

NEW PRIVILEGES SECO CREEK VIGILANCE COMMITTEE

When earning an Advance, players may choose to do one of two things: gain one Favor in any Faction, or gain a new Privilege. The new Privileges are listed below. They are non-exclusive, meaning that multiple players may choose the same Privilege. Write the name of the Privilege chosen on your character sheet.

- ☛ Because you are a *bastion of reason*, when another character uses violence against you, you may transfer one Favor from their sheet to yours.
 - ☛ Due to your *commercial acumen*, you are considered to have one more Favor than shown on your sheet for an affected Faction when using financial matters as leverage. (0 counts as 1, 1 counts as 2, etc.)
 - ☛ Due to your *checkered background*, you may commit theft and other minor crimes without Negotiation.
 - ☛ Because of your *long history with a specific Faction*, you can choose to not lose Favor with them for any one action. After doing so, erase this Privilege. (You must have 4 or more Favor with the selected Faction when choosing this Privilege.)
 - ☛ Because you are a *born peacemaker*, you can prevent NPCs from using violence in any scene in which you are present. Describe how you do this.
 - ☛ Because you're *beloved by a specific Faction*, anyone using violence against you loses all of their Favor with that Faction. (You must have 4 or more Favor with the selected Faction when choosing this Privilege.)
 - ☛ Because you're a *cantankerous* son of a cuss, you can always commit violence on someone who has just committed violence on you, without Negotiation.
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