

Inventory			
Name	Bonus	Mod	Description
Finely made collapsable baton		4	
High end smartphone with unlimited			
Talents		2	
Money			\$100,000.00
Contracts			
Phil has traded his Aspect of Attunement and 5th Foundation to a meddlesome Dwarf for the Aspect of Wealth			
Background			
<p>Phil was good enough to see the game behind the game of global commerce and wealth. As soon as he discovered where the real money was at -- trading "intangibles" like supernatural power, memories and souls -- he dove headfirst into the Red Market economy. He moves ever forward, knowing that he can always cover the interest on a deal by making a few more deals. Sure the feds call that a ponzi scheme, but these Outsider investors never seem to care.</p>			
Notes			
<p>Phil appears as a forgettable businessman with black eyes, black hair and an expensive black suit. Manifested he becomes a bright and terrible beacon of all that it means to be wealthy and in control. He is the man of the hour, the sultan of business and richest man in Babylon.</p>			

Covert Power		Action	Mod	Impact		Manifest Power		Action	Mod	Impact	
Acquisition		Complex	4	6	/	8	Make the World Go 'Round	Complex	4		8
Target:	Any nearby (20 yd) creature that you offer pay						Target:	Any object within 100 yards.			
Effect:						Effect:					
Escape Roll Ends: The target is compelled to offer you anything it possesses of equal or lesser market value, regardless of its sentimental worth. Though the target will be amenable for the duration of Acquisition's effect, they will revert to their normal feelings afterwards.						You may change the basic physical elements of the scene to whatever you decide upon. This change is permanent.					
Special:		Willpower:				Special:		Willpower:			
						This power does not have a normal cost. Spend energy according to the magnitude of the change you wish to perform. Ask the GM for examples.		You may change the area around any of your allies regardless of their distance to you.			

Covert Power		Action	Mod	Impact		Manifest Power		Action	Mod	Impact	
Cold Read		Complex	6	5	/	5					
Target:	One creature you can clearly see.					Target:					
Effect:						Effect:					
You learn the target’s next action and may impose a Minor Disadvantage onto it.											
Special:		Willpower:				Special:		Willpower:			