

SEEKER

UNMATCHED PURSUIT

SIGNATURE ABILITY

ATTACHED TO

UNMATCHED PURSUIT BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points and designate one enemy character or vehicle within medium range (either personal or planetary scale) as the quarry. For the next 3 rounds, if the designated target would successfully elude pursuit, the character may voluntarily suffer 2 strain to keep pace, preventing the target from escaping.

COST 30

DURATION

Unmatched Pursuit lasts for 1 additional round per Duration Upgrade purchased.

COST 10

INCREASE RANGE

Increase the maximum range at which a target can be selected to long range.

COST 10

ENDURANCE

Reduce the strain cost to keep pace with the target by 1 (to a minimum of 0) per Endurance Upgrade.

COST 10

DESTINY

To activate Unmatched Pursuit, the character only needs to spend 1 Destiny Point instead of the normal 2 Destiny Points.

COST 10

MANEUVER

Should the target of Unmatched Pursuit spend a maneuver to increase the distance from the character, the character may immediately perform a Move maneuver as an out of turn incidental to close the distance between them.

COST 15

ENDURANCE

Reduce the strain cost to keep pace with the target by 1 (to a minimum of 0) per Endurance Upgrade.

COST 15

FREQUENCY

Unmatched Pursuit can be used twice per game session instead of once.

COST 15

DURATION

Unmatched Pursuit lasts for 1 additional round per Duration Upgrade purchased.

COST 15