

ATTACHED TO

## FATED DUEL BASE ABILITY

Once per game session, during a combat encounter, the character may spend 2 Destiny Points and make a Hard (◆◆◆) Discipline check to challenge another character. If he succeeds, the two characters are locked in a duel for 3 rounds. For the duration of the duel, the two dueling characters can only make attacks targeting each other and no other characters can target the dueling characters with attacks (or otherwise intervene).

**COST 30**

### REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Fated Duel to Average (◆◆).

**COST 10**

### INSPIRATION

Add ◆ to checks made by allies while Fated Duel is active.

**COST 10**

### DURATION

Fated Duel lasts for 1 additional round.

**COST 10**

### STAND FIRM

Increase wound threshold by +4 while Fated Duel is active.

**COST 10**

### STAND FIRM

Increase wound threshold by +4 while Fated Duel is active.

**COST 15**

### DURATION

Fated Duel lasts for 1 additional round.

**COST 15**

### INSPIRATION

Add ◆ to checks made by allies while Fated Duel is active.

**COST 15**

### COSMIC BALANCE

Whenever the character suffers a Critical Injury while Fated Duel is active, flip one Dark Side Destiny Point to a Light Side Destiny Point.

**COST 15**