

# Recorder Studies

Taps into the abilities of the Recorder

Modification Point cost: 2

# Prerequisites

1. Seeker Studies: "Armor Proficiency" (one type of armor)
2. Seeker Studies: "Basic Defense / Offense"
3. Seeker Studies: "Combat Prowess"

# Audible Witness

Enables you to flawlessly remember what you have heard for a time

Modification Point cost: 2

**Ability-points to invoke:** 2 During the “Duration” of this ability, the Recorder will not regenerate ability-points.

**Area of Effect:** Self only.

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** 1-D8 +1 day per level advanced. Also: See: “Notes”

**Effect time:** Instant.

**Explanation:** This ability will empower the Recorder with the flawless audible memory of something heard.

**Hand movement:** None.

**Healing:** none.

**Immunities:** Only something verbally heard will be remembered without error.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** Not applicable.

**Notes:** The duration of the audible sounds heard will be 1 turn (5 seconds) x your current level. After that, this ability must be invoked again.

**Range:** Self only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value: Scroll:** 4,000 white-gold

# Sure Perception

Enables you to flawlessly remember what is seen for a time

Modification Point cost: 2

**Ability-points to invoke:** 2 During the “Duration” of this ability, the Recorder will not regenerate ability-points.

**Area of Effect:** Self only.

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** 1-D8 +1 day per level advanced.

**Effect time:** Instant.

**Explanation:** This ability will empower the Recorder with the flawless visual memory of something seen.

**Hand movement:** None.

**Healing:** None.

**Immunities:** Only something visually seen will be remembered without error.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** Not applicable.

**Notes:** The duration of the visual things seen will be 1 turn (5 seconds) x your current level. After that, this ability must be invoked again.

**Range:** Self only.

**Resting time:** None.

**Special:** None.

**Susceptibilities:** Not applicable.

**Value: Scroll:** 8,000 white-gold