

BLUFF

Talking Action 0 Cost	DC	Opposed Check
p5 Feinting In Combat (Target loses Dex in combat)	NA	+0/-8
p5 Create Diversion ("Quick look over there..")	NA	+0
p5 Deliver Secret Message ("Ex nay on the....")	15/20	+0
Talking Action 1 Cost		
p6 Idea Ventriloquism (Suggest a good idea)	15	-5
p6 Quick Witted (Get 5 min to think of somethin)	15	N/A
p6 Blow Smoke (Its better than it is)	20	+0
p6 False Sincerity (People think your Crazy)	20	+0
p7 Liar Trap (When u know hes lying)	20	+0
p7 Play Along (When u haven't got a clue)	20	+0
p7 Quick Conference (Allows players to confer ideas)	20	N/A
p7 Snappy Comeback (Show off to other Players)	20	N/A
p8 Its Not What I Said (Take back a statement)	20	+0
p8 Idea Infliction (Bad idea +Various uses)	25	+5

DIPLOMACY

Talking Action 0 Cost	DC	Opposed Check
p9 Change Attitude (Reaction Grade-See Chart)	Special	Special
Talking Action 1 Cost		
p9 Force Listen (Get them to listen in combat)	15	N/A
p10 Quick Witted (Get 5 min to think of somethin)	15	N/A
p10 True Sincerity (Your telling the truth...honest)	15	N/A
p11 Appeal to Passion (Help NPC decide)	20	+0
p11 Deflect Conversation (Try to change topic)	20	+0
p11 Demonize Target (Mud slinging)	20	+0
p11 Devalue Information (Tell me what u know)	20	+0
p12 Quick Conference (Allow players to conference)	20	N/A
p12 Appeal to Reason (Help NPC decide)	25	+5
p12 Take Back (You never said that)	25	N/A

INTIMIDATION

Talking Action 0 Cost	DC	Opposed Check
p13 Change Behaviour (Becomes Friendly)	Special	Special
p13 Demoralize Opponent (Target shaken in combat)	Special	Special
Talking Action 1 Cost		
p13 Show True Nature (Reveal your Level)	15	N/A
p13 Browbeat (Apply Pressure)	20	+0
p14 Gain the Edge (Combat use for Initiative)	20	-5
p14 Make it Look Bad (Threaten Target + Special)	20	-5
p15 Play Up Reputation (Bonus for other talk actions)	20	+0
p15 Rally (For those Shaken, Frightened-See Chart)	20	N/A

SENSE MOTIVE

Talking Action 0 Cost	DC	Opposed Check
p16 Hunch (Get a feeling somethings wrong)	20	NA
p16 Sense Enchantment (He's not himself)	20/15	NA
p16 Discern Secret Message (Decipher message)	NA	Special
Talking Action 1 Cost		
p16 Float Offer (Guage how target will react)	15	-5
p17 Detect Gullibility (Know HIS Sense Motive score)	20	+0
p17 Float Lie (Lying Detection)	20	+0
p17 Read Target (Alignment Guage)	20	+0
p17 Trial Balloon (Estimate reaction to something)	20	+0

