The need for you to appear to be attempting to win imposes the following limitations:

- When assigning skills to tactics, you must choose the associated skill with the highest bonus
- You can only use tactics to which you have assigned skills
- You can't concede the duel
- You must counter exchange openings
- You must counter whenever the current exchange's ante is 1 or less
- No PC who has won an exchange can contribute to an exchange unless each other PC has won an equal number of exchanges.

Your bonus in a skill is equal to: skill ranks + class skill bonus (3) + Charisma modifier

Spells and effects that do not apply to a verbal duel, such as a *circlet of persuasion* or Skill Focus, grant a number of edges equal to 1/3 of the total bonus they would otherwise grant. You can spend an edge to reroll an associated skill check for a verbal duel tactic.

Allegory				
	Knowledge (history)	Knowledge (religion)	Perform (act)	Perform (oratory)
	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:
Baiting	D. "		5 ( ( )	0 11 11
	Bluff	Intimidate	Perform (comedy)	Sense Motive
	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:
Emotional Appeal	Bluff	Perform (oratory)	Sense Motive	
	Popus: Edge:	, , , , , ,	Popus: Edge:	
	Bollus Euge	Bonus: Edge:	Bollus Euge	
Flattery	Bluff	Diplomacy	Knowledge (nobility)	
	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:	
Logic	Knowledge (arcana)	Knowledge (history)	Knowledge (local)	Knowledge (planes)
	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:
Mockery	Bluff	Intimidate	Perform (comedy)	
	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:	
Presence	Intimidate	Knowledge (nobility)		
	Bonus: Edge:	Bonus: Edge:		
Red Herring	Bluff	Perform (oratory)		
	Bonus: Edge:	Bonus: Edge:		
Rhetoric	Diplomacy	Linguistics	Perform (act)	Perform (oratory)
	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:	Bonus: Edge:
	Lugo		Lugo	Lugo
Wit	Linguistics	Perform (comedy)		
	Bonus: Edge:	Bonus: Edge:		
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