

Pick Pocket (Ability)

Enables the Thief to pick the pocket of another without being discovered.

Modification-point cost: 16

Prerequisite: Adventurer Abilities: "Move Undetected".

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

Area of Effect: One pocket or purse.

Avoidance-roll: Pit your Dexterity vs. your target's Awareness to succeed in stealing something without being noticed.

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This ability will enable the thief to pick the pocket, or lift a purse or pouch, from the targeted without the target of the Pick Pocket noticing.

The Thief will roll the % Dice and add his or her Dexterity to the roll (the thief will gain a +1 per two levels advanced added to the roll as well). The targeted will roll the % Dice and add his or her Awareness to the roll (the targeted will also gain a +1 per two levels advanced to succeed in noticing the thief's attempt).

Hand movement: This depends upon the pocket or the item that the thief is desiring to take (where it is positioned, if it is strapped to the targeted, etc.). If an item is in a place, or secured, so that it will be more difficult to obtain in secrecy, the G.M. will make an adjustment to succeed.

Healing: None.

Immunities: None.

Invoke time: Not applicable. Passive ability that is always in effect.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold