

### IMPERSONATE

You gain 2 points of favor on tests made to disguise yourself or to keep your identity unknown.



### MIMIC

You gain 2 points of favor on tests made to mimic the actions of another creature.



### SLEUTH

You gain 2 points of favor on tests made to deduce if another creature is lying or attempting to hide information from you.



### EXECUTANT

Before you make a Portrayal, Stunt, or Display test, you may choose to treat each 5 rolled as if it was a 6 when calculating critical successes. If you do, treat each 2 rolled as if it was a 1 when calculating critical failures.



### REFRESHING

You may spend 6 turn actions to make an Appeal test. For each creature you choose that can sense and understand you, if the test was higher than the amount of stamina it was missing, it regains  $Xd6$  stamina, where X is your Appeal modifier, minimum of 1.



### MENTOR

When a creature that you can sense makes a test, you may spend an interrupt action and 5 stamina to increase the roll by  $1d4$ , given it understands you. You may do this a number of times per test equal to your Appeal modifier, minimum of 1.



### ROUSING

You may spend 6 turn actions to make an Appeal test. For each creature you choose that can sense and understand you, if the test was higher than the amount of SHP it was missing, it regains  $Xd4$  SHP, where X is your Appeal modifier, minimum of 1.



### INFLUENTIAL

Whenever a creature within 5 meters of you makes a test, you may spend an interrupt action and 10 stamina up to once per test. If you do, it adds your modifier to the test.



### LINGUIST

You gain a point of favor on tests made to gain information from languages you don't understand.



### FLUENT

You learn an additional language of your choice.



### BROADCAST

When you communicate, you may choose for creatures that sense you to gain 2 points of favor on tests made to deduce what you're saying, regardless of what languages they understand.



### POLYGLOT

Before you make an Appeal, Language, or Charm test, you may choose to treat each 5 rolled as if it was a 6 when calculating critical successes. If you do, treat each 2 rolled as if it was a 1 when calculating critical failures.



# INFLUENCE

Social conducts and misconducts can both be utilized using the Influence tree. A practical usage of words can aid your allies and goad your opponents, perhaps even convince them all that you're somebody else entirely.