

Camouflage, Blending (Ability)

Will conceal the Forest-Knight or other from the prying eyes of another.

Modification Point cost: 8

Ability-points to invoke: None.

Area of Effect: One creature

Avoidance-roll: Pit Forest-Knight’s coordination vs. the awareness of the one he or she is attempting to be concealed from (single roll).

Damage: None.

Duration: permanent until the camouflaged is removed

Effect time: It will be strictly up to the G.M. how long it will take to prepare Blending Camouflage.

Explanation: This ability will enable the Forest-Knight to blend him or herself, or another, within the regional setting. If successful, the one being hidden from will have one chance (See: “Avoidance-roll) to spot the camouflaged one only. If you move from the spot you are within, another avoidance-roll will be checked for if appropriate.

Hand movement: Two hands (to affix the camouflage).

Healing: None.

Immunities: Special awareness (i.e., infra-red vision) will see through Blending Camouflage.

Invoke time: It will be strictly up to the G.M. how long it will take to prepare Blending Camouflage.

Maximum adjustment: Not applicable.

Notes: None.

Range: One creature

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 2,000 white-gold