

SIGNATURE ABILITY

ATTACHED TO


UNMATCHED VIGILANCE BASE ABILITY

Once per game session at the beginning of a structured encounter, the character may spend 2 Destiny Points. If he does so, he determines the Initiative order of the first round of the encounter. Characters still make checks to determine Initiative, but these results will only apply after Unmatched Vigilance's effects end.


COST 30**ALWAYS ALERT**

After activating Unmatched Vigilance, the character may choose to use either Cool or Vigilance for his initiative check.

COST 10**GROUP VIGILANCE**

All PCs add  to their combat checks targeting any NPC who has already taken a turn during the current

COST 10**GROUP PREPARATION**

All NPCs add  to their combat checks targeting any PC who has not yet taken a turn in the current round.

COST 10**DURATION**

The Initiative order the base ability establishes lasts 1 additional round per Duration upgrade purchased.

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COST 15**COMBAT PREPARATION**

When the character activates Unmatched Vigilance, he may choose to introduce a "fact" or additional context directly into the narrative as if he had spent a Destiny Point.

COST 15**COMBAT READINESS**

After activating Unmatched Vigilance, the character may immediately perform 1 free maneuver.

COST 15**DESTINY**

To activate the Unmatched Vigilance base ability, the character only needs to spend 1 Destiny Point instead of the normal 2.

COST 15