

Inquisitor

Specialty die when interrogating or interviewing a subject

+2 Skill Power to any extended or cooperative skill challenge to gather information

Special Forces Training

Your character now has +2 Skill Power (damage) when using heavy weaponry.
Additionally, your character may use exotic or restricted ranged weaponry without penalties.
Your character owns or has ready access to one exotic or restricted weapon.

Danger Sense

Your character now has +2 Initiative
You may now use Intuition to determine Physical Defense instead of Agility