

Influence

Concentrate Linguistic

Source *Gamemastery Guide* pg. 151

You attempt to make a favorable impression on an NPC to convince the NPC to support your cause. Choose an NPC, and attempt a skill check to impress that NPC. The DC, and whether success is possible, depend on the NPC's preferences (typically found in the NPC's influence stat block).

Critical Success You gain 2 Influence Points with the chosen NPC.

Success You gain 1 Influence Point with the chosen NPC.

Failure You gain no Influence Points with the chosen NPC.

Critical Failure You lose 1 Influence Point with the chosen NPC.

Discover

Concentrate Secret

Source *Gamemastery Guide* pg. 151

You watch or study an NPC to learn more about that NPC's preferences. Choose an NPC and attempt a Perception check or an appropriate skill check determined by the GM. The DC is typically found in the NPC's influence stat block.

Critical Success Choose two of the options detailed in Success below; you can choose the same option twice to learn two pieces of information from the same category.

Success Choose one of the following: You learn which skill that can Influence the NPC has the lowest DC (skipping any skills that you already know), one of the NPC's personal biases, one of the NPC's resistances, or one of the NPC's weaknesses.

Failure You learn no information.

Critical Failure Choose a piece of information to learn about, as success, but the information is incorrect. For instance, you might think the NPC is susceptible to flattery when actually the NPC is resistant to flattery.
