

Inventory			
Name	Bonus	Mod	Description
Mask and sneaking gear			
Pocket multi-tool			
Talents			
Money			\$1,000.00
Contracts			
Background			
<p>On Franz's world, the hive reigns supreme and all of life's mysteries are solved. He and his fellow insects have started reaching outward as the logical conclusion of all that they've started. Franz is investigating our world to see if it's suitable for future bug visitations. He's finding it to be quite a busy place. Maybe not the best site in the universe for a colony, but very, very intriguing none the less!</p>			
Notes			
<p>Franz works with the Committee purely by chance. They were simply the first earth group he contacted. Their dedication to monopolizing power and advancing their own is commendable. In covert form, Franz is a short, grungy man with unkempt brown hair. Manifested, he appears as a large talking insect, not unlike a cockroach.</p>			

Covert Power				Manifest Power			
Action	Mod	Impact		Action	Mod	Impact	
Virulent Corruption	Complex	4	8 / 8	Tiny Form	Simple		
Target:	Any creature or object within your reach.			Target:			
Effect:				Effect:			
Escape Roll Ends: Target suffers ongoing 8 Poison Impact each round and is fatigued. Any creature injured by this power becomes afflicted with Blight Taint.				Until the End of Your Next Turn Your body shrinks from Small to Tiny. While you are Tiny: <ul style="list-style-type: none">• Rolls that target your Physical Defense gain a Minor Advantage.• Any Physical Impact you inflict is halved.• You gain a specialty die on all rolls associated with the Agility attribute.			
Special:		Willpower:		Special:		Willpower:	
Any creatures that touch or handle the target are affected as if Virulent Corruption originally targeted them. This effect wears off only after the target is rinsed or cleaned carefully.						You may use Tiny Form as a free action.	

Covert Power				Manifest Power			
Action	Mod	Impact		Action	Mod	Impact	
Rapid Adaptation	Reaction		/				
Target:	Trigger: You suffer strain from a specific type of Impact.			Target:			
Effect:				Effect:			
Until the End of Your Next Turn: You gain Resistance to that type of Impact but lose your Physical Resistance.							
Special:		Willpower:		Special:		Willpower:	
		You do not lose your Physical Resistance.					