# Social Influence

## Intimacies

All characters have various ideals, desires, and loved ones. An Intimacy is a representation of their core being, who the person is--for better or for worse.

An *Intimacy* is a step above a person’s natural likes and dislikes--it is some aspect that defines them in some way.

Intimacies should be specific and close to your character’s definition and goals:

* “Hatred of the Realm’s Slavery Trade”
* “Trust that inner enlightenment will bring about external good”

Intimacies are both a boon and a bane to characters--they have a resistance to any social influence that runs contrary to that Intimacy (+2 Resolve).

However, those same Intimacies may be used to pull the character into increasingly difficult tasks. (+2 Dice).

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| **Assumed Intimacies**  There are common intimacies to all mortal kinds that don’t need to be explicitly written down, such as the Desire for Safety and Health, and the Fear of Death.  The list of Intimacies written for a character should only be written down if they are notable in their strength. |

### Unacceptable Influence

There are certain actions and requests that a character will refuse to do, regardless of how convincing, persuasive, or manipulative an Exalt is, **they will not do it.**

Unacceptable Influence protects those actions that the character considered antithetical to their very nature, such as betraying loyal causes, violating self preservation, or harming those dearly loved.

Players, as they know their characters much better than the Storyteller, reserve the sole right to declare if Influence is *Unacceptable*--though they should justify it to the rest of the group.

### Defining Intimacy

Some characters have an Intimacy so central to their character, that it is considered their **Defining Intimacy**.

Characters cannot be made to work *against* their Defining Intimacy--it is Unacceptable Influence.

However, they are much more susceptible to its influence. Any valid attempt to leverage the **Defining Intimacy** will have a bonus to do their task. (+4 Dice)

A character may have only **1** Defining Intimacy. Most characters do not have a Defining Intimacy at all.

### Changing Intimacies

At the completion of every **Story,** both the Players and the Storyteller should reevaluate their respective characters and readjust Intimacies as appropriate to reflect what has happened in the Story.

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| **Respect Your Group**  Throughout history people have committed horrific acts against each other--acts which still continue to this day. You may desire to show it as a proper challenge to overcome, to the levels that a character will sink to--even so called heroes. That said:  **No Person should ever feel uncomfortable at the table.**  At the end of the day, this is a game that you and your friends are playing in modern times, surrounded by modern schools of morality.  Any Player (including the Storyteller) should be allowed to raise their concerns about scenes, direction of story, or other such aspects of the game, and their concern should be respected without question. Move the theme aside and don’t bring it up again.  A good tool to *minimize* these concerns is to have a “Session 0”, where all Players discuss what themes they expect out of a game, and what to avoid. However, this should not be seen as a substitute for listening to your Players at the moment. Often, they will not know what bothered them until it comes up. |

## Social Actions

Social actions are dependent on how they are approached. Using an inappropriate action for a desired outcome will not work (no roll required) or at least have severe penalties applied.

For example, no matter how well you roll, you cannot threaten someone into gaining a positive intimacy towards you.

While the **Social Category** Attributes are the majority fit for Social Actions, they are not exclusive.

For example, Intimidation may be done with (Strength + Physique), or bamboozlement with (Cunning + Deception). Finding creative interpretations of the character’s strengths is perfectly valid!

### Groups

Social actions against groups of people, rather than individuals, suffer from the lack of intimacy--in addition to the natural logistical issues.

Characters in groups of magnitude of “Crowd” or larger gain Resolve according to their **Scale**. i.e. Crowd gains +2, Village +4, and City +6.

A City is the largest Magnitude that a Social Action may naturally address--and that in itself requires logistics such as a scaled tower, or distributed writings.

### Perform Task

**(Roll) vs. Resolve**

The character attempts to get another to perform a task, and are categorized into three tiers:

* **Inconvenient task**  
  There is at most mild danger, opposition, or time devoted to this task. At most the task will take a few hours--maybe a day.
* **Serious Task**(+1 Resolve)  
  Must leverage an Intimacy to attempt.  
    
  There may be lasting repercussions to performing the task, ranging from physical to social. The task may take days to weeks to complete.
* **Life-Changing** **Task**(+2 Resolve)  
  Must leverage a Defining Intimacy to attempt.  
    
  Their lives may be permanently altered by the task, running even the risk of death. Even embarking on the task will have serious consequences.

### Influence Intimacy

**(Roll) vs. Resolve**

The character leverages an *existing* Intimacy to either suppress a different Intimacy, install a New Intimacy, or raise an existing Intimacy into a Defining Intimacy.

Intimacy changes made this way are temporary, eventually fading away after a day without reinforcement.

This action cannot decrease a permanent **Defining** **Intimacy**.

#### Emotion

Instead of a particular Intimacy, the character may choose to suppress or enflame an *emotion*. This may have unpredictable effects

This may be useful when targeting a disparate crowd, or if specific intimacies are not known.

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| **Players on the Defensive**  The Player Characters are the main characters of the story, not NPCs.  When on the defensive from Social Actions, the Player still controls how the character acts in response to the roll, not the Storyteller. This is especially relevant for the “Perform Task” Action--the Player is free to interpret how and when they perform this task. |

### Read Intentions

**(Insight + Ability) vs. Guile**Reading Intentions is a **Reflexive** Action.

When a character desires to understand another, they may attempt to read the Intentions based on their actions.

On a successful roll against the target’s Guile, the Player may ask a question to the Storyteller about the target, ranging from: “Who are they,” “What are they here (in the scene) for?” “Where are they going?” “Do they intend me harm?”

The Storyteller is obligated to respond *truthfully* to the chosen question, though it may be cryptic.

Only one Read Intentions maneuver (per target) may be made due to the target’s actions. All Players may attempt the roll, but only the highest-roll gets to ask the questions.

### Probe Intimacy

**(Roll) vs. Guile**

Intimacies, emotions, and other aspects of a character may be pressed by the Player, forcing it to be revealed.

The Player, through their action, will state what behaviors they are trying to induce or analyze with their action. If successful, the Storyteller will need to tell them the closest relevant Intimacy there is to the action --or the decided lack of one.

This may be used in an Encounter to probe for the nature of a Key Issue.