|                                  |   | Inventory                              |   |
|----------------------------------|---|--|---|
| Name                             | Bonus   | Mod                                    | Description   |
| leek Car                         |   |  |   |
| octor's Kit                      |   | 4                                      |   |
| alents                           |   |  |   |
| loney                            |   | \$5,000.0                              | 0   |
|                                  |   | Contracts                              |   |
| loctor. His gifts caught the eye | dent who couldn't<br>of an Outsider who<br>him ultimate mas | was a member of                        | t of waiting four more years to become a<br>f the Order of Incubi. The Incubi made hir<br>profession. It only cost him a year's |
|                                  |   |  |   |
|                                  |   |  |   |
|                                  |   |  |   |
|                                  |   |  |   |
|                                  |   |  |   |
|                                  |   | Notes                                  |   |
|                                  |   | art and too impation                   |   |
| oing the right thing in the wron | g way. He's also th   | ert and too impatione most beautiful i | ent to be one all the time. He's a master of man you will ever meet. Not only does t, his beauty becomes even greater, and w    |

| Covert Power  | Action                                  | Mod      | Impact   | Manifest Power                                 |                    | Action  | Mod     | Impact |  |
|---|---|----------|----------|--|--------------------|---|---------|--------|--|
| Staggering Glare  | Simple                                  | 4        | /        | Chosen and Beloved                             |                    | Complex                                       | 5       | 9      |  |
| Target: One enemy that can see you.   |   |          |          | Target: One creature that can clearly see you. |                    |   |         |        |  |
| Effect: Until the End of Your Next Turn:  |   |          |          | Effect:  |                    |   |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
| The target is staggered.  |   |          |          |  |                    |   |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
| Special:  | \^                                      | illnowe  | or:      |  | Special:           | \^  | illnowe | or:    |  |
| Special:  | VV                                      | ʻillpowe | :г.      |  | Special.           | Willpower:<br>Escape Roll Ends:               |         |        |  |
|   |   |          |          |  |                    | The targ                                      |         |        |  |
|   |   |          |          |  |                    | willingly t                                   |         |        |  |
|   |   |          |          |  |                    | against you. The target automatically escapes |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
|   |   |          |          |  |                    | this effect if you attack it.                 |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
|   |   |          |          |  |                    |   |         |        |  |
| Covert Power  | Action                                  | Mod      | Impact   | Ma   | nifest Power       | Action  | Mod     | Impact |  |
| Covert Power Panacea  | Action<br>Complex                       | Mod<br>6 | Impact / | Ma   | inifest Power      | Action  | Mod     | Impact |  |
|   | Complex                                 |          | Impact / | Ma<br>Target:                                  | nifest Power       | Action  | Mod     | Impact |  |
| Panacea   | Complex reach.                          |          | Impact / |  | nifest Power Effec |   | Mod     | Impact |  |
| Panacea  Target: One creature withir  Effect  Character recovers [Wits] Hea   | Complex<br>reach.<br>t:                 | 6        | /        |  |                    |   | Mod     | Impact |  |
| Panacea Target: One creature within   | Complex<br>reach.<br>t:                 | 6        | /        |  |                    |   | Mod     | Impact |  |
| Panacea  Target: One creature withir  Effect  Character recovers [Wits] Hea   | Complex<br>reach.<br>t:                 | 6        | /        |  |                    |   | Mod     | Impact |  |
| Panacea  Target: One creature withir  Effect  Character recovers [Wits] Hea   | Complex<br>reach.<br>t:                 | 6        | /        |  |                    |   | Mod     | Impact |  |
| Panacea  Target: One creature withir  Effect  Character recovers [Wits] Hea   | Complex<br>reach.<br>t:                 | 6        | /        |  |                    |   | Mod     | Impact |  |
| Panacea  Target: One creature within  Effect  Character recovers [Wits] Hea   | Complex<br>reach.<br>t:                 | 6        | /        |  |                    |   | Mod     | Impact |  |
| Panacea  Target: One creature withir  Effect  Character recovers [Wits] Hea   | Complex<br>reach.<br>t:                 | 6        | /        |  |                    |   | Mod     | Impact |  |
| Panacea  Target: One creature within  Effect  Character recovers [Wits] Hea   | Complex<br>reach.<br>t:                 | 6        | /        |  |                    |   | Mod     | Impact |  |
| Panacea  Target: One creature within  Effect  Character recovers [Wits] Hea   | Complex<br>reach.<br>t:                 | 6        | /        |  |                    |   | Mod     | Impact |  |
| Panacea  Target: One creature within  Effect Character recovers [Wits] Heacondition.  | Complex<br>reach.<br>it:<br>alth and er | 6        | ongoing  |  | Effec              | ct:   |         |        |  |
| Panacea  Target: One creature within  Effect  Character recovers [Wits] Heat  condition.  Special:  | Complex<br>reach.<br>it:<br>alth and er | 6        | ongoing  |  |                    | ct:   | Mod     |        |  |
| Panacea Target: One creature within  Effect Character recovers [Wits] Heat condition.  Special: This power requires the                         | Complex<br>reach.<br>it:<br>alth and er | 6        | ongoing  |  | Effec              | ct:   |         |        |  |
| Panacea  Target: One creature within  Effect Character recovers [Wits] Heacondition.  Special: This power requires the expenditure of 1 Energy  | Complex<br>reach.<br>it:<br>alth and er | 6        | ongoing  |  | Effec              | ct:   |         |        |  |
| Panacea Target: One creature within  Effect Character recovers [Wits] Heacondition.  Special: This power requires the                           | Complex<br>reach.<br>it:<br>alth and er | 6        | ongoing  |  | Effec              | ct:   |         |        |  |
| Panacea  Target: One creature within Effect Character recovers [Wits] Heat condition.  Special: This power requires the expenditure of 1 Energy | Complex<br>reach.<br>it:<br>alth and er | 6        | ongoing  |  | Effec              | ct:   |         |        |  |
| Panacea  Target: One creature within  Effect Character recovers [Wits] Heacondition.  Special: This power requires the expenditure of 1 Energy  | Complex<br>reach.<br>t:<br>alth and er  | 6        | ongoing  |  | Effec              | ct:   |         |        |  |