



Spend Momentum to:

Keep it Up: Immediately take an action after completing an action

Seize the Spotlight: Take the spotlight from an NPC

No You Don't: Cancel GM Momentum spend (costs 2 Momentum)

Catch A Break: Recover an action token (once per session)

Spend Reserves to:

Sure Gamble: Replace a test result before rolling

Second Wind: Recover an action token (5–8: Yellow, 9–10: Green)

Gain Momentum: Gain 1 Momentum (2 Reserves that total ≤10)

Take Cover: After combat action, take cover