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| Inquisitor | <p>Specialty die when interrogating or interviewing a subject</p> <p>+2 Skill Power to any extended or cooperative skill challenge to gather information</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> |
| Awareness | <p>You may now use Empathy to detect the presence of magic and the supernatural</p> <p>Specialty die when sensing if another is under the influence of a supernatural/magical effect</p> |
| Mind Reader | <p>You may spend 1 Energy to read the immediate surface thoughts of another</p> <p>Specialty die when determining falsehoods/inaccuracies, success also gives you an insight to the truth</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> |
| 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> |

Enthrall

Specialty die when attempting to catch and keep the attention of another

+2 Skill Power to any extended or cooperative skill challenge to sway the emotions/opinions of others

Soothing Presence

At any time outside of combat you may spend 1 Energy to boost the Mental Defense of those around you by +2 for the next scene.

As a complex action you may roll to calm down any individual under the influence of fear, panic or mind altering magic. Magic dispelled this way is rolled again vs. target at the end of target's next turn.