Allegory

Description: Frame the debate with a

fable or parable.

Skills: K: (history, religion), P: (act,

oratory)

Interaction: -2 when countering

anything.

Special: If you open with Allegory and the opponent ends the exchange instead of countering, raise ante by 2

instead of gaining an edge.

Rhetoric

Description: Use advanced versatile debating tactics.

Skills: Diplomacy, Linguistics, P: (act,

oratory)

A

Special: Very rare for an audience to have a bias for or against rhetoric.

Logic

Description: Present facts and

evidence.

Skills: K:/Pro: (any pertinent), Appraise/ Linguistics (if applicable) Interaction: +2 when opening. -2 when countering baiting, emotional appeal, mockery, red herring, or wit. Special: Winning with logic grants 1 logic edge in addition to the normal outcome.

Emotional Appeal

Description: Raise the emotional stakes.

Skills: Bluff, P: Oratory, Sense Motive **Interaction**: +2 when countering logic, presence, and rhetoric.

Special: Raise ante by an additional 1 if used to counter successfully.

Presence

Description: Put on a show of confidence and self-assurance. **Skills:** Intimidate, K: Nobility **Interaction:** +2 when countering baiting or mockery. -2 when countering allegory, emotional appeal, or red hearing.

Special: Regain 1 determination on

a victory.

Flattery

Description: Ingratiate yourself with your opponent.

Skills: Bluff, Diplomacy, K: Nobility **Interaction**: +2 when countering presence, -2 when countering mockery. **Special**: Reduce ante by 2 (min 0) and gain an edge to any skill check.

Mockery

Description: Attack opponent personally. **Skills:** Bluff, Intimidate, P: Comedy **Interaction:** -2 when countering logic or wit. **Special:** +2 when countering a tactic with a negative audience bias, and increase ante by 1 if you win. -2 when countering a tactic with positive audience bias, but reduce ante by 1 if you win.

Baiting

Description: Goad opponent into a

trap.

Skills: Bluff, Intimidate, P: Comedy,

Sense Motive

Interaction: All counters to baiting take -2 to except presence.

Special: Cannot Open with Baiting. No penalty to future uses of baiting if

opponent ends exchange.

Wit

Description: Use humor or cleverness over your opponent. Skills: Linguistics, P: Comedy Special: Can choose to gain +2. If you do so and fail, lose 1 additional determination. If you fail by 5 or more, take a -2 penalty to that skill for the remainder of the duel.

Red Herring

Description: Distract the audience from the heart of the debate.

Skills: Bluff, P: Oratory

Special: Cannot Open with Red Herring. Can choose to gain a +4 when countering with Red Herring. If you do so and succeed, reduce ante to 0 and end exchange as win. You start the new exchange.