

## Talents

## Blind Luck

- You may reroll a test once per session. You must reroll all the dice in the test.

Status: You have pull and status within the Oldani family

- You have +1 d 10 on tests to leverage that association (either internally within the organisation or externally with others).

Smooth talker

- When you make a test to use your silver tongue, schmooze someone, or bring someone round to your way of thinking, add $+1 d 10$ to the roll.



## Cybernetics

## Skinpouch

## Genemods

iReVamp: spend any amount of Momentum to gain a reserve of equivalent value Added auto-zoom
Adrenaline Refinement: spend a reserve to gain Momentum equivalent to its value

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 $\leqslant 10$ ]
Take Gover: After combat action, take cover

