

## Command Track

Talent	PreReq	Description	Tags
<b>Better Together</b>		Creatures suffer 1 TD on attacks against you and allies within 5 ft when you have at least one ally within 5 ft.	Command, Combat
<b>Better Together II</b>	Better Together	Creatures suffer 1 TD per ally within 5 ft (max 3 TD) when attacking you or an ally within 5 ft.	Command, Combat
<b>Call in a Favor</b>		<p>You always know whether you have positive or negative Goodwill in a social facet.        Gain the Call in a Favor ability, usable only if you have positive Goodwill.</p> <p><b>Call in a Favor:</b> While in a populated area, you may lose 1 Goodwill in a chosen social facet to gain a small favor from an NPC. Examples:</p> <ul style="list-style-type: none"> <li>- Automatically succeed a CHA/Persuading check</li> <li>- Get a mundane item for free or at a discount</li> <li>- Find a place to stay for the night</li> <li>- Earn an audience with a prominent politician</li> <li>- Get exonerated for a misdemeanor</li> </ul>	Command, Social
<b>Card Shark</b>		When gambling, gain +3 to Deceiving, Fortuity, Intuiting, and Sleight of Hand checks.	Command, Social
<b>Charmer</b>		<p>Gain the Charmer ability.</p> <p><b>Charmer (2/Recoup):</b> Make a CHA attack against the WILL of a non-hostile creature within 30 ft. On a hit, they are Charmed for 10 minutes.</p>	Command, Social
<b>Charmer II</b>	Charmer	Charmer becomes 2/Catch Breath. Gain +3 Skill Points to spend on any skills with the influence tag.	Command, Social
<b>Courtesan's Knife</b>		<p>Gain the Courtesan's Knife ability.</p> <p><b>Courtesan's Knife (4 AP):</b> Make a CHA attack against the LOG of a creature within 60 ft. On a hit, the target loses 1 Goodwill unless hit by this attack in the past 10 minutes.</p>	Command, Social
<b>On Your Feet</b>		Spend 1 AP to pull an adjacent ally up from being Prone.	Command, Combat
<b>Ventriloquism</b>		Gain +2 in one skill with the influence or performance tag. You can cast your voice convincingly to sound 10 ft away.	Command, Social
<b>Ventriloquism II</b>	Ventriloquism	Gain +2 in one skill with the influence or performance tag. Gain +20 ft to the range on Ventriloquism.	Command, Social
<b>Voice Sculptor</b>	Ventriloquism	You can alter your voice to sound exactly like any humanoid you have heard speak for at least one minute.	Command, Social