

## Allegory

You use a fable or parable featuring an underlying message to frame the debate. While it is sometimes difficult to use allegory in the heat of an exchange, it makes a very effective opener.

**Associated Skills:** Knowledge (history), Knowledge (religion), Perform (act), Perform (oratory).

**Interaction:** You take a –2 penalty on the associated skill checks when using allegory as a counter.

**Special:** If you use allegory to open an exchange, and your opponent chooses to end the exchange rather than attempt to counter your allegory, increase the exchange's current ante by 2 (before your opponent's determination is reduced) instead of gaining an edge.

## Baiting

You hurl taunts and barbs, or level false dichotomies, goading your opponent into a trap. Baiting works best when the stakes are already high, since in that case backing down can be even more damaging than blundering into your trap.

**Associated Skills:** Bluff, Intimidate, Perform (comedy), Sense Motive.

**Interaction:** A duelist using a tactic other than presence takes a –2 penalty on the associated skill check when countering baiting.

**Special:** Baiting can't be employed to open an exchange. If your opponent ends an exchange rather than counter your baiting, your baiting doesn't take the normal –2 penalty on future associated skill checks for winning an exchange.

## Emotional Appeal

You make an argument appealing to the emotional desires of your opponent or audience. This tactic is particularly useful against an opponent with an advantage in status or knowledge; raising the emotional stakes can be rewarding, but it can also be dangerous.

**Associated Skills:** Bluff, Perform (oratory), Sense Motive.

**Interaction:** You gain a +2 bonus on the associated skill check when using an emotional appeal to counter logic, presence, and rhetoric.

**Special:** Successfully countering with an emotional appeal increases the exchange's ante by an additional 1.

## Flattery

You ingratiate yourself to your opponent, causing him to either let down his guard or to gain some other advantage.

While usually deceptive and manipulative, this tactic also covers the actions of characters who are genuinely likeable and friendly.

**Associated Skills:** Bluff, Diplomacy, Knowledge (nobility).

**Interaction:** You take a –2 penalty on the associated skill check when using flattery to counter mockery.

You gain a +2 bonus on the associated skill check when using flattery to counter presence.

**Special:** If you win an exchange with flattery, reduce the ante of the exchange by 2 (minimum 0) and gain an edge that can be used with any skill check in a verbal duel.

## Logic

When you use logic, you present facts, figures, and expert testimony. While logic can still be used to mislead your adversary or the audience, unlike most other tactics, it still requires a strong understanding of the subject matter to do so.

**Associated Skills:** Knowledge (any pertinent); occasionally, other skills will apply instead, such as Appraise (for a verbal duel involving barter or haggling) or Profession (for a verbal duel involving knowledge or practice of that profession's skill set, such as Profession [barrister] during a trial).

**Interaction:** You gain a +2 bonus on the associated skill check when you use logic as an opener. You take a –2 penalty on the associated skill check when you use logic to counter baiting, emotional appeal, mockery, red herring, or wit.

**Special:** When you win an exchange with logic, you gain 1 edge that you can only use with logic.

## Mockery

You use personal attacks, mudslinging, or creative insults to belittle your opponent. Mockery works best when you capitalize on your opponent's use of an unpopular tactic.

**Associated Skills:** Bluff, Intimidate, Perform (comedy).

**Interaction:** You take a –2 penalty on the associated skill check when you use mockery to counter logic and wit.

**Special:** You gain a +2 bonus on the associated skill check when you use mockery to counter a tactic with a negative audience bias, and if you win the exchange with mockery against such a tactic, increase the ante by 1. You take a –2 penalty on the associated skill check when you use mockery to counter a tactic with a positive audience bias, though if you succeed, reduce the ante by 1.

## Presence

You make a show of confidence or true nobility or you simply put on airs, and an opponent's claims slide off and bounce back against him, leaving you unscathed. This tactic works to deflect baiting and mockery but is less effective against other tricks.

**Associated Skills:** Intimidate, Knowledge (nobility).

**Interaction:** You gain a +2 bonus on the associated skill check when you use presence to counter baiting or mockery. You take a –2 penalty on the associated skill check when using presence to counter allegory, emotional appeal, or red herring.

**Special:** If you win an exchange with presence, you regain 1 determination (to a maximum amount equal to your starting determination).

## Red Herring

You use this tactic to distract your opponent or the audience from the heart of the debate, avoiding the danger of the current exchange. While a red herring can't be used as an opener, it can be used to quickly end an exchange that is getting too dangerous to continue.

**Associated Skills:** Bluff, Perform (oratory).

**Special:** You can't use red herring as an opener.

When using a red herring as a counter, you can choose to gain a +4 bonus on the associated skill check. If you do so and succeed, instead of continuing and escalating the exchange as normal, you reduce the ante to 0 and automatically win the exchange. Unlike normal, you start the next exchange.

## Rhetoric

You use versatile debating tactics, applying advantageous rhetorical devices to squash your opponent's arguments.

Most of the verbal maneuvers included in this tactic are simple and forthright linguistic devices; deceptive debating gambits are often included as part of other tactics such as baiting, emotional appeal, mockery, or red herring. Rhetoric is a multipurpose tactic that lacks some of the dangers of other tactics, but doesn't offer any significant rewards either.

**Associated Skills:** Diplomacy, Linguistics, Perform (act), Perform (oratory).

**Special:** Since rhetoric involves subtle word choices that most audiences don't notice consciously, it is very rare for an audience to have a negative bias toward rhetoric.

## Wit

You use humor or cleverness to gain an advantage over your opponent, but the tactic can backfire if your jokes and jibes fall flat.

**Associated Skills:** Linguistics, Perform (comedy).

**Special:** When using wit, you can choose to gain a +2 bonus on the associated skill check. If you do so and fail the associated skill check, decrease your determination by 1. If you fail by 5 or more, you take a -2 penalty on wit's associated skill checks for the rest of the duel.

## Trying to Lose

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

- When assigning skills to tactics, they must choose the associated skill with the highest bonus
- They can only use tactics to which they have assigned skills
- They can't concede the duel
- They must counter exchange openings
- They 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.