

Inventory			
Name	Bonus	Mod	Description
Ceremonial knife		3	
Occult implements		4	
Talents			
Money			\$2,000.00
Contracts			
With DARK POWERS for Occult Power			
Background			
<p>Tiffany was a well-adjusted, happy person until the accident that killed her entire family. In the midst of her grief she was offered instruction in the occult by demonic forces with the promise that there was a way to bring her family back from the dead. They lied, instead luring her into servitude and keeping a piece of her soul. She was eventually rescued by The Mission and works to try to cleanse her soul, bring the demons who enslaved her to justice and bring back her dead family.</p>			
Notes			
<p>In her normal form Tiffany still looks like her normal old self -- if a lot less put-together. The style, image and hygiene she used to religiously keep on top of is now something she forgets often. Manifested, Tiffany transforms into a frightening Ghoul. A shambling, cunning, undead version of herself.</p>			

Covert Power		Action	Mod	Impact		Manifest Power		Action	Mod	Impact	
Taskmaster		Simple			/		Fetter	Complex	6		10
Target:	All allies who can hear you.					Target:	One creature within reach				
Effect:						Effect:					
Targets gain a minor advantage and +2 impact when using a single skill that you designate.											
Special:		Willpower:				Special:		Willpower:			
						Until the End of Your Next Turn: The target is immobilized and automatically changes to any covert form it might possess.		Until the End of Your Next Turn: The target is restrained and cannot use powers from Supernatural Aspects. If this power injures the target then the target gains the Black Iron Seal.			

Covert Power		Action	Mod	Impact	Manifest Power		Action	Mod	Impact
Petition Contract		Complex	6	/	Usury		Complex	6	7
Target:	Any two or more creatures				Target:	One creature within reach.			
Effect:					Effect:				
You create a legally and mystically binding arrangement between two or more parties. This arrangement has the capability of letting the parties trade any almost anything through the transferring of Aspects and Foundations. As the executor of the Contract, you help decide the terms of the deal. (See Contracts) By default a contract lasts for a year and a day. Their relative value is measured in Talents.					You copy one Aspect Power of the target and infuse it into an object in your possession. Until the End of Your Next Turn: The target cannot use that power. Until the End of the Scene: Anyone who possesses the object can expend a point of Energy to use the copied power. The object loses this power after it is used once.				
Special:		Willpower:			Special:		Willpower:		
This power always costs 5 energy to use.					If a target is injured by Usury, then you may choose to steal an Aspect Power and infuse an object with it for a year and a day. This works very similar to a Contract, requiring the expenditure of 5 Energy. This is an illegal action in most situations.		Infuse an additional use of the chosen power into the object. You may do this up to four times (spending 1 Energy each time). If the target is willing you may split this extra energy cost between yourself and the owner of the power being infused however you like.		

Covert Power	Action	Mod	Impact	Manifest Power	Action	Mod	Impact
Sanction	Complex	6	5 / 5				
Effect:				Effect:			
Until the End of Your Next Turn: Target suffers Minor Disadvantage on all rolls for Aspect powers.							
Special:		Willpower:		Special:		Willpower:	

Covert Power	Action	Mod	Impact	Manifest Power	Action	Mod	Impact
			/				
Effect:				Effect:			
Special:		Willpower:		Special:		Willpower:	