

Wilderness Navigation (Ability)

Forest-Knight can be guided by the sun, moon and stars as a compass.

Modification Point cost: 10

Ability-points to invoke: 5

Area of Effect: Not applicable.

Avoidance-roll: Avoidance-roll vs. “Wisdom” . If this avoidance-roll is successful, the Forest-Knight will know which way true-north is. No luck can be used to succeed.

Damage: None.

Duration: Permanent

Effect time: Not applicable.

Explanation: This ability will give the Forest-Knight a the sense of which way true north if he or she concentrates, and then succeeds at his or her avoidance-roll. This ability can only be attempted one time per 24 hours.

Hand movement: Not applicable.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: 1 turn (5 seconds).

Maximum adjustment: Not applicable.

Notes: None.

Range: Forest-Knight

Resting time: None.

Special: If the Forest-Knight has a head wound that has 10 or more points of damage, it will take 3 turns (15 seconds) to invoke this ability, and will only have ½ the normal chance at the avoidance-roll vs. “Widsom”.

Susceptibilities: None.

Value: Scroll: 3,000 white-gold