

SOCIALITE EMISSARY

Career Skills: **Charm, Cool, Culture, Deception, Lore, Leadership, Negotiation, Streetwise | Charm, Coercion, Culture, Deception**

KILL WITH KINDNESS

Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

COST 5

PLAUSIBLE DENIABILITY

Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

INSPIRING RHETORIC

Take the Inspiring Rhetoric action: make an Average Leadership check. Each ☆ causes 1 ally in short range to recover 1 strain. Spend ☹ to cause that ally to recover additional strain.

COST 10

GREASED PALMS

Before making a Social check, may spend 50 coin to upgrade the check. This may be repeated a number of times equal to ranks in Greased Palms.

COST 10

WELL-CONNECTED

Once per session, may spend 1 Destiny Point to reveal a contact who can provide access to a person, location, or resource.

COST 10

SCATHING TIRADE

Take a Scathing Tirade action: make an Average Coercion check. Each ☆ causes 1 enemy in short range to suffer 1 strain. Spend ☹ to cause that enemy to suffer additional strain.

COST 10

GRIT

Gain +1 strain threshold.

COST 15

INSPIRING RHETORIC (IMPR.)

Each ally affected by Inspiring Rhetoric gains ■ on all skill checks for a number of rounds equal to ranks in Leadership.

COST 15

SCATHING TIRADE (IMPR.)

Each enemy affected by Scathing Tirade gains ■ on all skill checks for a number of rounds equal to ranks in Coercion.

COST 15

PLAUSIBLE DENIABILITY

Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.

COST 15

KILL WITH KINDNESS

Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.

COST 20

I'M JUST THE MESSENGER

Once per session, may spend 1 Destiny Point to ignore ☹ generated on a Social check by you or any ally in short range.

COST 20

BLATHER

Take the Blather action: make a Hard Charm or Deception check. If successful, one adversary per success is Disoriented for rounds equal to your Presence. You may spend a triumph to Stagger one affected target.

COST 20

NOBODY'S FOOL

May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.

COST 20

SKILLED ORATOR

Once per round, may spend ☹ from a Social check to affect twice the number of targets, or have each target recover or suffer twice the amount of strain.

COST 25

DON'T HURT ME

Once per session, may take the Don't Hurt Me action: make a Hard Charm check. If successful, cannot be the target of Combat checks until the end of the encounter or until making a Combat check.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

COST 25

MASTER MANIPULATOR

Once per round, suffer 2 strain to perform a Social check as a maneuver.

COST 25