

Toughness	<p>You may now use Might to determine your Physical Defense</p> <p>Your character has +2 max Health</p>
Intimidation	<p>Specialty die when threatening with attack and/or physical harm</p> <p>You may now use Might to determine Skill Power instead of Presence</p>
Taskmaster	<p>As long as there are at least two others (including PCs) available to be ordered around, you may use command to aid or participate in a skill check</p> <p>You may “instruct” or “order” an NPC to use a skill you have (not including Command).</p> <p>You make the roll for them using your skill Rank and Power</p>
Petition Contract	<p>You may parley with a supernatural entity in order to create a mystical exchange of essence that trades aspects for aspects or foundations</p>
Danger Sense	<p>Your character now has +2 Initiative</p> <p>You may now use Intuition to determine Physical Defense instead of Agility</p>
Well Connected	<p>You may “hire” or “request” an NPC to use a skill you do not have. You roll for them using Streetwise. The cost is determined by the GM.</p> <p>+3 Skill Power on any extended or cooperative skill challenge to acquire equipment</p>