

<p>Any agent who suffer a permanent injury, as described in the Agent's Handbook, is eligible for this bleeding edge surgery from Ancile, Inc. It is an extreme expense. There is a 97% success rate and those who survive the surgery recover in 1d4 months. During that healing time, agents may roll 1d10 and add the result to the attribute originally reduced by the permanent injury. This symbolizes the noticeable improvements agents experience after surgery. If the attribute is raised back to a normal level, they may even be fit enough to return to the field. Everything appears normal until the next time the agent makes a sanity check.</p> <p>On a failed check, the agent loses the appropriate amount of sanity but must also roll 1d10. Increase the number of an attribute by that much. An attribute may be selected at random (by rolling a d6) or Handler's preference.</p> <p>For the next 1d6+1 hours, the agent gains a benefit that corresponds with the increased attribute. At the end of the benefit they must immediately suffer the corresponding consequence. After the benefit wears off but before the consequence takes hold; the agent vomits Blue Blood uncontrollably for 1D10 minutes. Blue Blood can infect other living creatures.</p> <p>Any attribute that increase past 18 gains a disfigurement. This is a permanent effect.</p> <p>Finally, agents who catch on to this mechanic and deliberately instigate SAN checks may willingly choose which attribute to increase. An agent who gains either a consequence or disfigurement must roll SAN 1/1d4.</p>					
ATTRIBUTE	ASSOCIATED SKILLS	BENEFIT	* CONSEQUENCE	DISFIGUREMENT	NOTES
STRENGTH	Athletics, Melee Weapons, Unarmed Combat	40% bonus to associated skills when active.	The massive bulk depletes the agent of nutrients. Their body craves sustenance and they must eat raw meat or suffer -20% to all rolls. SAN 1/1d4 for eating human flesh.	18+, muscles are permanently (and grotesquely) enlarged. Must feed every 2 hours.	Lethality added to STR-based attacks at 19-20.
DEXTERITY	Dodge, Firearms, Stealth, Swim	40% bonus to associated skills when active.	Adrenal glands overload body with adrenaline but the chemical dump wrecks the agent's body causes extreme lethargy. Exhausted for 1D20 hours (all tests at -20%). Cannot be rectified by spending WP, sleeping, or taking stimulants.	18+, Tuck is in constant pain as muscles refuse to relax and body is overloaded with adrenaline. Exhibits intermittent explosive disorder.	18+, agents can leap over most vehicles (4m). With a running start, 8.95m
CONSTITUTION	N/A	Regenerate 5 HP at the end of every turn. When reduced to 0 HP, body revives within 1D20 hours at a rate of 1 hp per hour. OR Excrete Blue Bood to create a protective exoskeleton which constitutes an Armor Rating of 3.	When active, the agent's Blue Blood can infect other living creatures if not properly contained.	18+, Tuck permanently bleeds blue, and their skin begins to take on an increasingly blue hue. Any exoskeleton that is created does not decompose.	Can choose regeneration or protective exoskeleton (not both) when active.
INTELLIGENCE	Accounting, Alertness, HUMINT, SIGINT, Search, any Science or Craft skill they possess.	40% bonus to associated skills when active.	The agent's brain swells and begins to strain against the confines of their skull, causing debilitating migraines. Remains in a fugue state for 1D20 hours until symptoms abate.	18+, An agent's head enlarges and they suffer hair loss at the scalp. Eyes bulge from their sockets. Gain the paranoia disorder.	
POWER	Unnatural	Negate a consequence* at the cost of 1d4+1 Willpower. 18+, can detect the presence of Hypergeometric items or entities using Hypergeometry within 3 miles. At 18+ Negate hypergeometric effects at the cost of 1d4+1 willpower.	Suffers from depersonalization disorder for 1D20 hours. The Ulee consciousness is starting to take over and will change directions to find its wife.	18+, The agent begins to display an unnatural aura that unnerves everyone around them. They grow a third eye or their skin becomes blue.	After the first increase to POW, have the agent make a POWx5 roll. On a failure, Ulee is able to control the body for the time the depersonalization disorder is active. It will drop whatever the agent was doing and pursue Ulee's wife in Montana.
CHARISMA	Disguise, Persuade	40% bonus to associated skills when active.	Suffers from dissociative identity disorder for 1D20 hours.	18+, the agent suffers from permanent facial contortions similar to the appearance of excessive botox or reconstructive surgeries. Speech becomes nearly impossible.	Cannot be used if permanent disfigurements are already present.
WEAKNESSES					
Damage sustained through fire causes permanent damage that cannot be healed. Additionally, exposure to ultraviolet radiation weakens benefits by half.					
When two or more disfigurements are triggered above 18 the agent grows extra limbs, eyes, etc. as the Blue Blood infection replicates uncontrollably.					