

## SUGGESTIVE

FLIP INT

Spend 1 XP, lose 1 Stamina



Spend 1 XP



First, get their attention. Then, without saying it outright, but by mysterious wiles and unspoken language, change an NPC's mind. Describe your tricks and say what you changed:

- \*They strongly believe a new fact
- \*They judge an old belief to be a lie
- \*They ignore a previous concern
- \*They are focused on a new goal