

Repression (Ability)

Force a penalty to a foe's initiative.

Modification Point cost: 2

Ability-points to invoke: 2

Area of Effect: One foe.

Avoidance-roll: Pit coordination vs. your foe's coordination (each will roll % dice and add coordination to the roll (highest roll wins).

Damage: None.

Duration: 1-D6 +1 turns.

Effect time: Instant.

Explanation: If you win the initiative-roll against your foe, this ability will cause a penalty initiative for each initiative roll for the "Duration" of Repression. The forced penalty to a foe's initiative is as follows:

	Foe's
Your	Initiative
<u>Level:</u>	<u>penalty:</u>
0-4:	-1
5-10:	-2
11-15:	-3
16-20:	-4
21-25:	-5
26-30:	-6
etc.	

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: -20 initiative penalty.

Notes: None.

Range: 1 space (5'). An obstacle cannot be between you and your foe, or this ability will not work.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 1,800 white-gold