



Franchise: You belong to the secretive terrorist network behind many of today's greatest villains.

Requirements: Franchise Allegiance.

- Once per session, you may make a Bribe check at the minimum Bribe value without paying its cost.
- Your mission gear includes 1 additional Caliber IV legal immunity Tradecraft pick.
- When you take a Taunt action, you may target 1 additional opponent. You roll only once for the Taunt action, while each opponent rolls to resist separately. The number of opponents you may target with a Taunt action increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

Hardy: You've never taken a sick day in your life.

- +2 Constitution, -2 to highest attribute other than Constitution.
- Your Constitution increases by an additional +1 at Career Levels 7 and 14.
- Choose 2 skills with Constitution as a key attribute. Your maximum rank in each of these skills increases to your Career Level +5. This benefit is *not* cumulative with any other effect that increases your maximum rank.
- Each time you suffer attribute damage, the attribute damage suffered decreases by 1 (minimum 1).

Intelligent: You've always been bright.

- +2 Intelligence, -2 to highest attribute other than Intelligence.

- Your Intelligence increases by an additional +1 at Career Levels 7 and 14.
- Choose 2 skills with Intelligence as a key attribute. Your maximum rank in each of these skills increases to your Career Level +5. This benefit is *not* cumulative with any other effect that increases your maximum rank.
- You may take 2 Ready actions at the same time as 1 full action. After the first of the 2 triggers occurs, the other Ready action is lost.

Lithe: Few people lay a finger on you, and none of them keep their grip for long.

- +2 Dexterity, -2 Wisdom.
- Your base Defense increases by 1.
- Your Speed increases by 5 ft.
- You gain 2 additional vitality points at Career Level 1, and 1 additional vitality point at each Career Level thereafter.

Ominous: You creep people out, man.

- +2 to lowest attribute, -2 to highest attribute (in both cases, your choice in the case of a tie).
- You are always considered armed with a deadly weapon when making an Intimidate check or initiating a Stand Off.
- Each time an opponent attacks you and misses, he suffers 1 point of stress damage.

