

Field Mastery (Ability)

Gives the Forest-Knight a feeling of impending natural dangers.

Modification Point cost: 7

Ability-points to invoke: 3

Area of Effect: The immediate area the Forest-Knight is directly in.

Avoidance-roll: Avoidance-roll vs. "Wisdom"

Damage: None.

Duration: 1 turn (5 seconds)

Effect time: Instant.

Explanation: This ability will give the Forest-Knight a sense of impending natural danger for the area he or she is within (if danger is a threat, and it will not be specific).

Hand movement: None.

Healing: None.

Immunities: Unnatural dangers cannot be sensed (i.e., spell cast on nature to harm Forest-Knight or those he or she is in company with).

Invoke time: 1 turn (5 seconds)

Maximum adjustment: Not applicable.

Notes: None.

Range: The area the Forest-Knight is directly traveling within.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 12,000 white-gold