

Lightening reflexes Vault File 1.1

Lightning reflexes is an ability that had us flummoxed for a quite a while. The current ability has proven to be too powerful and has not been used as it was intended.

Unscrupulous players were simply pausing for breath as their first free action giving them a large tactical advantage. At the rules review we went through several possible solutions until we came up with the two presented above. We are still unsure which is the best solution and so both have been presented. Based on feedback from players, we will make a decision as to which one to go for.

Lightning Reflexes A: A character with lightning reflexes thinks on his feet with outstanding speed, able to assess a combat situation and come up with the best course of action in moments. A character with lightning reflexes may carry out their actions at any time during the turn, even going before characters with higher Speed values. Additionally, if more than one character has an equal Speed value then the one with lightning reflexes may go first, (if both have lightning reflexes then use Initiative as normal).

Lightning Reflexes B: A character with lightning reflexes thinks on his feet with outstanding speed, able to assess a combat situation and come up with the best course of action in moments. If a Character with lightning reflexes needs to Change his Actions as described on page 26 of the Rulebook then he does not have to make an Initiative test to re-declare his actions. He does this automatically because he is such a quick thinker!