

## **CORPORATE MERCENARY (STUDY POINT COST: 5)**

**Prerequisite:** Corporate, Hacker, or Soldier/Mercenary (Occupational Skill Set)

The Persona signed a contract with one of the Mega-Corporations of the world to act as a Mercenary for their corporation; this contract is good for 2 years from the date of its signing. Because of this the Persona has a Commercial Mercenaries License that is good within the United States and its territories and they have the sponsorship and protection of the corporation in regards to all legal actions connected to their employment with their sponsor corporation. The Commercial Mercenaries License allows a mercenary to carry Handguns, Submachine guns, Assault Rifles, to even Heavy Weapons (hand grenades, rocket launchers, and plastique explosives) on the streets of the United States; all due to their Corporate Sponsor. It should be noted that if the Persona accidentally or purposefully causes a lot of damage to property or the deaths of civilians the sponsor corporation will attempt to find ways of placing the blame of the mercenary's actions fully in the mercenary in question rather than opening up their corporation to considerable legal risk. In short, the sponsorship of a corporation and the commercial mercenary's license is not a carte blanche to cause indiscriminant carnage.

## **CORPORATE SPONSORED CYBER-AUGMENTATION (STUDY POINT COST: 20)**

**Prerequisite:** Corporate, Hacker, or Soldier/Mercenary (Occupational Skill Set), Corporate Mercenary

The Persona has signed a contract with their parent corporate sponsor that indebts the mercenary to no less than 5 years of work as a Corporate Mercenary for the sponsor in return for cyber-augmentation of their body. Through this advantage, the Persona gains 500,000 dollars worth of funds with which to purchase cybernetic implants with which to augment their body. This advantage can be taken multiple times, each time that it is take increases the Mercenaries term of service by 5 years and their gain an additional 500,000 dollars worth of cybernetic implants. It should be noted that if a Corporate Mercenary with this advantage were to go rogue on a corporate sponsor, that corporation would waste no time in assembling a mercenary team to either bring back their wayward Mercenary or to put a decidedly bloody end to the Mercenary for breaking their contract with the sponsoring corporation.