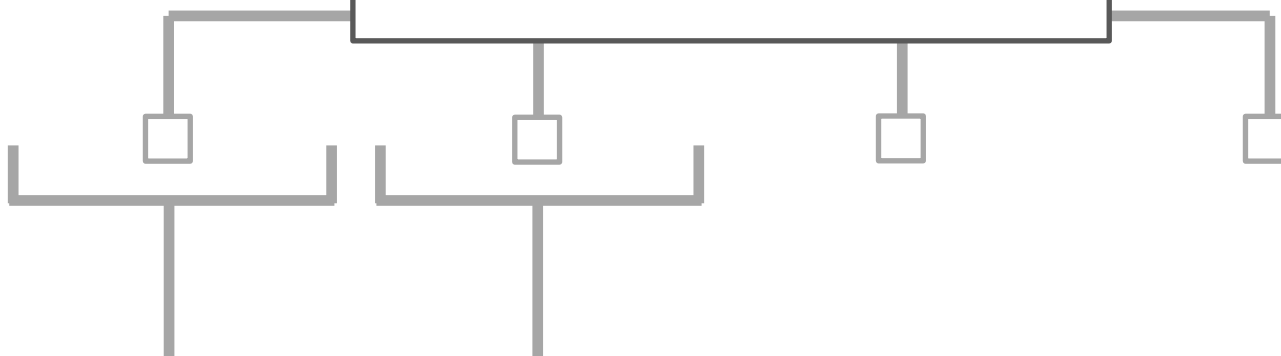


SIGNATURE ABILITY

ATTACHED TO



UNMATCHED HEROISM BASE ABILITY

Once per game session, as an out of turn incidental, the character may spend 2 Destiny Points. For the next 2 rounds, whenever an ally within short range is targeted by a successful combat check, the character may suffer 2 strain to move to engaged range of that ally and become the target of the combat check instead.

COST 30

DURATION

Unmatched Heroism lasts for 1 additional round.

COST 10

ENDURANCE

Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1.

COST 10

DESTINY

Unmatched Heroism costs 1 Destiny Point instead of 2.

COST 10

DURATION

Unmatched Heroism lasts for 1 additional round.

COST 10

FREQUENCY

Unmatched Heroism may be used twice per game session.

COST 15

INCREASE RANGE

Increase the range at which Unmatched Heroism can affect allies to medium range.

COST 15

DURATION

Unmatched Heroism lasts for 1 additional round.

COST 15

ENDURANCE

Reduce the strain cost to become the target of an attack with Unmatched Heroism by 1.

COST 15