

Social Actions

Instill: The instill action is used to change the feelings and beliefs of others. When a player takes an instill action, he declares what he wants to make his target feel or believe. The Storyteller may apply penalties to the roll if this belief is particularly implausible or hard to accept, up to a maximum penalty of -5 for truly unbelievable claims. On a successful roll, the target forms an Minor Intimacy towards that belief. **Retry:** Either greatly improve your argument (possibly with better evidence) or wait until the next story.

- **Strengthening a Minor or weakening a Major:** Requires a different Minor or greater.
- **Strengthening a Major or weakening a Defining:** Requires a different Major or greater.
- **Strengthening also requires** that the new evidence or argument is more compelling than that which caused the Intimacy to gain its current level.

Inspire: The inspire action is used to incite emotions and passions in others, usually with the Performance Ability. When a player takes an inspire action, he chooses which emotion he is attempting to inspire—anger, sorrow, hope, lust, hatred, delight, or any other. On a successful inspire roll, the target is impassioned according to the emotion evoked—but the target's player chooses what form that passion takes. An impassioned character might form a new passion, or act upon an existing Intimacy that aligns with the emotion evoked. **Retry:** You must wait until the scene has ended to retry an inspire action.

Persuade: The persuade action allows you to convince other characters to perform an action or task that you give to them. The extent of the action you can compel with persuade depends on the Intimacies of your target (see below). Without an Intimacy to support your influence roll, you can only convince others to take relatively trivial and risk free actions. **Retry:** Either get a new argument, strengthen used Intimacy, or wait until the current story is over.

- **Knowing A Minor – Inconvenient Tasks:** With this level of Intimacy, you can persuade people to do things that take longer than a scene to complete, if the amount of time needed is not so long as to disrupt the target's life and so long as the risk to themselves or those they care for isn't so great.
- **Knowing A Major – Serious Tasks:** Characters who have an appropriate Major Intimacy can be convinced to perform tasks that carry the risk of extreme harm or impediment, or even possible death, but not certain death or total ruin. Tasks that take extended amounts of time are possible at this level, even if they require a long term commitment such as joining an organization.
- **Knowing A Defining – Life Changing Tasks:** At this level, you could convince them to do almost anything. Only in cases where death or utter ruin are absolutely, unavoidably certain will they balk, and even then the Storyteller might decide they're willing to do it despite all odds.

Bargain: You offer a bribe, gift, or favor that the character you're convincing believes is worth the difficulty or danger of the task you're asking him to perform. The Storyteller should take into account the Intimacies, wealth, and social status of the character in deciding what they will consider sufficient payment. **Retry:** Bigger Offer.

Threaten: Pain and intimidation can be brutally effective motivators. Instead of appealing to their Intimacies, you present them with something they don't want—usually the threat of bodily harm, although social blackmail, economic ruin, or just general intimidation. This will almost always give the target a negative intimacy towards you. Threatening can also be used as an instill action which gives the target a Tie of fear towards you, or intensifies such an Intimacy he already has. **Retry:** Significantly escalate the threat.

Read Intentions: This allows a character to discern what another character wants to achieve in a scene of interaction. Reading someone's intentions is not an influence roll—instead, it is a (Perception+Socialize) roll against the target's Guile. **Retry:** Current target cannot be retried until after the current scene is over.

- **Alternate Use:** Can be used in order to determine what Intimacies a character has. Before rolling for the action, the player should generally describe what kind of Intimacy he wants to discern (“How does he feel about me?” “Is he a devout Immaculate?”). However this is not magic (without a charm) and the ST can limit what you can learn from a given encounter. If you observe the target while he is unawares he suffers a -2 to his Guile.

NOTE ON APPEARANCE: If a character's Appearance rating is higher than his target's Resolve, then he gains a dice bonus on all instill and persuasion attempts against that individual equal to the difference. Thus, a character with Appearance 5 attempting to use a persuade action on an individual with Resolve 3 would gain a +2 bonus. This comparison is made before any bonuses to Resolve are factored in. When used against a group assume an average Resolve for the group.

Resisting Influence Rolls

If the influence is trying to change how the target feels by creating, destroying, or changing his Intimacies, he may spend a point of Willpower to:

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

Decision Points: Refusing successful influence *to make the character do something* is trickier. When a character fails to resist such influence with his Resolve, he enters into a special state called a Decision Point. In the Decision Point, the player must choose an Intimacy and explain how it justifies resisting that specific influence. The Intimacy he chooses must be of equal or greater intensity than the Intimacy which supported the influence roll, and it can't be the one that strengthened his Resolve against the roll in the first place—the influence already overcame that particular source of reluctance when it beat his Resolve, after all.

If those requirements are met, and if the Storyteller accepts the player's argument for why one of his Intimacies would make him reject the influence, then the character may spend one Willpower point to resist the influence roll.

Unacceptable Influence: If a request is so antithetical to the nature and personality of its target that it cannot possibly succeed, it is said to be unacceptable influence. A character targeted by unacceptable influence may reject it outright without spending Willpower, even if his Resolve would not normally be high enough to defend against it. 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 is unacceptable.
- Any seduction attempt that violates a character's sexual orientation (as defined by the player the character) is unacceptable.
- Certain Charms allow characters to define special kinds of influence that they may treat as unacceptable.

Intimacy bonuses

When a character is targeted by an influence roll that opposes one or more of his Intimacies, add a bonus to his Resolve based on the intensity of the most applicable Intimacy. On the other hand, if one or more of a character's Intimacies supports an influence roll applied against him, then he suffers a corresponding penalty to Resolve based on the most applicable Intimacy(ies).

Intimacy Strength	Resolve	
	Opposing Bonus	Aligning penalty
Minor	+2	-1
Major	+3	-2
Defining	+4	-3

Social Complications

Many Targets: Roll suffers a -3 penalty.

Written Social Actions: Always use Linguistics, Appearance doesn't apply.

Gestures & Body Language: When using only gestures, appearance, and body language, target gains +2 to Resolve.

Overturing Influence: Changing the mind of someone acting in accordance to a previous persuasion grants the target +3 Resolve to resist a new persuade attempt to make him abandon that course of action.

Social Actions in Combat: Must be quick, may be flurried. Surrender is a normal action, usually successful unless target has an opposing intimacy.

More detail on all the above can be found on the pages 214 – 224.

Solar Experience

Characters can gain 2 points of solar experience per category per session, by fulfilling any one of the criteria in the category.

Expression Bonus

- Expressing, supporting, or engaging a Major or Defining Intimacy in such a way that it reveals something about the character, develops the character's personality, or provides a character moment that everyone at the table enjoys.
- Being significantly challenged, endangered, or harmed in the course of protecting or upholding a Major or Defining Intimacy.
- Being significantly impeded, endangered, or harmed by a Flaw.

Role Bonus

- **All Castes:** Intentionally ceding the 'spotlight' of the scene's focus to another player's character in such a way that it makes that character shine in the role of their Caste; or directly supporting them in a cool and dramatic expression of their Caste's function.
- **Dawn Castes:** Defeating a powerful enemy; defending a vulnerable Circlemate through skill of arms; using martial prowess to directly advance a Major or Defining Principle; or using martial prowess to directly protect a Major or Defining Tie.
- **Zenith Castes:** Inspiring others to uphold one of your Major or Defining Principles in a significant way; enduring great hardship in the name of a Major or Defining Intimacy;

accomplishing a great deed that furthers a Major or Defining Principle; or creating, defending, or advancing the fortunes of some edifice or institution that expresses or furthers a Major or Defining Principle.

- **Twilight Castes:** Learning lost lore of the First Age or similarly valuable knowledge; learning something that helps advance or protect a Major or Defining Intimacy; discovering a supernatural being's mystic secrets; solving a significant problem or crisis through the application of knowledge or through education; or creating a lasting and meaningful work of mystical power in the world.
- **Night Castes:** Removing a major impediment to the character's or Circle's goals through assassination, blackmail, or other underhanded means; stealing something that directly furthers the character's or Circle's goals; gaining a significant advantage over a dangerous enemy through infiltration or stealth; upholding or protecting a Major or Defining Principle through "criminal" means.
- **Eclipse Castes:** Bringing two or more parties with a meaningful dispute to accords; gaining a noteworthy advantage for the character or the Circle through diplomatic means; successfully navigating and thwarting social or geographical obstacles preventing the character or Circle from achieving a significant goal; exploiting a cultural tradition or legal system in furtherance of a Major or Defining Intimacy; bringing someone's Intimacies closer to aligning with those of the Eclipse or with the goals of his Circle; or inspiring or taking part in the creation or transformation of a social institution.

Stunts

- The action must be cooler than a basic declaration of intent.
- The action cannot be boring, any stunt so long and overwrought that it bores rather than excites isn't a stunt.

Levels & Bonuses

1. A quick descriptive action that includes dramatic flair: +2 Dice or +1 to Static Values
2. A poetic or well worded dramatic description with dramatic & story flair, the high point of a scene: +2 Dice & +1 Success, or +2 to Static Values + Gain 1 WP.
3. Often the High Point of a Story, you must wow everyone at the table with your description: +2 Dice & +2 Successes, or +3 to Static Values + Gain 2 WP.