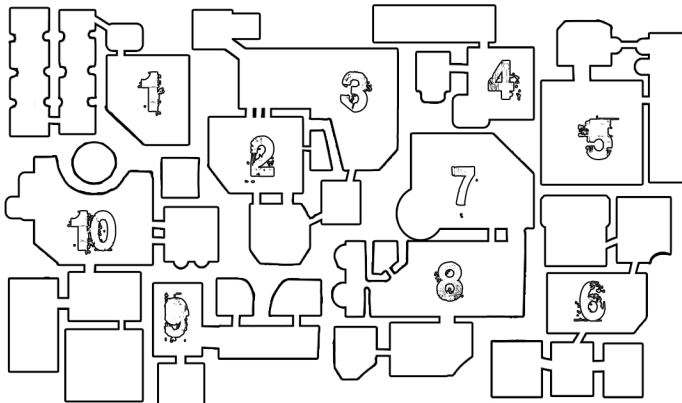


momentum bar - start with 5



remove token(s) when you lose momentum, add token(s) when you gain momentum.
when the bar is full, gain reward(s). when bar is empty, suffer penalty, reset to 5.

Whether it's a race or a chase, taking beacons or unlocking that precious safe,
Jump to stay in flight. Hesitate & lose the fight. Because in this rooftop scene,
it's a game of



Roll when needed:

- On a (1-2): Lose Momentum - You hesitate, lose your nerve, fall or get into a fight
- On a (3-4): Maintain Momentum - You stay your course, find a safer route or avoid a fight
- On a (5-6): Gain Momentum - You gain extra ground, achieve the impossible or learn a secret