

# Crack the Whip (Ability)

This ability can force the forfeit of an attacker's next turn.

Modification Point cost: 2

Ability-points to invoke:  $\frac{1}{2}$  the ability-points of the creature's level, yet never less than 2

Area of Effect: One creature

Avoidance-roll: If this is successful the Trainer will then pit his or her Mental-strength against the creature (single roll).

See: "Explanation"

Damage: None.

Duration: 1 turn (5 seconds) for every 10 level the Trainer has advanced.

Effect time: 1 turn (5 seconds). On the beginning of the creature's next offensive turn, if this ability is successful, it will not gain an offensive attack (physically).

Explanation: If successful, this ability will force the forfeit of an attacker's next turn. The Trainer must crack his or her whip, yet not striking the creature, rolling a +40 offensive above its defense roll. If successful, the creature's next offensive turn will automatically be forfeit (it will be able to defend).

Hand movement: Trainer must wield a Trainer's Whip.

Healing: None.

Immunities: Only animal class creatures can be effected by this ability.

Invoke time: Instant.

Maximum adjustment: None.

Notes: Trainer's intelligence must be higher than creature's for this to work.

Range: As the range of the whip Trainer wields.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 5,000 white-gold