

# Social Modifiers

## Situation

## Modifier

### NPC Attitude

Hostile	-30
Antagonistic	-20
Unfriendly	-10
Indifferent	+0
Friendly	+10
Cooperative	+20
Supportive	+30

### Request

Simple/Short	+10
Complex/Long	-10
Beneficial to NPC	+30
Dangerous to NPC	-30

Appeal to/Violate NPC's Motivation      +/-10 to +/-30

Social Stigma/Status      +/-10 to +/-30

High Rep (60+) in Favored Network      +10