

Sleight of Hand

This ability will give you the following:

1. +1% chance of winning at games of chance based on a percentage roll

Modification Point cost: 5

2. 1% chance of outright winning a hand in cards and lesser dice-rolling games (i.e., games that need D-4 to D-20 sided dice). If another has the same ability, and rolls a successful win, roll the %dice again. Whoever rolls the highest roll will win the hand

Modification Point cost: 7

Notes:

1. Both of these can be purchased multiple times up to a limit of +30/30% chance.