

Skill	Mod	Allegory	Baiting	Emotional Appeal	Flattery	Logic	Mockery	Presence	Red Herring	Rhetoric	Wit
Bluff			Y	Y	Y		Y		Y		
Dilomacy					Y					Y	
Intimidate			Y				Y	Y			
Know (Arcana)						Y					
Know (History)		Y									
Know (Nobility)					Y			Y			
Know (Religion)		Y									
Linguistics										Y	Y
Perform (Act)		Y								Y	
Perform (Comedy)			Y				Y				Y
Perform (Oratory)		Y		Y					Y	Y	
Sense Motive			Y	Y							

Fill in your skill modifier down the Mod column. Pick which applies to which tactic using the boxes (Y for Yes, this applies), then fill in the tactics' modifier.

Openers

When Used as an Opener	Allegory	Baiting	Emotional Appeal	Flattery	Logic	Mockery	Presence	Red Herring	Rhetoric	Wit
	0 *	N/A	0	0	+2	0	0	N/A	0	0

* Read the card for special details

Counters

Counter With	Last Tactic										
	Allegory	Baiting	Emotional Appeal	Flattery	Logic	Mockery	Presence	Red Herring	Rhetoric	Wit	
Allegory	-4	-2	-2	-2	-2	-2	-2	-2	-2	-2	
Baiting	-2	-4	-2	-2	-2	-2	0	-2	-2	-2	
Emotional Appeal	0	0	-2	0	+2	0	+2	0	+2	0	
Flattery	0	0	0	-2	0	-2	+2	0	0	0	
Logic	0	-2	-2	0	-2	-2	0	-2	0	-2	
Mockery	0	0	0	0	-2	-2	0	0	0	-2	
Presence	-2	+2	-2	0	0	+2	-2	-2	0	0	
Red Herring	0/+4 *	0/+4 *	0/+4 *	0/+4 *	0/+4 *	0/+4 *	0/+4 *	-2/+2 *	0/+4 *	0/+4 *	
Rhetoric	0	0	0	0	0	0	0	0	-2	0	
Wit	0/+2 *	0/+2 *	0/+2 *	0/+2 *	0/+2 *	0/+2 *	0/+2 *	0/+2 *	0/+2 *	-2/+0 *	

This table includes the -2 "Last Tactic" penalty

* Read the card for special details