

Charisma Core Book

Charisma in the world of Alduin is a key attribute for the swindlers, the leaders, and the performers. These charismatic people rely heavily on their powers of persuasion, deception, and intimidation to get what they want. And there's also the performers, but who really cares about them. There are four charisma skills. **Persuasion, deception, intimidation, and Performance.**

Charisma (Char)- Social

Your charisma score affects all of the subsequent charisma skills, and is used as well in raw charisma checks.

Persuasion (Pers)- Social

Persuasion is used when trying to convince someone else of a certain subject, or convince them to join your side on an endeavor.

Deception (Dec)- Social

Deception is used when lying or deceiving someone. As opposed to persuasion, deception is used when there is no truth behind what you are saying.

Intimidation (Int)- Social

Intimidation is used when attempting to use fear to get someone to do what you want.

Performance (Perf)- social

Performance is used when doing anything that can be considered, well, a performance. Playing an instrument or making a grand speech are two of these possibilities.

Charisma Boons

(Char)

Rank 2: Proficiency in one **Char** skill (+1d4)

Rank 3: Proficiency in one **Char** skill (+1d4)

(Pers)

Rank 2: Add an additional 1d4 to inspire

Rank 3: Gain advantage on all persuasion checks

(Intim)

Rank 2: Proficiency

Rank 3: Successful intimidation deals 2d4 of damage

(Perf)

Rank 2: +4 when using instruments

Rank 3: Advantage on **(Perf)**

(Dec)

Rank 2: Proficiency

Rank 3: Advantage on **(Dec)**

Charisma Feats

Rank 1

Swindler-

On a natural 15 or higher, when trying to swindle someone out of their money, you gain additional money.

Barterer-

Gain a +5 bonus to any roll involving bartering for resources or money.

Bard-

Choose a proficiency with one instrument.

Rank 2

Muse-

Inspire does an additional 1d4

Leader-

Gain advantage when attempting to persuade or deceive groups of people.

Not just words-

Gain an additional 3 reflex after successfully taunting an enemy or creature.

Luck of the traveller

Twice a day you may reroll a d20.

Rank 3

Way of the performer-

Gain additional experience or money when making grand performances in front of large or small crowds.

All together now-

Allies near you deal an additional 2d6 of damage.

Saint-

Inspire also heals target ally for 2d6+ char

Charisma Abilities

Rank 1

Make disguise (A)- 1 use

You may make a convincing disguise of your choice. Make a deception roll upon completion. When interacting with NPCs for the first time, they must make perception checks to notice the disguise. Takes 4 hours to complete.

Inspire (A)- 3 uses

Use your charismatic nature, or a performance of your choice to inspire a nearby ally granting them +1d6 to there next d20 roll.

Incite (A)- 2 use

You attempt to charm a person or npc into helping you for up to 5 minutes. (pers vs. mental defense)

Show stopper (A)- 2 uses

You attempt a dazzling performance that entrances people nearby. (up to 4) Roll performance against targets mental defense, on success, they are completely distracted by your spectacle and lose their turn. The effect ends once your performance stops. Taking damage or not continuing your performance on your turn will also end the effect. After the initial success, you may keep up show stopper for as long as possible.

Rank 2

Hey, check me out! (A)- 3 uses

Taunt an enemy into attacking only you. While receiving attacks from that enemy you gain an additional 3 reflex. (**Char vs. Mental**)

Read the room (A)- x

When entering a new area, you may make a charisma check to see if you can recognize who important figures are nearby.

Read person (A)- x

Roll a charisma check with advantage to see if you can read the emotions that a target person is giving off.

Rank 3

Incredible performance (A)- 1 use

Inspire all nearby allies with your amazing performance, granting them all an additional 3d6 on their next d20 roll.

Spite (A)- 1 use

Mark a target with spiteful words. (char vs. mental) On a success, the target loses 3 points to all defenses, allies gain advantage when making attacks against the target, and deal an additional 1d10 of damage. At the end of your turn, you roll to see if you can keep the spite up.

To Arms (A)- 1 use

Attempt to gather a large group of people to your current cause. Difficulty of this task increases depending on the situation and the size of the crowd you are attempting to convince. On a successful roll, they will assist you until the task has been completed.