

# One Rep Point

*Single use. May be played at any time.*

This is a very rare and special Gooley Reward. A Rep Point can be spent when your PC is interacting with an NPC to help influence the outcome of the interaction. When spent, the PC will get advantage on any required Charisma checks (Intimidation, Persuasion, Deception, etc...) for the duration of the interaction with the NPC. You also receive an additional +2 on all Charisma checks during the interaction. What your character is trying to do must be reasonable and in the spirit of the game. So, using it to try to get a merchant to sell a magic sword for five Silvs is unreasonable, but using it to get the merchant to cut the price by 10% to 20% or so is in the right direction. A Rep Point card may be played at any time, but it can be used for only a single interaction.