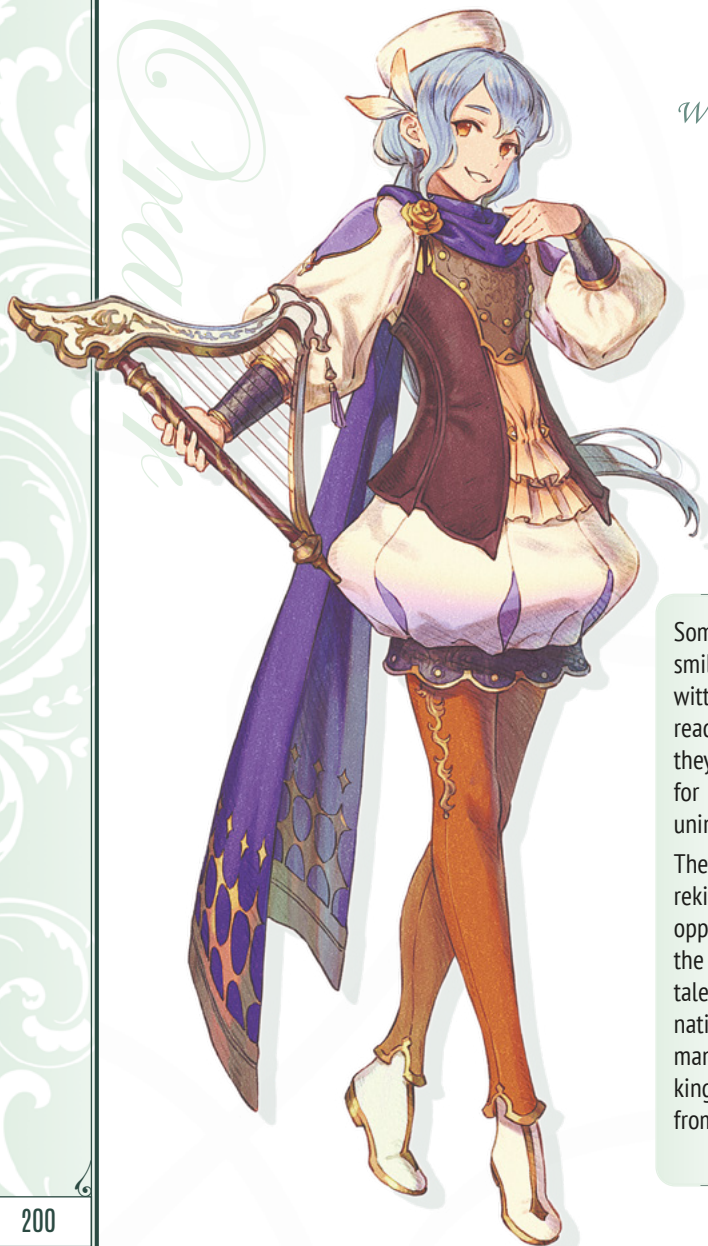


# ORATOR

ALSO: Ambassador, Diplomat, Entertainer



*Words are only as good as the actions that follow them.*

Some are graceful and ever-smiling, others are subtle and witty: **Orators** are as good at reading someone's heart as they are at rounding up allies for their cause, sometimes unintentionally.

The words of an Orator may rekindle spirits or plunge their opponents into despair: over the centuries, some Orators' talents have brought entire nations to ruin... and just as many have granted fallen kingdoms a chance to rise from their very ashes.

- ◆ Do you think everyone can be persuaded? Is it true that everyone has a price?
- ◆ You thought someone was on your side, but they betrayed you. Who are they?
- ◆ How do you feel about manipulating people, even if it is for a good cause?
- ◆ In the past, your words ended up putting you in trouble. What happened?



## ORATOR FREE BENEFITS

- ◆ Permanently increase your maximum Mind Points by 5.

## ORATOR SKILLS

### CONDEMN

[+4]

You may use an action and spend 5 Mind Points to perform an Opposed **[INS + WLP]** Check against a creature that can hear and understand you – describe your accusations! If you succeed, the target loses **[SL × 10]** Mind Points and suffers **dazed** or **shaken** (your choice).

You gain a bonus equal to **[SL]** to your **[INS + WLP]** Checks for this Skill.

### ENCOURAGE

[+6]

During a conflict, you may use an action and spend 5 Mind Points to choose another creature that can hear and understand you. That creature recovers **[SL × 5]** Hit Points and chooses **Dexterity, Insight, Might**, or **Willpower**: they treat the chosen Attribute as being one die size higher (up to a maximum of **d12**) until the start of your next turn.

### MY TRUST IN YOU

[+2]

After another Player Character who is able to hear you performs a Check, you may spend 1 Fabula Point and invoke one of their **Traits** or **Bonds** in order to let them reroll dice or improve the Result of the Check (following the normal rules). Then, if you have a **Bond** towards that character, they recover **[SL × 10]** Mind Points.

### PERSUASIVE

[+2]

When you successfully perform a Check to fill or erase sections of a Clock, if your approach relied on **charm, diplomacy, deception** or **intimidation**, you may spend up to **[SL × 20]** Mind Points. If you do, fill or erase an additional section of that Clock for every 20 Mind Points you spend this way.

### UNEXPECTED ALLY

You may use an action and spend 1 Fabula Point to choose a **non-hostile** creature able to hear and understand you. If you do, that creature becomes helpful towards you so long as you are kind and respectful to them and your requests are reasonable.