

Gumption

To have gumption is to have the ability to, or to have initiative. For this Force-skill, the character has the ability to change the initiative order for the remaining rounds. Gumption is an Alter, Control skill for D6, and an Alter skill for D20.

Gumption (Wis)

Trained Only; You must have the Force-Sensitive and Alter feats.

Check: This full-round action has a Base Difficulty of 30, plus how many people are involved in the round or the opposition roll could also be a Will Saving Throw, as the GM desires.

This skill allows the player to change the initiative when it comes to his/her turn for any strategic reason s/he desires. After this skill is used, it is the next character's turn who is in the place after the skill user's place was/is. For example, if Jekk uses this skill, being 5th in initiative, the next turn would go to the person in 6th place of the NEW initiative order. The number of people you can move is determined by the degree of success. If you match the difficulty number, you may move one person, and for any number higher than the difficulty, you may move another person.

Note, that you don't switch places, you just are put in a spot and bump everyone back, unless you move back, in which case, those that were behind you and now in front of you go up one place. For example, Jekk is in 3rd place. If he moves himself up to second, then 2nd place goes down to 3rd. If he were to go back to 5th, then 4th and 5th place would both go up a place, making them now 3rd and 4th place respectively.

Vitality: This skill costs 4 Vitality Points for the changing of order, and for the number of rounds that new order is used.

Retry: For every Retry, you lose 2 Vitality Points. Also, you must add 2 to the difficulty.

All text and stats by Matt Richards, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.