

Field Study (Ability)

Gives the Forest-Knight a feeling of oncoming weather conditions.

Modification Point cost: 5

Ability-points to invoke: 2

Area of Effect: The area the Forest-Knight is directly in and out 9 leagues in all directions.

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 feeling, a sense, of impending weather condition (though they will not be specific).

Example: If the Avoidance-roll vs. “Wisdom” is successful, the Forest-Knight will know that there will be rain in the afternoon. Only weather patters for the day can be sensed.

Hand movement: None.

Healing: None.

Immunities: Unnatural weather patters cannot be sensed.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: Not applicable.

Notes: None.

Range: The area the Forest-Knight is directly in will be effected by this weather pattern.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 500 white-gold