

Resist Stalker

Creates a warning sense that another is stalking you.

Modification point cost: 12

Ability-points to invoke: 6

Area of Effect: Self only.

Avoidance-roll: Once the 6 ability points are used to invoke this ability, the assassin must roll a successful "Awareness" check. Awareness = %chance: Roll the % number, or below, to succeed.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This ability will create a warning sense within the assassin that another is currently stalking him or her. This feeling will be felt in the form of a strong apprehension and growing uneasiness, which will give no specifics; only that he or she is being stalked, followed, watched, etc.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Passive ability. If another is stalking the assassin directly, there will be the % roll check to see if the Resist Stalker ability will warn of impending confrontation.

Maximum adjustment: Awareness of The Hydra: 50% chance to detect another stalking you.

Notes: The GM may wish to adjust the % chance according to the personal situation of the Assassin. There may be penalties for a wounded Assassin to know he or she is being stalked if distracted, wounded, asleep, infatuated with something, etc. The % chance will never exceed the maximum as a rule (according to the current level of the Resist Stalker ability).

Range: 2 spaces (10') x the current Awareness of the Assassin.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold