

SPELL GEM

ADAPTIVE CAMOUFLAGE

SPELL 1

UNCOMMON ILLUSION MANIPULATE SUBTLE

Traditions arcane, primal

Trigger You are caught in the area of a hostile effect.

This magic takes advantage of disorienting explosions and gunfire to give its caster an opportunity to hide. You become undetected to all creatures that rely on visual senses unless they can see invisible creatures. You Step. If you have cover, greater cover, or concealment, attempt a Stealth check to Hide. The invisibility then ends, and you either become observed or hidden to creatures as determined by your check to Hide, if you made one. If you remain in the area of the trigger, you gain a +2 status bonus to this Stealth check. If you are no longer in the area of the trigger, you gain a +2 status bonus to your Reflex save (if any) against the triggering effect.



TELEBOND BAND


ITEM 5

UNCOMMON INVESTED MAGICAL

Price 1,250 credits

Usage worn headband; **Bulk** –

This subtle silvery band allows for long distance telepathic communication and was popular on worlds before the widespread adoption of mobile telecommunication technology. The wearer of a *telebond band* can telepathically communicate with any other creatures wearing a paired *telebond band* within a planetary range, even if the creatures do not share a language. This doesn't let two characters understand codes, language couched in metaphor, and the like (subject to GM discretion). Pairing or unpairing two or more *telebond bands* requires looping the two *telebond bands* together for 1 minute. Up to six *telebond bands* can be in a paired group with one another; attempting to pair a seventh *telebond band* fails.

Activate—Fact Check  (concentrate) **Frequency** once per day; **Trigger** You received information from a Recall Knowledge check; **Effect** With a thought, you instantly share the knowledge you learned with the required Recall Knowledge check (even if you learned false information) with any other creature wearing a *telebond band* that's paired with yours, as long as they're within planetary range. Each creature who has not used Fact Check today can use a reaction to Recall Knowledge and Fact Check.