

ATTACHED TO

## UNEXPECTED DEMISE BASE ABILITY

Once per session as an action, the character may spend 2 Destiny Points and make a Hard (◆◆◆) Perception check. If successful, for the next 2 rounds the character may spend 1 maneuver to add 1 automatic ⚡ to his next combat check made in that turn. In addition, for the next 2 rounds when the character inflicts a Critical Injury on a rival NPC, the target is immediately incapacitated in the same way as a minion NPC (see page 400 of the Force and Destiny Core Rulebook).

COST 30

## REDUCE SETBACK

When making a combat check while Unexpected Demise is active, the character removes ■.

COST 10

## DURATION

Unexpected Demise lasts for 1 additional round per Duration Upgrade.

COST 10

## REDUCE SETBACK

When making a combat check while Unexpected Demise is active, the character removes ■.

COST 10

## REDUCE DIFFICULTY

The skill check difficulty to activate Unexpected Demise is Average (◆◆) instead of Hard (◆◆◆).

COST 10

## DURATION

Unexpected Demise lasts for 1 additional round per Duration Upgrade.

COST 15

## DESTINY

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

COST 15

## DURATION

Unexpected Demise lasts for 1 additional round per Duration Upgrade.

COST 15

## CHANGE SKILL

To activate Unexpected Demise, the character can use Discipline.

COST 15