

Tracking (Ability)

Enables the signs of another that has passed through the area.

Modification Point cost: 20

Ability-points to invoke: 10 per 2-D12 hours.

Area of Effect: One trail left behind by another.

Avoidance-roll: Wisdom check (wisdom = % chance) +1 per 2 levels advanced.

Damage: None.

Duration: 24 hours.

Effect time: Instant.

Explanation: This ability will enable the Forest-Knight to pick up the trail of another for 2-D12 hours. The following are some rulings on tracking in general:

Tracking Adjustments:

+1 per creature above one that is being tracked.

+2, cumulative, per day of light precipitation (rain, snow, hail).
30 days maximum - then -2 per day thereafter.

+3 cumulative, per day of medium precipitation (rain, snow, hail).
10 days maximum - then -3 per day thereafter.

-5 cumulative, per day of heavy precipitation (rain, snow, hail).
2 days maximum - then -10 per day thereafter.

Hand movement: Not applicable.

Healing: Not applicable.

Immunities: intangible creatures cannot be tracked unless, by their passing, they effect the physical world.

Invoke time: Instant.

Maximum adjustment: 91% track is the maximum chance.

Notes: None.

Range: 1 space (5') x the Forest-Knight's awareness.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold