Lucky!

You gain this token when you gain a point of Will, but only if no player already has the token.

Use this token to **reduce the damage from a wound** to 1 shock. (For an explosion or a blast of flame, halve all the shock damage and then turn each point of killing damage to shock.)

When you use this token, hand it to the GM. The GM can use it on an NPC. The GM hands it to a player after using it or when a player gains Will.

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Did You Know?

TAKE YOUR TIME: Add 1d for taking two times as long or 2d for three.

AMBUSH: Roll *Tactics* to surprise the enemy for Width in combat rounds!

COVER FIRE: Roll 2d + Spray. If you get a set, every character in the area must take cover or else make a *Mental Stability* roll, and might take a bullet.

REST & RECUPERATION: A *First Aid* roll heals Width in shock damage. A night's sleep lets you make a *Health* roll to heal Width in shock damage.