
Social-System Guide Sheet

(Ability+Attribute) vs Resolve

Persuasion and Influence depends on Intimacies being present

Resolve: mainly used to resist instill, inspire, persuade, bargain and threaten

Guile: typically used to defend against read intentions

When targeted by influence roll that oppose one or more intimacies, add the highest pertaining intimacy-rating to Resolve. If one or more intimacies support the influence subtract the highest pertaining intimacy-rating. Both happen at once. Intimacy ratings:

Intensity	Bonus / Penalty	
Minor	+2	-1
Major	+3	-2
Defining	+4	-3

Actions

Instill: Change feelings and beliefs in others. ST may levy up to -5 if beliefs are implausible. Success: Form intimacy.

Strengthen Minor Intimacy or weakening Major one requires a different minor or better Intimacy that supports this influence.

Raising Major or weakening defining Intimacy only possible with other major or better Intimacy supporting the Influence.

Strengthening Intimacy requires evidence or argument in favor of it being more compelling than what caused the Intimacy to arrive at current Intensity

Persuade: Convince others to perform an action or task you give them. Extend of actions compelling depends on the Intimacies of your target.

Without Intimacy to support the roll only trivial and risk-free actions can be asked for.

Minor Intimacy: Inconvenient task that pose mild danger or hindrance.

Major Intimacy: Serious task that carry risk of extreme harm or impediment

Defining Intimacy: Life-Changing task that may lead to death. Only cases of absolutely certain death or utter ruin are things the target may balk.

Bargain: Similar to persuade, but instead of intimacies you work with gifts, bribes, favor, etc.

The target's intimacies, wealth and so on play a vital role.

Threaten: Similar to bargain, but instead of offering bribes or gifts, the character threatens physical harm, social blackmail, economic ruin, and so on. Can be used to create a minor tie of fear to the character.

Target must be more afraid of consequences of refusing than those of the task at hand. Awe and fear based Intimacies are a good place to start.

Inspire: Incite emotions and strong passions (usually with Performance) on which the targets usually then act.

The player chooses which emotion to inspire. On success, the target is taken with that emotion, but the target gets to decide what form this emotional action then takes.

Targets are not required to drop everything and act, but they will be resolved to act soon.

The instigator of Inspire does not automatically know what passions he inspired.

Inspire is not subject to group influence penalty.

Read Intentions: Allow to discern what another character wants to achieve in a scene. (Percep+Socialize) vs Guile

Also used to determine Intimacies. Player should first specify what kind of Intimacy he wants to discern. On success reveal one of the Intimacies that fit, or none if there is no one that applies.

Not magic. Analyze words and behavior. Use common sense in what can be gleaned.

Characters that are unaware of being observed receive -2 Guile.

If Appearance rating > Resolve, gain bonus dice on instill and persuasion equal to difference.

Defense vs Social Influence

Even if Resolve is overcome, a character may spend WP to:

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

Decision Points

When influence succeeds the character enters DECISION POINT state.

Target chooses Intimacy and explains how it justifies resisting the specific influence. Must be equal/greater than the Intimacy which supports the Influence and can't be the one that already helped strengthen Resolve against the roll to enact the Influence.

If ST accepts argument for why the Influence would be rejected by the cited Intimacy, the player may spend one WP and it is done. Otherwise resistance is impossible.

Sometimes a character may return and put forward new or stronger arguments for his Influence.

If the same issue is being argued, the target may not use an Intimacy which boosted his Resolve before, seeing as that "argument" was already defeated when he was forced into the Decision Point. Find another intimacy or use the one that allowed him to reject the influence in the Decision Point.

Unacceptable Influence

Sometimes influence may be rejected without WP cost, if it is antithetical to the character in question.

UI includes:

- Instill actions to strengthen/weaken Intimacy which doesn't exploit an appropriately strong Intimacy to do so
- Persuasion which doesn't exploit intimacy strong enough to support the proposed task
- Bargain which fails to offer properly enticing incentive
- Threaten which is insufficiently threatening to the subject
- Influence that would cause a character to kill himself or do something he KNOWS would result in certain death
- Any influence to completely abandon or end a Defining Intimacy
- Any seduction that violates the character's sexual orientation
- Certain charms add to this list

When influence targets more than one character: -3 penalty

Success and Failure depend on each target's Resolve.

Communication with gestures and body-language grants the target +2 Resolve
