

## Update 4/10/2009: free movement and more.

Written by Serenity

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- A new affect type has been added - "free movement". The helpfile for "affect: free movement" explains its benefits. A select few classes will gain abilities that are able to grant this affect in the near future.
- The hobbit and elf racial lineages now possess a small amount of free movement.
- Lagless escape abilities, such as withdraw, now cause the user one second of lag when the ability fails due to battle lock.
- Abilities that place specified preventions on a target (shield's fusing, shield's emplacement, etc.) will no longer grant extra charges when used to inflict a charge-based prevention.
- Ruan charity is now prevented in a manner identical to rescue.
- Mortal-level undead no longer erroneously possess eye for the cloaked.

### Affect: free movement

The power of free movement is impressive, if rather rare; those who possess this ability display a grace and reflexive speed which make them difficult to pin down in combat. A successful free movement check allows the afflicted to do the following:

- ignore a battle lock (attempt a flee, use an escape ability, or be rescued)
- ignore the +hit bonus of a suffered impairment, and attempt to dodge/parry even if the impairment would normally prevent it

Both of these benefits require a successful free movement check (and in the latter case, the benefit only extends to that single attack - each separate attack must be checked against individually). If successful, free movement allows a chance to counter those abilities which would normally invalidate the afflicted's escape tools and avoidance-based defenses.

However, free movement does have several strong limitations:

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- Only inflicted battle locks (such as continuum of combat) can be ignored; free movement does not allow a player to escape a naturally enforced battle lock (such as certain PK-mob interactions).
- Step-based escape abilities (such as flee or vanish) must make a successful free movement check against battle locks for \*each step\*, or else they fail.
- Free movement will only counter the +hit and anti-avoidance aspects of an impairment; it will NOT counter any other effects, such as restriction of actions and attacks.
- Free movement cannot counter exceedingly strong impairments; it will NOT provide any benefit against petrify or temple touch.

For more information, see: [help affects](#), [help impairments](#)