



- Each time an opponent declares an attack targeting you, his Initiative Count decreases by 1 *before* he makes his attack (his attack takes place during the following Initiative Count). This Initiative Count penalty increases by an additional 1 at Career levels 6, 12, and 18.

**Pitfall:** You're a devoted member of the elite counter-terrorist task force Project: Pitfall.

**Requirement:** Project: Pitfall Allegiance.

- +1 Wisdom.
- You gain a +1 bonus with skill checks made to determine surprise. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- Your threat range with Investigation checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.

**Savvy:** You always have a plan — or at least you seem to!

- +2 Wisdom, -2 Strength.
- You gain a +1 bonus with Knowledge checks. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.
- You gain a +1 insight bonus with action die results. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

**Shifty:** Around you, your teammates are always waiting for the other shoe to drop.

- +2 Dexterity, -2 Charisma.
- Once per session, you may improve the disposition of any 1 NPC by 1 grade without a skill check.
- Sense Motive is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- When you take a Feint action, you may target 1 additional opponent. You roll only once for all Feint actions, while each opponent rolls to resist separately. The number of opponents you may target with a Feint action increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

**Single-Minded:** Once you put your mind to something, it's as good as done.

- +2 Constitution, -2 Intelligence.
- Your melee, unarmed, and non-explosive hurled attacks gain the *armor-piercing* (2) quality.
- You gain 1 forte for any 1 weapon proficiency or skill focus you possess.
- Your threat range with Resolve checks increases by 1. This bonus increases by an additional +1 at Career Levels 5, 10, 15, and 20.



**Sleek:** Compact and efficient, your body is a well-oiled machine.

- +2 Strength, -2 Constitution.
- Your melee, unarmed, and non-explosive hurled attacks gain the *armor-piercing* (2) quality.
- Sneak is always a class skill for you. Further, your result cap with this skill increases by 5 (maximum 60).
- You gain a +1 insight bonus with Reflex saves. This bonus increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

**Striking:** Your looks can stop traffic.

- +2 Charisma, -2 Constitution.
- Once per session, you may improve the disposition of any 1 NPC by 1 grade without a skill check.
- Once per session, you may make a Bribe check at the minimum Bribe value without paying its cost.
- When you take a Diversion action, you may target 1 additional opponent. You roll only once for all Diversion actions, while each opponent rolls to resist separately. The number of opponents you may target with a Diversion action increases by an additional +1 at Career Levels 4, 8, 12, 16, and 20.

**Strong:** Every time one of your friends moves into a new apartment, you have to leave your phone off the hook.

- +2 Strength, -2 to highest attribute other than Strength.
- Your Strength increases by an additional +1 at Career Levels 7 and 14.