

**Persuade**

2



**Expertise: Oratory**  
Three Actions, Go Time, Flash  
Get target to do something. +3.

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**Convince**

2



**Expertise: Oratory**  
Three Actions, Go Time, Flash  
Change an opinion. +3

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**Distraction**

2



**Expertise: Oratory**  
One Action, Reaction, Flash  
Describe it to the GM and she will assess  
the difficulty.

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**Charm**

3



**Expertise: Oratory**  
Three Actions, Go Time, Flash  
Get target to like you. +3.

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**Propogandize**

3



**Expertise: Oratory**  
Three Actions, Go Time, Flash  
Make them believe your fictions. +3.

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**Recognize Mark**

3



**Expertise: Oratory**  
One Action, Warm Up, 5 rounds  
Recognize those who are easiest to decieve  
with Propganda and lies. +3.

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**Get A Deal**

2



**Expertise: Oratory**  
Three Actions, Go Time, Flash  
Get 10% bonus on selling or 10% discount  
on buying. Bonus based on Role-Playing.

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**Story Telling**

2



**Expertise: Oratory**  
Three Actions, Warm Up, 10 rounds  
Entertain and inform an audience through  
story telling. Bonus based on Role-playing

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**Entertain**

2



**Expertise: Oratory**  
Three Actions, Warm Up, 10 rounds  
Write your style/tools on character sheet.  
Bonus based on Role-Playing.

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