

No aids on discoveries. Tell player the possible types of skill checks for each kind of discovery check. PCs choose to Discover or Influence. Fail by 10 can't use skill again. Beat influence by 5-9 get Influence and discovery. Beat by 10+ get choice of 2 influence or influence & discovery. Cousin of All saves if fail by 5+. Rollicks auto-aids if fail influence by 1 or 2. 3 public phases, 1 private. 1 extra private 2/4players.

Payah Against the Wind

Affiliation	Skills	Special	Discover (Analyze)	Discover (Strengths)	Discover (Weaknesses)	Influence	Successes (need 4)
Sklar-Quah (wind)	Bluff +0, Diplomacy +2, Intimidate +7, Sense Motive +0	n/a	Local / Sense Motive 15 (19)	Local / Sense Motive 15 (19)	Local / Sense Motive 15 (19)	Prof(soldier) 15 (19), Strength 15(17), Acrobatics 20(24), Intimidate 20(24), Diplo 25(29)	
			Prof(soldier) 15 (19), Strength 15(17), Acrobatics 20(24), Intimidate 20(24), Diplo 25(29)	Skirt blame instead of responsibility -4 to influence	Work together to aid in influencing +2		

Kemchet Flame-Stoker

Affiliation	Skills	Special	Discover (Analyze)	Discover (Strengths)	Discover (Weaknesses)	Influence	Successes (need 0)
Tamiir Quah (sun)	Bluff +8, Dipl +8, Intimidate +11, Sense Motive +6	After 3rd phase Kemched reduces influence success of 1 member by 1.	Local / Sense Motive 15 (19)	n/a	n/a	n/a	n/a
			Flame Stoker cannot be swayed from a "no" vote.				

Togimal in Shadow

Affiliation	Skills	Special	Discover (Analyze)	Discover (Strengths)	Discover (Weaknesses)	Influence	Successes (need 3)
Togimal in Shadow (moon)	Bluff +7, Diplomacy +7, Intimidate +7, Sense Motive +9	Influence DCs 2 lower in the fourth phase (& 5th w/4th player)	Local / Sense Motive 15 (19)	Local / Sense Motive 15 (19)	Local / Sense Motive 15 (19)	n/a	
			Prof(hunter 15(19), local 20(24), geo. 20(24), survival 20(24), Dipli. 25(29)	Catch PCs lying -4 to influence	Likes personal interaction. Speak quietly +2	Prof(hunter 15(19), local 20(24), geo. 20(24), survival 20(24), Dipli. 25(29)	

Lake at Dawn

Affiliation	Skills	Special	Discover (Analyze)	Discover (Strengths)	Discover (Weaknesses)	Influence	Successes (need 2)
Shundar-Quah (spire)	Bluff +8, Diplomacy +10, Intimidate +8, Sense Motive +10	n/a	Local / Sense Motive 15 (19)	Local / Sense Motive 15 (19)	Local / Sense Motive 15 (19)	n/a	
			Religion 15(19), Local 20(24), Diplo (polite convo) 20(24)	PCs justify/downplay effect -4 to influence	Mention ancestors +2	Religion 15(19), Local 20(24), Diplo 20(24)	

Memory Tender

Affiliation	Skills	Special	Discover (Analyze)	Discover (Strengths)	Discover (Weaknesses)	Influence	Successes (need 3)
Skoon-Quah (spire)	Bluff +2, Diplomacy +9, Intimidate +2, Sense Motive +4	n/a	Local / Sense Motive 15 (19)	Local / Sense Motive 15 (19)	Local / Sense Motive 15 (19)	n/a	
			History 15(19), bluff 20(24), Perform (oratory) 20(24), Diplo 25(29)	Not valuing past -4 to influence	Enigmatic statements +2	History 15(19), bluff 20(24), Perform (oratory) 20(24), Diplo 25(29)	

Public Phases

Private Phase

4-Player's Private Phase

