

Cold Read

Specialty die when detecting a subject's current mental/emotional state

+2 Skill Power to any extended or cooperative skill challenge to profile a subject or predict a subject's current motivations

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

Field Medic

When performing a combat revive, you restore +3 Health

You do not take penalties for using improvised first aid gear

Trauma Care

Anyone under your care heals injuries in half the time

You may attempt to perform a combat revive even after a character has taken more than their max number of Injuries