

[illegible]

Covert Power				Manifest Power			
Action	Mod	Impact		Action	Mod	Impact	
Herculean Feat	Reaction		/	Insider Knowledge	Simple	4	
Target:				Target:	All nearby creatures (20 yds)		
Effect:				Effect:			
Trigger: You attempt an Athletics roll or raw Might roll. Effect: You gain Expertise for the roll. Until the End of Your Next Turn: You are fatigued.				Impact: Escape Ends: The target begins to glow with a distinct aura if it is an Outsider or in possession of a Supernatural Aspect. This power will not explicitly identify the specific nature of what it reveals. Any attempt to locate or track the target gains Minor Advantage.			
Special:		Willpower:		Special:		Willpower:	

Covert Power		Action	Mod	Impact		Manifest Power		Action	Mod	Impact	
Persistent Threat		Reaction	6	7	/	9	Biting Winds		Complex	4	5
Target:	Trigger: An enemy within your reach retreats or engages in any						Target:	One nearby creature or object. (Range: 20 yds)			
Effect:						Effect:					
The target is knocked prone.											
Special:		Willpower:				Special:		Willpower:			
						The target is pushed 5 yards in any direction.		You may use Biting Winds as a Simple Action instead. You cannot use this power more than once in a turn.			