

Influence Tracker:

| NPC NAME | Bonus Check | Benefit | Influence Check | Success? | GIFT EARNED |
|--------------------|---|---|--|--|---|
| Cincia | Sense Motive DC13 Scholars/academic types get +2 to this check | +2 on skill checks to influence her | Need 2: Bluff: DC 15 Diplo: DC 15 Know: geo, hist, local, nobility: DC 12 Tier 4-5: +2 to DC | Bluff: Diplo: Know G: Know H: Know L: Know N: | Tier 1-2: Wand of Daylight (7 ch) Tier 4-5: Wand of Remove Curse (4ch, CL12) |
| Rasvelg | DC 10 sense motive: impressed by skill/trade knowledge PCs with noble title/noble patrons -2 on influence checks. | +2 on skill checks to influence | Need 2: Craft: DC 12 Diplo: DC 16 Know Eng, Local: DC 13 Profession: DC 12 Tier 4-5: +2 to DC First fail: +4 to DC | Craft: Diplo: Know E: Know L: Prof: | Tier 1-2: all tools vest Tier 4-5: marvelous pigments |
| Joleana | DC 13 Sense motive: legal knowledge/iomedae history Paladins & followers of good/lawful dieties: +2 to influence checks. PCs with noble title/noble patrons +2 on influence checks. | +2 on skill checks to influence | Need 2: Diplo: DC 15 Know Hist, Religion: DC 13 Perform comedy: DC 18 Profession barrister: DC 12 Tier 4-5: +2 to DC First fail: +4 to DC | Diplo: Kno H: Know R: Perf Com: Prof barr: | Tier 1-2: Brooch of Shielding Tier 4-5: minor crown of blasting |
| Neffrey | DC 13 Sense motive PCs with noble title/noble patrons +2 on influence checks. | Knows something about Vernisant he's reluctant to share | Need 2: Bluff: DC 12 Diplo: DC 16 Know Nobility: DC 12 Perception DC 15 + DC 12 Craft to compliment drawings Tier 4-5: +2 to DC First fail: +4 to DC | Bluff: Diplo Know: Perception & craft: | Tier 1-2: boots of gusto Tier 4-5: circlet of persuasion |
| Talkative Painting | Sense Motive 1-2: DC14 4-5: DC18 | | +2 on that PC's skill checks with Vernisant during his speech | Who got it? _____ | |

Encounter A1 & A2:

Was violence used to subdue Rosmonya? **YES / NO**

Were reinforcements fought? **YES / NO**

Was anyone killed here? **YES / NO**

Was the alarm triggered? **YES / NO**

Was the infiltration clean? **YES / NO**

If no NPCs are recruited, reduce gold by:

- subtier 1-2: 133gp
- out-of-subtier: 316gp
- subtier 4-5: 500gp

If only one or two are recruited, reduce gold by:

- subtier 1-2: 66gp
- out-of-subtier: 158gp
- subtier 4-5: 250gp

If safe not found and opened, reduce gold by:

- subtier 1-2: 110gp
- out-of-subtier: 258gp
- subtier 4-5: 407gp

Vernisant's Speech:**Burglary Bonuses and Penalties:**

- Fought half-orc guard or fought guards summoned by alarm: -2 (if killed someone: -4)
- Clean infiltration: +2
- Present docs from safe (or turned docs over to magistrate): +2
- Impressed Neffery - he confirms story. : +2

Assault Bonuses and Penalties:

- Mention damning details like navy sailors discharged for theft: +2
- Present evidence pirates were targeting Count Zespire shipments: +2
- Impressed Rasvelg: +2
- Brought pirate to magistrate or to testify: +2

Espionage Bonuses and Penalties:

- Present deputation papers: +2
- Impressed Cincia: +2
- Impressed Joleana: +2

After Speech:

One PC make a DC 30 (4-5: DC 33) Diplo, Perform oratory, profession barrister check. Use bonuses above. Success: Move to Spoils; fail by 4 or less, crowd disapproves both and note marginal failure. Fail by 5 or more: Note failure

Spoils:

To use a benefit, spend a quick action. Single use.

| WHO | Influenced? | Benefit: |
|------------|--------------------|---|
| Cincia | Yes / No | Protection from Evil on 1 PC |
| Rasvelg | Yes / No | Successful aid another to increase once PCs attack or AC |
| Joleana | Yes / No | Channel Positive 1d6 DC13 vs 2 undead targets (4-5: 2d6, DC 14) |
| Neffery | Yes / No | Provides flank for 1 round |