is about to happen to him or herself and allies. There is a 1% chance +1% per level advanced. If comrades are split up, this ability will still inform the Argonaught of impending danger if they are within the "Area of Effect".

**Hand movement:** None.

**Healing:** Not applicable.

**Immunities:** Not applicable.

**Invoke time:** Passive ability that is always in effect.

**Maximum adjustment:** 6%

**Notes:** None.

**Range:** Argonaught only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 6,000 white-gold