INVISIBILITY.

AESTHETIC . *how does your magic manifest itself physically? how does it feel?*

To Warden, the act of *becoming* invisible is no different or more complicated than flexing a particularly large muscle group. It's mostly instinctual, in the same way as bracing for an anticipated impact or jumping at an unexpected loud noise. With time Warden's learned 'where' this 'muscle' is (it's more of a group, really — some collection of tissues that may or may not exist in the small of his back, length of his triceps, and back of his hands; he doesn't have it down to an exact science. Even now, Warden relies on intuitive knowledge and a tiny, tiny bit of hope) and how to isolate and activate it.

Generally speaking, Warden need only flex this 'muscle' once to change his visibility (and back), not actively hold the constriction in order to remain invisible. Consequently, it's near impossible for him to feel the difference and he's always a little bit afraid that it hasn't worked. Always visible to himself, he relies on visual cues either through a mirror or another person's confirmation that it's worked. When neither of those are viable, he just has to hope.

There is, technically, a transition from visible to invisible ([A visual representation, slowed](#)) but it operates on the order of thousandths of a second and is, therefore, not generally perceptible to the human eye. To the usual observer it's more or less like someone's flicked off the lights, only on Warden specifically.

MECHANIC . how do you picture this to work ooc in game-play?

- Warden is strictly bounded by a *three-minute* interval *once per thread.* Following previously established rules for timed 'combat' (30 seconds per action), Warden is permitted a maximum of **SIX** individual actions per use of his power.

- At admin discretion (say, if Warden were to pick up an object that would then appear to float, or accidentally knock something over as an action consequence) he may need to perform an ad-hoc **stealth check**. This will typically be a **dexterity** roll (or, context-dependent, a strength roll) with **advantage**.

FEATURES & LIMITATIONS . expand on what has already been written in the skeleton.

- \+ Warden and anything immediately on his person is made **completely invisible**; clothes, shoes, blood if it's his own or was there before vanishing.

- \+ Small (say, pocket sized) objects on his person may be made invisible by his clothes. Removing them (say, for use) will make them visible.

- \+ While invisible, Warden is by default completely **soundless**. He can make noise the usual ways — talking, knocking things over — but his footfalls or bumping up against objects (say, walls) will be silent.

- \- Invisibility periods are bounded strictly within **three-minute intervals** and are followed by a **cooldown period**. Narratively, it's usually a few hours. Mechanically, once per thread.

- \- **Human touch** at any time will make Warden visible. Touching or otherwise being visible earlier than the three minute limit will not typically reduce the cooldown period.

- \- Warden is only **invisible to the naked eye**, or the visible light (color) spectrum. He will not show up on security cameras or in mirrors, but may still be detected by other mechanisms, including infrared (thermal radiation detection), radar, and motion sensing (ultrasonic sound wave emission).

- \- He still has mass, and thus takes up space. He is able to leave foot prints, knock over or run into objects, and/or be exposed by external conditions such as rain or snow falling onto and around him.

PAST USES . when have they used their power before?

Warden uses his power on a decently regular basis — not quite daily, but close. The collection of circumstances in which Warden has used his invisibility, particularly for personal gain, includes, but is not limited to:

- Avoiding minor academic punishments and reprimands, such as sneaking his homework into the submission pile a day late or arriving to tardy to class and pretending he'd been there the whole time.

- Sneaking into his father's study and other forbidden or closed off rooms at the various Stagg properties — initially for the thrill of it, then to understand what the adults weren't telling him, especially once it was only Warden and his uncle.

- Literally blending into the background at events he doesn't care to be at, once all necessary handshakes and *hello*s have been made. This, he discovered the trick to in early adolescence and has since carried forward into adulthood.

- Leaving an entering establishments with paparazzi stationed outside — notably, night clubs, hotels, restaurants, and the homes of people (read: romantic interests and non-public figure friends) he'd rather not be seen visiting.

FUTURE FEATURES . there will be an opportunity later in the game to *transform* your character's power.

- **CLOAKING** (or, invisibility extension) — the ability to render objects or other people invisible for short periods of time. Will likely have the same or similar limitations as Warden imposed on them.

- **COMPLETE INVISIBILITY** — Warden is no longer beholden to spectra outside of visible light. He is invisible to all methods of natural and technological *detection*, including but not limited to: infrared, radar, microwave and sound emission (e.g. for motion detection). He still may be detected by magical means, such as tracking or clairvoyance.

- **PARTIAL INVISIBILITY** — the ability to limit invisibility to certain body parts or features. Will have the same limitations as whole-body invisibility.

- **TRACKING EVASION** — *While invisible,* Warden cannot be *tracked.* This includes by natural, technological, and magical means. All traces of movements and passing disappear or are otherwise corrected. This does not impact his ability to be *detected*.

- **SELECTIVE INVISIBILITY** — the ability to selectively determine Warden's own visibility by individuals (e.g., person A and B are in a room with Warden; he is only visible to person A, and invisible to person B). The existing limitations on invisibility will not change.

- **OVERCOMING LIMITATIONS** — any of the following may occur, separately or in concert, permanently or for a short time: extending the three-minute time limit, shortening the cooldown period, able to withstand human touch and remain invisible.