

Identify Lock (Ability)

Identify the specific make of a lock.

Modification Point cost: 16

Ability-points to invoke: None. Passive ability that is always in effect.

Area of Effect: One lock.

Avoidance-roll: The Thief must make a successful avoidance-roll vs. “Intelligence” to Identify a Lock.

Damage: None.

Duration: Permanent knowledge of that lock once you Identify the Lock successfully.

Effect time: Instant.

Explanation: When a lock is found, a successful avoidance-roll vs. "Intelligence" must be successful in order to identify it and how it works.

Hand movement: The thief must study the lock mechanism and type, so it will be up to the discretion of the game master if handling the lock will be necessary.

Healing: None.

Immunities: None.

Invoke time: This depends upon the complexity of the lock, and will be left to the discretion of the game master.

Maximum adjustment: A roll of 01-09 is always a failure unless the Thief possess some extra-ordinary ability to preform Identify Lock.

Notes: If a lock is of a magical or supernatural nature, the G.M. may enforce that the thief know the Seeker Skill: “Magical Prowess” (this will be learning enough to notice that a lock is magical). If the same lock has a magical spell guarding it, or is specifically of magical, the Thief must know the spell personally to know what the particular spell is. If the Thief cannot do this, he or she will only know that some form of magic is intertwined with the lock.

Range: 1 space (5') discretion of the game master

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 16,000 white-gold