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| **Assault Division** |
| Sometimes, the covert operations lead to very overt operations. That’s when the Assault Division takes the lead. |
| Stats   * +1 Muscle * +1 Toughness |
| Sample Proficiencies   * Feats of Athleticism (MT) – Assault Division agents train for strength and endurance and are in peak physical condition. * Intimidation (CM) – You are physically imposing and intimidating. * Sneak (RS) – You are skilled at moving quickly and quietly to get into position, or to set up an ambush. * Survive (SW) – You are trained in survival situations. * Weapon Use and Repair (RS) – You are trained in the use and care of all kinds of weapons and weapon systems. You can easily identify enemy hardware and its capabilities. |
| Boons   * Body Armor – You are equipped with light combat armor (2/2/0). This armor is an item and STACKS with up to two other armor powers. If you stack 3 armor powers, you suffer Defense (-1) and Burn (1). * Tactician – At the beginning of any fight, you immediately get 1 Tactics Point. * Tough – You start the game with +4 Hit Points. |

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| **Codebreaker Division** |
| Codebreaker Division focuses on the world of computers which are just starting to take over everything. |
| Stats   * +1 Reflex * +1 Wit |
| Sample Proficiencies   * Computer Programming (RW) * Cryptography (RW) * Electronics (SW) * Mathematics (RW) * System Operation (RW) |
| Boons   * The Future is Now – You have access to a miniaturized computer that, listen to this, fits ON YOUR LAP!!! * The Net – If you have access to a computer and a modem, you can access a giant storehouse of knowledge, gaining a +4 to any Knowledge type checks. * Simulations – You have already run a simulation of this particular fight. Start any battle with 1 Tactics Point. |

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| **Infiltration Division** |
| Infiltration Division gets into places, regardless of how well they are defended, and usually without anyone noticing. |
| Stats   * +1 Charisma * +1 Wit |
| Sample Proficiencies   * Climb (RS) * Deceive (CW) * Disguise (CS) * Lip Reading (RW) * Security Systems (SW) * Sneak (RS) |
| Boons   * Everyman – You can use your Sneak or Disguise to blend into crowds without any specific preparation. * Multilingual – You start the game with 4 languages in addition to English. * Natural Thief – Every scene, you get a reroll you can use when deceiving someone, stealing, or breaking into a building. |

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| **Investigation Division** |
| When a crime is committed, the Investigation Division shows up to the scene to determine what happened, and more importantly, who is behind it. |
| Stats   * +1 Reflex * +1 Wit |
| Sample Proficiencies   * Forensic Science (RW) * Investigate (RW) * Knowledge: Criminals (RW) * Knowledge: Enemy Orgs (RW) * Question Witnesses (CW) * Science (RW) * Shadowing (RS) |
| Boons   * Analyze –At the start of a fight, choose a foe in and get Accuracy (1) and Damage (1) against that foe. * Deductive Leap – Once per scene you may ask the GM a single yes/no question about the clues you have been presented with. * Door Finder – Once per session, you may automatically succeed a Search or Investigate check. |

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| **Occult Division** |
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| Stats   * +1 Charisma * +1 Power |
| Sample Proficiencies   * Occult Lore (PW) * Rituals (CP) |
| Boons   * Been Through Hell – You get Saves (2) (Fear, Mind Control), and +3 Hit Points. * Black Book – You start the game with one 20 point power from another powerset. However, you are also Cursed (1d12) and once the curse procs, you lose access to this power. * Magic Touched – You get Saves (2) (Magic) |

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| **Technical Division** |
| Technical Division is good at creating the gadgets our agents take into the field. Most of this is miniaturized surveillance equipment, but sometimes the need arises for something more exotic. |
| Stats   * +1 Skill * +1 Wit |
| Sample Proficiencies   * Concealment (RW) * Driving (RS) * Electronics (SW) * Mechanics (SW) * System Operation (RW) |
| Boons   * Prototype – You can start the game with one 20 point power from any set. Whenever you use this power, it has a 4/12 chance of the device burning out. You can get a new device when you get back to HQ. * Utility Belt – You have access to a ton of gadgets from Technical Division. You start the game with a Utility Belt that has a miniaturized set of mundane tools, and a 5/12 chance of having more exotic tools on it. * The Knack – You have a way with machines, and can somehow get mundane machines to do your bidding. You never pay at a vending machine. You get phone calls for free. You always win at pinball. |