## **Allegory**

**Description:** Frame the debate with a

fable or parable.

**Skills**: K: (history, religion), P: (act,

oratory)

**Interaction:** -2 when countering

anything.

**Special:** If you open with Allegory and the opponent ends the exchange instead of countering, raise ante by 2

instead of gaining an edge.

## Rhetoric

Description: Use advanced versatile debating tactics.
Skills: Diplomacy, Linguistics, P: (act,

oratory)

A

**Special:** Very rare for an audience to have a bias for or against rhetoric.

## Logic

**Description:** Present facts and

evidence.

Skills: K:/Pro: (any pertinent), Appraise/ Linguistics (if applicable) Interaction: +2 when opening. -2 when countering baiting, emotional appeal, mockery, red herring, or wit. Special: Winning with logic grants 1 logic edge in addition to the normal outcome.

# **Emotional Appeal**

**Description:** Raise the emotional

stakes.

Skills: Bluff, P: Oratory, Sense Motive Interaction: +2 when countering logic, presence, and rhetoric.

Special: Paice ante by an additional 1

**Special:** Raise ante by an additional 1

if used to counter successfully.

# Presence

**Description:** Put on a show of confidence and self-assurance. **Skills:** Intimidate, K: Nobility **Interaction:** +2 when countering baiting or mockery. -2 when countering allegory, emotional appeal, or red hearing.

Special: Regain 1 determination on

a victory.

## **Flattery**

**Description:** Ingratiate yourself with your opponent.

Skills: Bluff, Diplomacy, K: Nobility Interaction: +2 when countering presence, -2 when countering mockery. Special: Reduce ante by 2 (min 0) and

gain an edge to any skill check.

### Mockery

**Description:** Attack opponent personally. **Skills:** Bluff, Intimidate, P: Comedy **Interaction:** -2 when countering logic or wit. **Special:** +2 when countering a tactic with a negative audience bias, and increase ante by 1 if you win. -2 when countering a tactic

with positive audience bias, but reduce ante by 1 if you win.

### **Baiting**

Description: Goad opponent into a

trap.

**Skills**: Bluff, Intimidate, P: Comedy,

Sense Motive

Interaction: All counters to baiting

take -2 to except presence.

**Special:** Cannot Open with Baiting. No penalty to future uses of baiting if opponent ends exchange.

### Wit

Description: Use humor or cleverness over your opponent. Skills: Linguistics, P: Comedy Special: Can choose to gain +2. If you do so and fail, lose 1 additional determination. If you fail by 5 or more, take a -2 penalty to wit for the remainder of the duel.

### **Red Herring**

**Description:** Distract the audience from the heart of the debate.

Skills: Bluff, P: Oratory

**Special:** Cannot Open with Red Herring. Can choose to gain a +4 when countering with Red Herring. If you do so and succeed, reduce ante to 0 and end exchange as win. You start the new exchange.