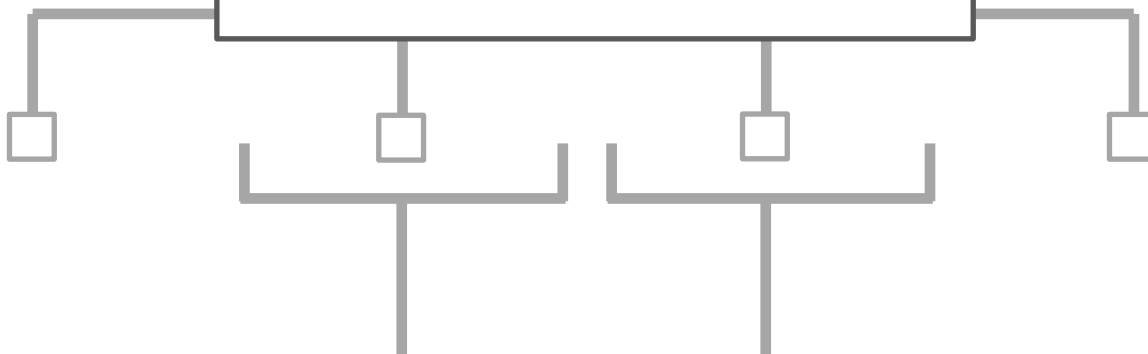


*SIGNATURE ABILITY*

## ATTACHED TO

**MY CITY BASE ABILITY**

Once per game session when in an urban setting, the character may spend 2 Destiny points and make a Hard (◆◆◆) Knowledge (Core Worlds) or Knowledge (Outer Rim) check. If successful, for the remainder of the game session, the character may suffer 2 strain to recall or learn the location of any individual, group, or establishment within that city, and any relevant information.

**COST 30****BOOST SKILL**

When making a skill check while My City is active, the character adds ■ to Streetwise and Survival checks.

**COST 10****REDUCE DIFFICULTY**

The Skill check difficulty to activate My City is Average (◆◆) instead of Hard (◆◆◆).

**COST 10****COVER UPGRADE**

While My City is active and the character is in the chosen city, whenever the character is in cover, he increases his ranged defense by 1.

**COST 10****BOOST SKILL**

When making a skill check while My City is active, the character adds ■ to Skulduggery and Stealth checks.

**COST 10****CHANGE SKILL**

When activating My City, the character may make a Streetwise check instead of a Knowledge (Core Worlds/Outer Rim) check.

**COST 15****DESTINY**

To activate My City, the character only needs to spend 1 Destiny Point instead of the normal 2.

**COST 15****DOWNGRADE**

While My City is active and the character is in the chosen city, he may suffer 2 strain to downgrade the difficulty of any Stealth check once.

**COST 15****CHANGE SKILL**

When activating My City, the character may make a Knowledge (Underworld) check instead of a Knowledge (Core Worlds/Outer Rim) check.

**COST 15**