

# Features

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## ALWAYS PREPARED

(Cost ⚡)

You always have an ace up your sleeve.

[Quick Action] You take out or retrieve a useful item, a piece of information, or a small, easy-to-hide weapon.

## ARCHER

You're a modern-day Robin Hood, your arrows never miss.

Gain a Free Re-roll when using, repairing, evaluating, or handling a bow.

## ARTIST

Popular or misunderstood, you're still an artist. The world is your stage.

Choose an art-form (i.e.: dancing, singing, painting, etc.).

Gain a Free Re-roll for all rolls regarding your chosen art-form.

## BODYBUILDER

You're big, strong, and muscular. How much can you bench?

Gain a Free Re-roll when lifting, carrying, or breaking something.

## CAR JUMP

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You speed up an improvised ramp and make your ride jump in the air. Everyone holds their breath.

[Full Turn] While driving, you can have your ride jump over something to automatically pass an obstacle or barrier, or to gain +2 Speed during a Chase.

Upon landing, the ride loses 1 Armor. You can use this Feat with all rides that travel on land or water, but not with flying Rides.

## CASH FLOW

You're from old money, or simply have quite a lot of cash on hand. Either way, money is no problem!

You start the game with 3 Cash. Gain 1 Cash at the beginning of each Session, unless you are imprisoned or lost in the middle of nowhere.

## COMBO

(Cost ↗)

After each strike, there is always another, faster than the first. One-two! Come on!

After hitting an Enemy, you can spend 1 Adrenaline to deal 1 additional Grit. You can spend several to continue the combo and deal additional damage.

## COUNTER

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The best defense is always a good offense.

React against an Enemy by rolling Brawn+Fight instead of the requested Skill. You ignore all -1s from Conditions and circumstances.

## CRAZY STUNT

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[Full Turn] When you're driving, you can make an absolutely crazy maneuver in order to win the chase. Destroy your ride and flip a coin.

- Heads: the Director fills in 1 Need box.
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If, after this maneuver, all Need boxes are full, you won the chase.

## DETECTIVE

The crime-scene speaks to you. Where others see chaos, you know how to spot a clue.

Gain a Free Re-roll when looking for clues, following trails, or searching a room.

## FULL THROTTLE!

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When you're behind the wheel of a ride, you ignore penalties from the Nervous Condition and from Top Speed.

Once per chase, when you reach Top Speed, you gain 1 Adrenaline.

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## HACKER

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Gain a Free Re-roll for all rolls about computers, to hack a system or to bypass IT security measures.

## HARD TO KILL

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When you fill in your Bad Box, you gain 1 Adrenaline and +1 to your next roll.

## HEAD ON A SWIVEL

You're always ready to spot what's coming.

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## HEARTBREAKER

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Gain +1 when using a throwing weapon.

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(Cost ↗)

After each strike, there is always another, faster than the first. One-two! Come on!

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