

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>
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>
Binding	<p>You may attempt to take Energy or Aspect from an ephemera. Occult vs Mental Defense; difficulty 10 for energy (each success drains 2), diff 12 for Aspects (Target loses and you gain aspect for one day)</p> <p>You may attempt to instill a geas onto an ephemera, thus making them follow a complex command or imperative for a year and a day.</p>
Confidant	<p>Specialty die when gaining a subject's trust/confidence</p> <p>+2 Skill Power to any extended or cooperative skill challenge to gather information.</p>
Soothing Presence	<p>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.</p> <p>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.</p>