

Social actions do not use turns or Initiative, they should instead be taken with the natural flow of the conversation or as dictated by social procedure such as that in a court. Players decide what order to let multiple people talk to them in. If unclear, the winner of a [Wits + Socialise] roll goes first, with the ST breaking any ties.

## SOCIAL STATIC VALUES

Remember that you can enhance static values by spending a point of willpower and/or stunting.

### RESOLVE [WITS + INTEGRITY + SPECIALTY] / 2 ROUND UP

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Resolve is the difficulty of influence rolls made against a character. It represents scepticism or resistance and may be optionally ignored by a targeted character's player.

### GUILLE [MANIPULATION + SOCIALISE + SPECIALTY] / 2 ROUND UP

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Guille is the difficulty of read intentions rolls made against a character. It represents how obvious a character's emotions, thoughts and Intimacies are to an observer.

## SOCIAL ACTIONS

All social actions are considered combat actions, and may be placed in a flurry. They're resisted as normal.

### INFLUENCE ROLL [SOCIAL ATTRIBUTE + ABILITY + OTHER MODIFIERS] Vs. RESOLVE

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This roll is used in the **instill**, **persuade**, **bargain**, **threaten** and **inspire** actions.

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If a character's Appearance is greater than the target's Resolve, gain the difference in bonus dice on **instill** and **persuade** actions. The dice are awarded before Resolve bonuses are added. In the case of groups, Appearance is compared to their average Resolve.

If an influence roll supports and/or opposes one or more of its target's Intimacies, give a bonus and/or penalty to the target's Resolve. The highest intensity Intimacy in each case provides the bonus or penalty.

Intimacy Intensity	Supporting Penalty	Opposing Bonus
Minor	-1	+2
Major	-2	+3
Defining	-3	+4

Whenever an influence roll targets more than one character, it suffers a -3 penalty. This does not apply to **inspire** actions unless specified by a Charm or other effect. This applies specifically to multiple characters and multiple unique NPCs, not mobs or battlegroups with a 'group' Resolve.

When a character attempts to communicate through gestures, appearance, and body language alone, the target of such silent influence adds +2 to his Resolve. This penalty doesn't apply to **inspire** actions using dance.

The Ability used when rolling for a written social action is always Linguistics. When read, compare the action's successes to the reader's Resolve as normal. The action can target a single reader, or multiple; the penalty against multiple targets applies.

### READ INTENTIONS ROLL [PERCEPTION + SOCIALISE + OTHER MODIFIERS] Vs. GUILLE

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This roll is used in an action to observe a character to gain insight into their emotions, thoughts and Intimacies. Before rolling, choose one of the two following options for the effects of a success:

- The ST gives a short description of what the character wants out of the interaction
- Describe a type of Intimacy you are looking for, the ST will tell you if the target has a relevant Intimacy, what it is and its intensity. If the target has no relevant Intimacy, the ST will tell you so.

A character that is unaware they are being observed suffers a -2 penalty to their Guille.

**Read Intentions Failure**  
Once a specific read intentions action has failed, that line of enquiry can't be retried on the same target for the rest of the scene.

## RESISTING INFLUENCE ROLLS

### THE RED RULE

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A player-controlled character can only be seduced or otherwise put in a sexual situation if the player is okay with it. Otherwise, any such attempt fails automatically.

### SPENDING WILLPOWER

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If a character's Resolve is overcome by an influence roll you may spend a point of Willpower to do one of the following:

- Stop a new Intimacy from being created
- Stop a Major or Defining Intimacy from being weakened
- Reject a successful **inspire** action

### DECISION POINTS

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A Decision Point occurs when an attempt to make a character do something beats their resolve: Choose an Intimacy and explain how it justifies resisting this influence. The Intimacy must be of equal or greater intensity compared to the influence roll and **can't** be the one used to bolster your Resolve. On the ST's agreement, you may spend a Willpower point to resist the influence. A roll resisted in this way counts as a failure.

### UNACCEPTABLE INFLUENCE

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A player can choose to ignore influence that is antithetical to their character's nature and personality without spending Willpower and regardless of their Resolve value. **Unacceptable Influence** includes:

- Any instill action to strengthen or weaken an Intimacy which doesn't exploit an appropriately strong Intimacy to do so
- Any persuasion attempt which doesn't exploit an Intimacy strong enough to support the proposed task
- Any bargain attempt which fails to offer a properly enticing incentive or threaten action which is insufficiently threatening
- Any influence that would cause a character to kill himself, or to do something that he *knows* would result in his certain death
- Any influence that would cause a character to completely abandon or end one of his Defining Intimacies
- Any seduction attempt that violates a character's sexual orientation (as defined by the player or by the ST in the case of ST characters)

Certain Charms allow characters to define special kinds of influence that they may treat as unacceptable.

After spending willpower to reject influence in a Decision Point, the source of the influence may use a new or stronger argument. If this is the same issue as the original roll, you **can't** use the Intimacy that boosted your Resolve. You must choose another Intimacy to raise your Resolve (this choice includes the Intimacy used in the Decision Point).

Using an Intimacy to boost Resolve against a specific character and issue means that particular Intimacy **can't** be used to boost Resolve or used with a point of Willpower to resist that character's new arguments on the topic for the rest of the story.

**OVERTURNING INFLUENCE**

A character who has already been persuaded to do something receives a +3 bonus to his Resolve against any influence that would cause him to abandon or disregard that persuasion. This stacks with Intimacy bonuses.

A character wishing to overturn this persuasion must spend a point of Willpower before making their argument and influence roll.

If this roll succeeds, the target may use a Decision Point to resist it by citing a conflicting Intimacy, without spending a point of Willpower.

Several reversals on the same issue are possible, as long as they play off of a different Intimacy each time.

These conditions remain in place for one story after a character has been influenced to take a course of action - once the next story begins, any lingering influence can be overturned with an ordinary persuasion, bribery, or intimidation attempt.

**INFLUENCE ROLL [SOCIAL ATTRIBUTE + ABILITY + OTHER MODIFIERS] Vs. RESOLVE**

<p><b>INSTILL</b> Create, strengthen or weaken Intimacies.</p>	<p><b>PERSUADE</b> Convince others to perform an action or task, with willingness based on related Intimacy intensity.</p>	<p><b>BARGAIN</b> Convince others using a bribe, gift or favour. Does not depend on target's Intimacies.</p>	<p><b>THREATEN</b> Convince others by presenting something the target wants to avoid, or general intimidation.</p>	<p><b>INSPIRE</b> Incite an emotion, usually using Performance.</p>
<p>Declare what you want your target to feel or believe.</p>	<p>Declare what task you want your target to undertake and your argument.</p>	<p>Declare what you want to offer your target and what you want to convince them to do.</p>	<p>Declare your threat and what you want to convince the target to do <b>or</b> use as an <b>instill</b> action which gives the target a Tie of fear towards you, or intensifies such an Intimacy they already have.</p>	<p>Declare which emotion you are attempting to inspire</p>
<p>Strengthening an Intimacy requires evidence or argument than whatever caused its current intensity.</p>	<p>Add your Appearance bonus (if any).</p>	<p>Apply any bonuses and/or penalties.</p>	<p>The target may form an immediate negative Tie towards you, with a context chosen by the target's player.</p>	<p>Apply any bonuses and/or penalties. Ignore the effects of silent influence if you are dancing. Ignore the penalty for group influence unless specified by a Charm or other effect.</p>
<p>The ST may impose a penalty on this roll of up to -5 for implausible or unbelievable claims.</p>	<p>Apply any other bonuses and/or penalties.</p>	<p>[INFLUENCE ROLL]</p>	<p>Often weakens any existing positive Ties the target might have, at the player's discretion.</p>	<p>[INFLUENCE ROLL]</p>
<p>Add your Appearance bonus (if any).</p>	<p>[INFLUENCE ROLL]</p>	<p><b>Success</b></p>	<p>The target is impassioned by the declared emotion. The <i>target's player</i> chooses what form that passion takes.</p>	<p>[INFLUENCE ROLL]</p>
<p>Apply any other bonuses and/or penalties.</p>	<p><b>Success</b> Select based on what Intimacy you appealed to: <b>No Intimacy:</b> <b>trivial</b>, risk-free actions.</p>	<p>The ST decides the effect, taking into account the Intimacies, wealth, and social status of the targeted character.</p>	<p>Apply any bonuses and/or penalties.</p>	<p><b>Success</b></p>
<p>[INFLUENCE ROLL]</p>	<p><b>Minor Intimacy:</b> <b>inconvenient</b> actions that may involve mild danger or hinderance, not severe enough to disrupt life or livelihood. The task can be longer than a scene if the time taken is undisruptive.</p>	<p><b>Bargain Failure</b> To retry, present a substantially greater offering.</p>	<p>[INFLUENCE ROLL]</p>	<p>An inflamed passion may be treated as a Major Intimacy for the purposes of modifying Resolve and enabling persuade actions, for as long as the character is acting on it.</p>
<p><b>Success</b> Target forms an Intimacy:</p>	<p><b>Major Intimacy:</b> <b>serious</b> actions that may involve extreme harm or impediment. The task may take extended amounts of time even if they require a longterm commitment.</p>	<p><b>Instill Failure</b> Present substantially greater evidence to retry or try again after the current story has ended.</p>	<p><b>Success</b></p>	<p><b>Inspire Failure</b> To retry, wait until the scene has ended.</p>
<p>Create a new Minor Intimacy.</p>	<p><b>Defining Intimacy:</b> the target will undertake <b>life-changing actions</b> that could involve almost anything. Certain death or utter ruin may dissuade the target, the ST decides if this is the case.</p>	<p><b>Persuade Failure</b> To retry, make a different argument on a different Intimacy of equal or greater strength, wait until the next story, or wait until the supporting Intimacy has gained intensity.</p>	<p>The ST decides the effect, taking into account whether the target is more afraid of the consequences of refusing you than he is of whatever you want him to do.</p>	<p><b>Instill:</b> Pg.215 <b>Persuade:</b> Pg.216 <b>Bargain:</b> Pg.216 <b>Threaten:</b> Pg.217 <b>Inspire:</b> Pg.217</p>
<p>You can increase a Minor Intimacy or decrease a Major Intimacy if the target has a <i>different</i> Minor or better Intimacy supporting the Influence.</p>	<p>You can increase a Major Intimacy or decrease a Defining Intimacy if the target has a <i>different</i> Major or better Intimacy supporting the influence.</p>	<p><b>Threaten Failure</b> To retry, significantly escalate your threat.</p>	<p>[INFLUENCE ROLL]</p>	