

Climb Structure (Ability)

Allows you to climb hazardous structures with greater ease and lessened risk.

Modification Point cost: 15

Ability-points to invoke: Passive ability that is always in effect.

Area of Effect: Structure you are climbing.

Avoidance-roll: None. See: “Explanation”

Damage: None.

Duration: 25' of climbing the structure (and then another climbing check must be rolled).

Effect time: Instant.

Explanation: The thief has the ability to climb structures more easily than other people, due to specialized training he or she has undertaken.

When a thief attempts to climb a structure, the G.M. will give the structure a difficulty rating of 11-200 (or even a greater difficulty as he or she see's fit). The player must roll equal, or higher than, this number with the % dice to succeed in scaling a total span of 25' in any direction (up, down, sideways, through windows, etc.). It must be scaled successfully to avoid falling, or any form of mishap.

You will always roll your % dice and ADD you DEXTERITY, COORDINATION and +1 per level to the number rolled to succeed (per 25').

Hand movement: Two hands (and feet are used).

Healing: None.

Immunities: None.

Invoke time: Instant.

Maximum adjustment: None.

Notes: Remember: A roll of 01-09 is always a failure unless you possess some extra-ordinary ability to preform this ability.

Range: Your thief only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 15,000 white-gold