

Petition Contract	You may parley with a supernatural entity in order to create a mystical exchange of essence that trades aspects for aspects or foundations
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Usury	<p>You may attempt to bind an aspect into a physical item, creating a magical item or relic. The subject must agree to give this aspect, but may be coerced. Creating the item is an extended challenge with each roll representing at least 30 minutes.</p> <p>Creating a limited use item costs Energy (# of uses or weeks of enchantment + 2x value of the aspect), permanency costs Harmony (1).</p>
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Binding	<p>You may attempt to take Energy or Aspect from an ephemera. Occult vs Mental Defense; difficulty 10 for energy (each success drains 2), diff 12 for Aspects (Target loses and you gain aspect for one day)</p> <p>You may attempt to instill a geas onto an ephemera, thus making them follow a complex command or imperative for a year and a day.</p>
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Camouflage	<p>Specialty die when hiding or using a disguise</p> <p>You may use Wits to determine Skill Power instead of Agility</p>
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Danger Sense	<p>Your character now has +2 Initiative</p> <p>You may now use Intuition to determine Physical Defense instead of Agility</p>
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