



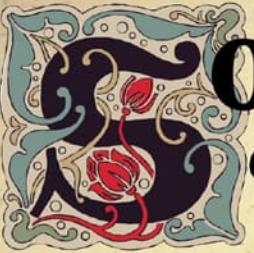
Social Encounters

Along the Silk Road



A Game Master's supplement for Medieval authentic adventures

By the RPG Pundit



Social Encounters

Along the Silk Road

This Game Master's supplement, although usable in any OSR system, was specifically designed to accompany the Lion & Dragon and Sword & Caravan settings.

Contained within are various tables for adjudicating complex social interactions and their corresponding reaction rolls.



WORD & CARAVAN

SOCIAL ENCOUNTERS ON THE SILK
ROAD: ADVANCED REACTION ROLL
MECHANICS FOR OSR GAMES

CREDITS

WRITTEN BY: the RPG Pundit

FORMATTING, LAYOUT, AND GRAPHIC DESIGN: Mad Scribe Games LLC

EDITED BY: Chris Miller

FRONT COVER ART BY: Chris Miller (Public Domain)

INTERIOR ILLUSTRATIONS: All images are non-copyrighted from various public domain sources

PUBLISHED BY: Mad Scribe Games LLC

This product is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the text or artwork contained herein is prohibited without the express written permission of Mad Scribe Games LLC. This product is a work of fiction and any similarity to actual people, organizations, places or events is purely coincidental.

© 2022 First printing. All rights reserved. Printed in the USA.

TABLE OF CONTENTS

Credits.....	ii	Sample Values.....	10	Situational Modifiers.....	14
Basic Mechanic.....	1	Interests.....	10	Reaction Roll, Intimidation.	14
Reaction Rolls	1	Situational Modifiers.....	10	Legal Cases	15
Additional Rules for More		Gambling, Results.....	10	Typical Values.....	15
Complex Social Reactions.....	2	Gossip or Information		Situational Modifiers.....	15
Sample Values.....	3	Gathering.....	10	Reaction Roll, Major Offense	
Interests	5	Sample Values.....	11	15
Situational Modifiers.....	5	Sample Interests.....	11	Reaction Roll, Minor Offense	
Specific Examples of Complex		Situational Modifiers.....	11	15
Social Interactions	6	Obtaining Gossip, Results....	11	Public Speaking.....	16
Animal Handling.....	6	Haggling.....	12	Sample Values.....	16
Sample Values.....	6	Typical Values.....	12	Sample Interests.....	16
Interests	6	Interests.....	12	Situational Modifiers.....	17
Situational Modifiers.....	6	Situational Modifiers.....	12	Public Speaking, Results ..	17
Animal Handling, Results	6	Haggling, PC Selling Item,		Rumor-mongering.....	18
Bribery of Judges or Officials ...	7	Results	12	Sample Values.....	18
Typical Values.....	7	Haggling, PC Buying Item,		Sample Interests.....	18
Interests	7	Results	12	Situational Modifiers.....	18
Situational Modifiers.....	7	Impersonation.....	13	Rumor-Mongering, results ..	19
Reaction Roll, Bribery	7	Sample Values.....	13	Seduction	19
Disputation.....	8	Sample Interests.....	13	Sample Values.....	19
Typical Values.....	8	Situational Modifiers.....	13	Sample Interests.....	19
Interests	8	Impersonation, Results	13	Situational Modifiers.....	20
Situational Modifiers.....	8	Intimidation	14	Seduction, Results.....	20
Disputation, Results	8	Typical Values.....	14		
Gambling	9	Interests.....	14		

This supplement book, usable in any OSR system but designed for Lion & Dragon and the Sword & Caravan setting, presents a new way of using the classic “Reaction Roll” mechanic to engage in social actions.

BASIC MECHANIC

First, the following section is a reprint of the Reaction Roll rules from the Lion & Dragon RPG:

REACTION ROLLS

A reaction roll is called for when the GM needs to determine an NPC’s primary impression of a PC. This kind of roll should be done when the GM wants to know how the NPC reacts to the player character’s social behavior. For example, an initial encounter in the middle of the wilderness, how an NPC reacts to a character flirting with them, how a noble NPC reacts to a speech intended to convince them to do something, or how a guard reacts to a PC’s attempt to lie to them.

Note that a reaction roll can also be used in the case of wild animals or monsters to determine whether the creature automatically attacks a PC or group of PCs in a random wilderness encounter.

The basic reaction roll is done by rolling 2d6 and consulting the following table:

BASIC REACTION ROLL TABLE

Roll	Reaction
2–3	Extremely hostile (if applicable to the situation, the creature will attack the PCs).
4–5	Negative. The creature is likely to be hostile if already inclined in that direction and, if not, will certainly not be favorable in any way.
6–8	Neutral/undecided. The NPC is not strongly directed favorably or unfavorably toward the PC. A creature will attack if it tends to be aggressive by default. An NPC will act according to their nature, unswayed by the PC’s attempt to influence them. A second roll is probably called for if the PC continues to try to influence the NPC.
9–10	Favorable. The NPC/creature is mildly favorable to the PC, will tend to think well of them, try to grant them what they want if it is within reason, will not immediately attack unless provoked directly, and will be swayed by the PC’s arguments. In particularly complex social situations, a second reaction roll may be called for as the PCs continue to interact with and try to influence the NPC.
11–12	Highly favorable. The NPC will be convinced by the PC’s argument, fooled by their manipulation, tend to favor them in any social situation, be attracted to them, etc. A creature will certainly not attack unless given good cause and may even demonstrate friendliness to the PC if it is in the creature’s nature to do so.

In some cases, the basic reaction check will be done to gauge a being’s reaction to the player character party as a whole. In that case, the GM should feel free to apply modifiers between -4 and +4 depending on any mitigating factors he feels may apply to the reaction check. For example, a beast found in the jungle that is naturally fierce and savage will likely have a penalty to reaction checks. On the other hand, a Cleric dealing with a pious priest may have a bonus to his reactions and would have a higher bonus if the Cleric was known for great deeds.

In any case where an individual PC is the one doing the bulk of social interaction with an NPC, then that PC's CHA modifier should also affect the reaction check roll. However, when multiple PCs try to speak up and influence an NPC, the GM may judge that "too many cooks spoil the broth."

In these cases, the GM may decide not to give any Charisma-based bonus to the roll unless the other PCs are very careful to co-operate in how they assist the main PC's interaction. For example, suppose various PCs try to influence the situation but use wildly different strategies, contradict each other, or undermine each other's positions. In that case, the GM may add a negative modifier to the reaction check to represent this kind of bungled diplomacy.

If a PC has Charisma-based skills and uses those skills in a relevant way to affect reactions, the PC should roll a skill check. If they succeed at the skill check, they should likewise gain a bonus to their reaction checks of at least +1, if not more. Some background details or magic indicate a set bonus to reaction rolls in their description.

Note that the reactions in the reaction table are broad outlines. The GM should feel free to interpret them based on the vagaries of the particular situation. All reaction checks are deeply dependent not only on the circumstances of the environment but also on the quality of the roleplaying done by the player (his expression of what his character is attempting to do and how his character acts, etc.).



ADDITIONAL RULES FOR MORE COMPLEX SOCIAL REACTIONS

When rolling a more complex reaction roll, the ultimate check is the same as a basic reaction, though the results table can be crafted (as in the examples provided in this book) for specific situations.

The roll is still 2d6 and still modified by the PC's CHA modifier, but other elements are more specifically taken into account.

The GM should also make the Player state what he is doing in the social interaction. For example, some Gamemasters might want the player to roleplay it all out, and others might want them just to describe the general tactic or strategy they are undertaking in the interaction.

This may interact (for better or worse) with some of the NPC's values, interests, or modifiers related to the situation. Of course, the GM can always choose to impose a benefit or penalty beyond any of those if he feels that the PC's strategy is especially good or bad.

First of these are the GM's determination of whether the NPC the character is interacting with has any strong values that could influence the result in one direction or the other. These values could affect the character's disposition to go along with or reject the PC's attempt at social manipulation, either as a general principle or because of something specific to this situation or the approach the player character is taking.

The GM should also take notes of any special interests the NPC has. These could be fears, ambitions, loyalty, prejudices, or obsessions, which could benefit or harm the PC's chances depending on whether they match with what the PC is trying to achieve or clash with the same.

Social Encounters

Finally, the GM should take note of Situational Modifiers, i.e., things to do with the environment, the current situation, local culture, or other miscellaneous factors that could alter the odds for or against the PC's favor.

After applying all modifiers, the total result on the reaction roll will determine the result as usual.

Sample Values

Note that many characters could have multiple strong values, so long as those values were not directly incompatible. For example, a character could be Brave, Principled, and Impulsive; but a character could not be Brave and Cowardly. Likewise, a guard might be Stubborn, Sober, and Naive; but he could not be Sober and Intemperate. In situations where characters have multiple values that could modify a reaction roll, ALL the relevant values that apply should modify the roll.

#	Value
1	AGREEABLE: this character always tries to be as nice as possible. Note that "nice" is not the same as good or kind. All kinds of villains or psychopaths can act very agreeable.
2	ARROGANT: this character is strongly convinced of his inherent superiority. Anything that questions that superiority will be met with disdain. Anything that plays to it or manipulates it will tend to work against him.
3	ASCETIC: this character eschews great shows of wealth or luxury and tries to maintain a simple lifestyle.
4	BRAVE: this character is not easily manipulated by fear or threats. He is not necessarily reckless but is not afraid to be in dangerous situations.
5	CAUTIOUS: this character is very careful in thought and action. Not necessarily cowardly, distrustful or indecisive (it may not take him very long to choose); he just lives by choosing whatever he considers the less risky path.

#	Value
6	COWARDLY: whether he shows it publicly or hides it behind bluster, this character is terrified by any kind of danger.
7	DISCIPLINED: This character has very high expectations of himself and others in terms of work and personal standards. He does not slack off or cut corners. Note that a very disciplined person is not necessarily honest or principled in other ways. He could be very disciplined but also corrupt.
8	DISTRUSTFUL: while a cautious character is generally prudent in all circumstances, a Distrustful character is suspicious, always assuming people have ulterior motives.
9	GREEDY: this character is always looking to accumulate wealth or cut costs.
10	HUMBLE: this character is not necessarily ascetic; he may have wealth or power but will never show off unnecessarily or try to talk himself up.
11	IDEALISTIC: this character has strong beliefs, be they ethical or religious, and believes in the power of his ideals to accomplish things. He is not necessarily naive or overly moralist, but his ideals direct his worldview and sense of meaning.
12	IMPULSIVE: this character tends to act before thinking things through. They act on emotion and instinct more than reason.
13	INDECISIVE: this character tends to vacillate, unable to make quick decisions. This is not necessarily because of caution (it may take the character a long time to make a choice that involves little to no risk). Instead, he just tends to over-think things.

Sword & Caravan

#	Value
14	INTEMPERATE: this character is prone to drink, drugs, or other forms of inebriation, to the point of addiction. In extreme cases, this could involve other forms of addiction, like gambling, sex, or even food, if their need is so intense that the character will have a hard time resisting the source of his addiction when offered, even if he knows it is unwise.
15	KIND: without necessarily showing it off or even acting pleasant, this character has a genuinely kind nature, showing mercy and a charitable drive.
16	LAW-ABIDING: this character believes in the law and the rules and lives by them. He may be unwilling to break the rules even if presented with a good reason.
17	LECHEROUS: this character is strongly driven by his romantic and sexual impulses, which are frequent.
18	MANIPULATIVE: this character is of such a nature that they almost cannot help but scheme, plot, and try to get others to do things for the character's benefit.
19	MEAN: this character has a fundamentally cruel nature. He enjoys bullying others and even just seeing others suffer.
20	MORALIST: this character has a strong moral code, which he expresses publicly. It may or may not be in line with local law. It may or may not be a religious code (though it is very likely to be). Nevertheless, he lives by whatever moral code he has and expects others to live up to it too.
21	NAIVE: whether this character has noble ideals or not, he is simply very gullible. He is prone to falling for what others tell him.
22	OSTENTATIOUS: this character likes to make a great show and be the center of attention. This can involve great displays of wealth, power, luxury, excessively dramatic behavior, or other attention-seeking attempts.
23	PLEASURE-SEEKING: this character is dedicated to their personal comfort above all else. They may not necessarily have specific addictions or obsessions, but they always want a good time.
24	PRINCIPLED: this character may or may not be disciplined, or have high ideals, and may not even be law-abiding, but they live by their own word. The character will try very hard never to break any oath they have personally taken or fail in any duty they have willingly taken on.
25	RELIGIOUS: this is a character of very strong religious faith. They may or may not be deeply learned in the faith's theology, but their devotion is a major aspect of their values. This character may also be a Moralist, but not necessarily, as they may only seek to live out their own faith without being particularly insistent on imposing that faith's expectations on others.
26	SELF-INTERESTED: this character does not hold strongly to any outside code; his only real value is his own benefit. He may be pleasure-seeking or greedy, or he may instead have a broader view and look more to his long-term interests.
27	SLOTHFUL: this character is very lazy and generally interested in being able to avoid having to do anything too strenuous or hard.
28	SOBER: this character is not just personally temperate (resisting any form of inebriation); he also will look down on people that engage in or promote insobriety.

Social Encounters

#	Value
29	STUBBORN: this character may have other traits that direct his stubbornness, but above whatever his values and interests are, he is doggedly determined to keep to what he decides once he has decided it.
30	TRUTHFUL: this character considers truth and honesty the supreme value. He will resist strongly any attempt to get him to lie and will look down on those who are dishonest. Note that this does not necessarily make him a good person in other respects; he could still be cruel or even criminal; he will just be honest about it.

This list is not necessarily exhaustive. The GM can come up with other values and apply modifiers based on them to reaction checks if he so desires.

Interests

This category covers various possible personal interests that are separate from personal values. These are the things that a character wants or cares about, rather than what he personally believes or how he behaves. As with Values, a character might have more than one interest but cannot have two interests in direct opposition. Examples may include:

#	Value
1	Admires Knowledge
2	Admires Power/Strength
3	Admires Wealth
4	Admires wisdom (either Religious wisdom or wisdom in general)
5	Ambition: strengthen family/house/tribe/clan
6	Devout (this indicates strong support for his religion rather than just personal religiosity)
7	Distrustful of Foreigners
8	Distrustful of Magicians
9	Obsessed with a personal goal

#	Value
10	Obsessed with (specific interest)
11	Opposes (local ruler)
12	Phobia (this can be a broad type: The dark, open spaces, etc., or specific: the Undead, a particular monster, etc.)
13	Prejudiced against (religious denomination)
14	Prejudiced against authorities
15	Prejudiced against criminals
16	Romantic Interest (specific person/match)
17	Supports (local ruler)
18	Supports (local religious authority)
19	Supports (illegal cult)
20	Supports (rebel faction)

This is by no means an exclusive list. The GM can decide that any other personal interest of the NPC could modify the reaction roll.

Situational Modifiers

These are modifiers based on location, particular events taking place at the time, or other environmental factors that influence the probability of an interaction succeeding or failing.



SPECIFIC EXAMPLES OF COMPLEX SOCIAL INTERACTIONS

ANIMAL HANDLING

In most situations, checking the state of animals (wild or domesticated) can be handled by simple reaction checks. However, if the PC in question has training in handling an animal (either by the Farming skill, experience with domesticated animals, or Wilderness Lore), the PC may be able to attempt a more complex skill check to manipulate the animal in question.

In the case of domesticated animals, this check could be used to calm a nervous beast, herd them in some difficult situation, or command them to obey (in the case of those smarter animals who can follow orders).

For wild animals, this might allow a PC to calm down a wild beast or scare it away.

In no cases can this type of check do something that is beyond the normal limits of the animal's intelligence or instincts. It won't make a wild creature domesticated or obedient to commands, nor will it let domesticated animals perform feats against their nature or beyond their ability.

In addition to the basic CHA modifier, this check should also be modified by the PC's Farming skill or Wilderness Lore skill.

Sample Values

- ☒ The animal is Agreeable +1
- ☒ The animal is Cowardly -2 (unless you want to scare it away, in which case +4)
- ☒ The animal is Distrustful -2
- ☒ The animal is Mean -1
- ☒ The animal is Stubborn -1

Interests

- ☒ Not applicable.

Situational Modifiers

- ☒ The PC is bribing the animal with food: +1 to +3 (depending on its hunger)
- ☒ The animal is familiar with the PC +1
- ☒ The animal has lived with the PC for at least 1 year +2
- ☒ The animal does not know the PC -1 (domesticated animals only)
- ☒ The animal is injured -1
- ☒ The animal is panicked -2
- ☒ The animal believes the PC is endangering its young -4 (only if the animal is a type that cares for its young)
- ☒ The animal is a predator who may hunt humans -2
- ☒ The PC is trying to get the animal to do something within its ability, but contrary to its personality -1

Animal Handling, Results

Roll	Result
2 or less	The animal panics and does something completely contrary to the PC's intentions, potentially may attack the PC
3–5	The animal does not do what the PC wants
6–7	The animal is confused. The PC could repeat the attempt but with a -2 modifier
8–11	The animal does more or less what the PC wants it to
12+	The animal does exactly what the PC wants in the best way possible

BRIBERY OF JUDGES OR OFFICIALS

Any official, court secretary, vizier, judge, city guard, or other authority could potentially be offered a bribe. The likelihood of this bribe succeeding depends on just how corruptible the official is, what they want if they could be corrupted, and whether what is offered is enough to them.

A GM could always rule that a particular official is incorruptible, in which case any attempt automatically fails. However, if that is the case, one may still wish to roll (as though the official had both a Principled and law-abiding value) to see if the result is poor enough to cause the official to report the bribery attempt.

Also, if the bribe is in the form of something totally undesirable to the recipient, the bribe attempt automatically fails. Again, the GM may wish to roll regardless to see if the result is poor enough to cause the attempt to be reported. Additionally, this roll should suffer a -3 modifier due to the unwelcome nature of the bribe.

Typical Values

- ☒ The official is Principled -2
- ☒ The official is Law-Abiding -2
- ☒ The official is Religious -1
- ☒ The official is Moralist -1
- ☒ The official is Cautious -1
- ☒ The official is Pleasure-seeking +1
- ☒ The official is Self-interested +2
- ☒ The official is Greedy +2

Interests

- ☒ The bribe is in the form of something directly supporting an Ambition or Obsession the official has: +2

Situational Modifiers

- ☒ The bribe is of a value less than 1/5th of the official's monthly wage or is otherwise of a nature too insufficient to be of great interest: -2 (-4 if the official is Arrogant)

- ☒ The bribe is of a value greater than the official's monthly wage: +2
- ☒ The risk for the official of being caught or punished is high: -2 (-4 if the official is distrustful or cowardly)
- ☒ The risk of the official being caught or punished is very low: +1 (+0 if the official is distrustful or cowardly)

Reaction Roll, Bribery

Roll	Result
2 or less	the bribe attempt fails, AND the official will report it. This will almost certainly lead to the PCs being charged with attempted bribery of an official. If the bribe was for a judge to alter the result of a current court case, the reaction roll to determine the result of that case will have a -6 penalty!
3-5	the bribe attempt fails, the official will not report it. Further attempts to make a different bribe will incur a cumulative penalty per attempt. If the new bribe is of greater value/interest than the last, then the PC will incur a -1 penalty. PCs will suffer a -2 penalty (per attempt) if the new bribe is of equal or lesser value/interest than the last.
6-7	the official says he will accept the bribe only if a greater value or additional favor is offered. If the PC refuses, treat as a result of 3-5 instead.
8-12	the official accepts the bribe and will do whatever he can reasonably do in his power without serious risk to himself to get the PCs the result they want. For example, altering measures, letting a cart pass without inspection, favoring leniency in a trial, etc. However, if what the PCs want requires a high personal risk to his life or career, then treat this result as a 6-7 result.
13+	the official accepts the bribe, even if it is to do something that would have a risk to his life or career. For example, helping break someone out of prison, helping them commit a theft, or finding a clearly guilty person not guilty in a trial.



DISPUTATION

A disputation is a medieval term for a philosophical or religious debate, although this mechanic can really be used for any kind of debating encounter. As in any other situation, the PC's Charisma modifier is applied to his check, and the NPC he is debating has any charisma modifier subtracted from the PC's check. Additionally, if the PC or NPC has any skill related to public speaking or a lore skill related to the subject being debated, those modifiers should also be added (in the PC's case) or subtracted (in the NPC's case) from the roll.

Typical Values

- ☒ The opponent is arrogant +1
- ☒ The opponent is disciplined -1
- ☒ The opponent is indecisive +1
- ☒ The opponent is religious (in a religious disputation ONLY) -1

Interests

- ☒ The opponent is devoutly religious -1 (UNLESS the PC is a religious authority of the opponent's religion) (religious disputation only)
- ☒ The opponent is Prejudiced against the PC's religion +1

Situational Modifiers

- ☒ The judges of the disputation are biased in favor of the PC's side +2
- ☒ The judges of disputation are biased against the PC's side -2
- ☒ The local audience, if any, is biased in favor of the PC's side +1
- ☒ The local audience, if any, is biased against the PC's side -1
- ☒ The opponent has a minor consequence (loss of prestige) if he loses -1
- ☒ The opponent has a major consequence (loss of position, money, freedom, or life) if he loses -2
- ☒ The PC is a religious authority +1 (religious disputation only)
- ☒ The opponent is a religious authority (religious disputation only) -1
- ☒ The GM judges that the PC's argument is particularly clever and convincing from the perspective of the judges +2
- ☒ The GM judges that the PC's argument is poor or incoherent -1
- ☒ The GM judges that the PC's argument, however logical, is strongly inflammatory to the judges -2

Disputation, Results

Roll	Result
2 or less	The Disputation is resoundingly lost by the PC. The judges or crowd may be infuriated, humiliate the PC, or even attempt to assault him. If there are any consequences to losing, the most severe of them will be applied.
3–4	The disputation is lost by the PC. No one will be impressed by the poor performance. Even supporters will be disappointed.
5–6	The disputation is lost by the PC, though most people present who already favored the PC's side will still favor his side.

Roll	Result
7–8	The disputation ends in a draw. Anyone who already favored one side of the argument continues to do so, and the undecided are split. If there are important consequences to the result, such that it requires a decision one way or the other, the judgment will be closely split with a 50/50 chance it goes for or against the PC.
9–10	The disputation is won by the PC. Most of the undecided are convinced by his argument, but those who were already favoring the opposite side will mostly be unconvinced.
11–12	The disputation is won by the PC. Even those who were biased strongly against his side are forced to at least reluctantly admire the skill shown in the PC's debate.
13+	The disputation is resoundingly won by the PC. The opponent suffers great humiliation and possibly the anger of the crowd. If there were any consequences to victory, the PC might receive further rewards or benefits for his masterful performance.



GAMBLING

Games of pure chance depend on nothing but random luck, which the GM can determine by rolling based on the odds. Games of pure skill depend entirely on the character's experience and knowledge of the game and should be rolled as a pure skill check. However, games that depend on a combination of chance and/or skill combined with an element of psychology (bidding or bluffing) can be regulated with the reaction roll mechanic.

It would be modified by CHA in the usual manner but also by the PC's Gambling skill, if any. Assuming the game incorporated similar aspects from other participants, the GM should penalize the check by the best opponent's CHA and the best opponent's Gambling skill. The most popular gambling games along the Silk Road included dice games with betting (found throughout the silk road), an ancestor of gambling known as tabula (played in the Arab, Turk, and Persian areas of the road), and a poker-like game played with dominoes known as "pupai" (popular in the Chinese-influenced areas of the road).

In the Muslim areas of the Silk Road, gambling is considered sinful and is often officially forbidden (though in many areas, there is no legal enforcement of this prohibition). In Chinese-cultural areas, gambling is sometimes illegal or more often restricted or regulated, but there are many places where this is also not enforced.

The reaction roll mechanic would be meant to reflect a lengthy period of play, not a single round but rather multiple rounds over a block of time. The GM could rule that a single check would reflect the entire period of gambling or could choose to have a roll represent how things are going for the PC over a certain period of time (a set number of rounds or a set number of hours of play).

The PC could then choose whether to stop after each check or continue to play longer (assuming he still has any funds left and his opponents are still willing to play). In either case, the player

should state how much money he wishes to stake for the period of play, which needs to be sufficient in the GM's assessment.

Sample Values

(note: these values should only be included in the calculation if the PC is playing against a single opponent; in other circumstances, these should be ignored).

- ☒ The opponent is arrogant +1
- ☒ The opponent is cautious -1
- ☒ The opponent is disciplined -1
- ☒ The opponent is impulsive +1
- ☒ The opponent is intemperate +2 (but only if the opponent is currently imbibing)
- ☒ The opponent is naive +2

Interests

- ☒ (note: these values should apply only if the PC is playing against a single opponent or if the majority of the participants at the game have a specific interest in common)
- ☒ The opponent is playing for the sake of something related to his Ambition -1
- ☒ The opponent is playing for the sake of a personal goal -1

Situational Modifiers

- ☒ The PC is the only participant with the gambling skill +2
- ☒ The PC does not have the gambling skill and has never played this game before -1
- ☒ The PC has a known reputation as a skillful gambler -1
- ☒ The PC gives the impression of being an unskilled beginner (whether true or not) +1
- ☒ The opponent is cheating -3 (however, if the PC has the gambling skill, he should get a perception check, modified by the gambling skill, to determine if he can realize the cheating is going on)
- ☒ The PC is cheating +3 (however, the other people present should roll a Perception check if they have the gambling skill to determine if they realize the PC is cheating)
- ☒ The PC is playing aggressively +1d8-4
- ☒ The PC is playing prudently +1d4-1

Gambling, Results

Roll	Result
2 or less	The PC loses the entirety of his stake
3–4	The PC loses two-thirds of his stake
5–6	The PC loses one-third of his stake
7	The PC breaks even
8–9	The PC wins up to one-third of his stake (so long as the opponent(s) have as much at stake)
10–11	The PC wins up to two-thirds of his stake (as long as the opponent(s) have that much)
12	The PC wins an amount equal to his stake (as long as the opponent(s) have that much)
13+	The PC wipes out the table, taking the full amount his opponent(s) had staked

(Note: in any result where the PC takes all the money at the table, the GM should randomly check to see if any of the other participants become enraged, either attacking the PC at the table or attempting to assault him later; the chance of this should depend on the temperament of the people at the table and could be modified by the attitude that the player has in his victory)

GOSSIP OR INFORMATION GATHERING

When a character attempts to obtain gossip, intrigue, rumors, or other information from a specific person, the GM may wish to have it resolved mainly through roleplay. However, if the GM feels a reaction roll is called for, or if the PC is instead trying to get that kind of information within a large social area (canvassing a neighborhood, chatting with many people in a tavern, circulating at a party or dinner, etc.), the GM may wish to use these mechanics.

Social Encounters

The “information” in question that the PC might be seeking could be a specific piece of data (for example, the identity of an assassin), or it could be something general (for example, looking for job opportunities).

In some situations, skill bonuses may apply in addition to CHA modifiers; for example, the Court skill would apply at a noble court. If dealing with common city dwellers or the underworld, then Urban Lore might count.

Obviously, in all cases, if the target(s) of the information does not have the information to give, then the attempt fails.

Sample Values

(note: these should only be applied if the PC is attempting to get information from one specific person; if trying to search through a large group, this section should be ignored)

- ☒ Target is Agreeable +1
- ☒ Target is Cautious -1
- ☒ Target is Distrustful -1
- ☒ Target is Impulsive +1
- ☒ Target is Naive +1
- ☒ Target is Principled -2 (but only if the information is something they are duty-bound to keep secret)
- ☒ Target is Greedy, and the PC offers money for information +2

Sample Interests

(note: these should usually only be applied to cases where the PC is trying to get information from one specific person, as above; the only exception would be in the case that the PC is interacting with a whole group of people who have a shared interest)

- ☒ Target is Distrustful and/or Prejudiced against a demographic the PC belongs to -2
- ☒ The PC is well known for a trait that the target strongly admires +1
- ☒ The information in question is tied to an obsession with the target +1
- ☒ The target is devout, and speaking about the information would violate a religious principle -2

- ☒ The PC is known to have or represent a position of authority in which the target supports +1
- ☒ The PC is known to have or represent a position of authority that the target opposes -1

Situational Modifiers

- ☒ The PC is known to the person/people he is talking to +1
- ☒ The PC is a stranger to the person/people he is talking to -1
- ☒ The target(s) know of the PC’s reputation and approve of it +1
- ☒ The target(s) know of the PC’s reputation and disapprove of it -1
- ☒ The target(s) are of the same social class as the PC +1
- ☒ The targets(s) and the PCs are of more than one social class rank apart -1
- ☒ The information is relatively well-known +2
- ☒ The information is intended to be kept secret -1
- ☒ The GM judges that the strategy for how he tries to glean the information is particularly apt +2
- ☒ The GM judges that the strategy for obtaining the information is particularly bad -2

Obtaining Gossip, Results

Roll	Result
2 or less	The PC fails in his attempt and may face serious backlash or retribution
3–4	The PC fails in his attempt
5–6	The PC doesn’t manage to get the information but is given some vague clue as to who or where it might be found; the PC could attempt to pursue this, but it would require further checks.
7–8	The PC doesn’t get the information but gets a specific idea of where or with whom to find it; he may need to make another check with a +2 bonus.
9–11	The PC gets the information he’s looking for.
12+	The PC gets the information he wants, and if the target has any, he may get some further unexpected piece of valuable information.

HAGGLING

Haggling in the buying and selling of almost any goods is extremely common on the Silk Road. Haggling mechanics depend on whether one is the product's buyer or seller. These mechanics presume that if the PC is the seller, he is selling some kind of treasure to a merchant, whereas as the buyer, he is purchasing some product from a merchant in an ordinary transaction.

If the PC is a merchant engaging in regular trade, you should probably use the business rules found in Sword & Caravan instead of managing it with haggling rules.

Typical Values

- ☒ Target is Agreeable +1
- ☒ Target is Greedy -2
- ☒ Target is Indecisive +1
- ☒ Target is Manipulative -1
- ☒ Target is Naive +1
- ☒ Target is Self-interested -1
- ☒ Target is Stubborn -1

Interests

- ☒ The item being negotiated is tied to an Obsession held by the target +2
- ☒ The Target is Intemperate or Pleasure-seeking, and the item is connected to their habits +1
- ☒ Target is Intemperate and in desperate need of feeding his addiction +2
- ☒ The PC has known connections to people the target is loyal to or admires or wants to network with +2
- ☒ The PC belongs to a demographic that the target is prejudiced against -2
- ☒ The PC belongs to a demographic that the target distrusts -2 (only when the PC is the seller)

Situational Modifiers

- ☒ Item is currently in a high state of supply and low demand: +2 if buying, -2 if selling.
- ☒ Item is currently in scarce supply and high demand: -2 if buying, +2 if selling.

- ☒ Item is common in the location being sold: +1 if buying, -1 if selling
- ☒ Item is a luxury item: -1 if buying, +1 if selling
- ☒ Item is a highly special item (a rare valuable, a master craftsmanship, a work of art, a magical item, any unique object): -3 if buying, +3 if selling
- ☒ The item is stolen, and the purchaser knows this: +2 if buying, -2 if selling
- ☒ If the PC is selling the item, and the purchaser already has another purchaser certain to want it: +1
- ☒ If the PC is buying the item, and the seller is strongly motivated to sell the item: +1

Haggling, PC Selling Item, Results

Roll	Result
1 or less	Haggling went badly; the target is very angry
2–3	Haggling went badly, no sale
4–5	40% of item value
6–7	50% of item value
8	60% of item value
9	70% of item value
10	75% of item value
11	80% of item value
12+	85% of item value

Haggling, PC Buying Item, Results

Roll	Result
1 or less	Haggling went badly; the target is very angry
2	Haggling went badly; the target won't sell unless the PC pays more than normal!
3–5	Haggling refused, item can be bought at target's price
6–7	The target will offer a second item to sell, with a small discount for multiple buying

Roll	Result
8-9	Item sold at 10% discount
10-11	Item sold at 20% discount
12	Item sold at 30% discount
13+	Item sold at 50% discount

IMPERSONATION

Checks made in situations where the PC is trying to pass for something he is not. This is not simply a worn disguise (which should probably be regulated by the disguise skill and/or perception checks), but rather when the PC is trying to interact with someone while maintaining the facade of their false identity.

Examples could include pretending to be a person of authority (a guard, judge, cleric/priest/imam/etc.), pretending to belong to a certain profession, pretending to be a specific person, pretending to be from a higher or a lower social class than your own, etc.

If a PC has the Disguise skill, which should reflect not only appearance but changes in mannerism, he should add his disguise bonus to the check (in addition to the usual CHA modifier).

Obviously, if the PC is impersonating a specific individual and the target knows that individual, the check should automatically fail (unless the PC is also using some sort of magic to assist the disguise).

Sample Values

- ☒ Target is distrustful -1
- ☒ Target is naive +1
- ☒ Target is religious, and the PC is impersonating a religious authority of his faith +1

Sample Interests

- ☒ PC refers in a positive way to one of the target's ambitions or admiration +1
- ☒ Target is Devout, and the PC is impersonating a religious authority of his faith -1
- ☒ The PC is impersonating someone who falls under one of the target's obsessions -1

Situational Modifiers

- ☒ The PC is impersonating a class or profession the target belongs to -2
- ☒ The PC is impersonating a specific individual the target is familiar with but never met -1
- ☒ The PC is impersonating someone or a profession/class that he was raised around +2
- ☒ The PC is impersonating someone or a profession/class that he has carefully studied +1
- ☒ The target is utterly unfamiliar with the class, profession, or individual the PC is imitating +2

Impersonation, Results

Roll	Result
2 or less	The target is certain that the PC is a fraud and will go out of his way to denounce him. If the situation is appropriate, he will engage in violence against the PC.
3-5	The target is certain that the PC is a fraud. If the target's personality, duties, or agenda favors it, he will expose the PC or take whatever action against him that fits his character.
6-7	The target is suspicious but indecisive. He feels something is off about the PC but will not act at this moment. However, further interactions will require a re-roll with a -1 penalty.
8+	The target is convinced that the PC is whom they claim. Only serious evidence to the contrary would change their minds.

INTIMIDATION

In the case of intimidation, it should be noted that if the target knows that the PC can't possibly follow through on his threat or knows he's utterly immune to what the PC is threatening, the intimidation fails.

Typical Values

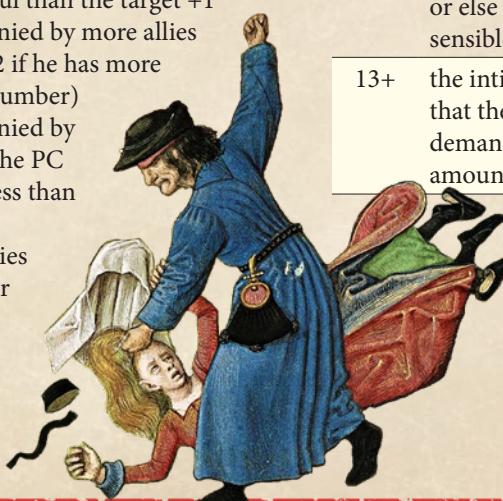
- ☒ target is Brave -2
- ☒ target is Cowardly +2
- ☒ target is Disciplined -1
- ☒ target is Indecisive +1
- ☒ target is Stubborn -1

Interests

- ☒ target has an ambition or obsession that opposes his being intimidated -2
- ☒ target has a phobia that is directly invoked by the intimidation +3

Situational Modifiers

- ☒ target has a cultural background that highly values bravery -1
- ☒ target has powerful connections or allies not present at the moment -1
- ☒ target is a leader or officer of some kind -1
- ☒ target is a person of great political, religious or social power -2
- ☒ the target is convinced that he is more physically powerful than the PC -1
- ☒ the target is fairly certain that the PC is more physically powerful than the target +1
- ☒ target is accompanied by more allies than the PC -1 (-2 if he has more than double the number)
- ☒ target is accompanied by fewer allies than the PC +1 (+2 if he has less than half the number)
- ☒ the PC and his allies are well known for their power or violence +1
- ☒ the PC and his allies appear



powerful or capable of following through on the threat +1

- ☒ the PC's threat involves something that, if the target complies, would ruin him socially/politically -3
- ☒ the PC's threat involves something that, if the target doesn't comply, would ruin him socially/politically +3

Reaction Roll, Intimidation

Roll	Result
2 or less	the intimidation fails, and the target immediately attacks the PC physically unless there's an absolutely inescapable reason not to.
3-5	the intimidation fails, and the target will be more aggressive/opposed to the PC. He may potentially attack.
6	the intimidation does not succeed immediately, but the target hesitates, and the PC might be able to attempt to double-down the intimidation, rolling again but with a -2 penalty.
7	the intimidation does not succeed immediately, but the target is nervous, and the PC might be able to attempt to double-down the intimidation, rolling again but with a +2 bonus
8-12	the intimidation succeeds in the standard way. The target will either do what the PC wants to the extent that it is in their power to do so (as long as it does not involve a direct risk of death) or else will flee if it is possible and sensible to the situation.
13+	the intimidation succeeds to the extent that the target will do whatever the PC demands short of something that would amount to absolute certain suicide.

LEGAL CASES

A reaction-based mechanic can be used to judge legal cases on the Silk Road in similar ways to how they were resolved in medieval Europe using the mechanics in the “Trials” appendix of the Lion & Dragon RPG.

Typical Values

- ☒ Judge favors leniency (Kind) +2
- ☒ Judge favors punishment (Mean) -2
- ☒ Local ruler favors leniency (Kind) +1
- ☒ Local ruler favors punishment (Mean) -1
- ☒ Judge is a moralist, and the defendant is accused of violating morals -1
- ☒ Judge is a moralist, and the defendant committed a crime while enforcing morality +1
- ☒ Judge is Principled, and the defendant is accused of breaking an oath or his word -1
- ☒ Judge is Principled, and the defendant is accused of breaking the law to keep his oath/word +1
- ☒ Judge is Religious, and the defendant is accused of religious crime -1
- ☒ Judge is Religious, and the defendant is accused of committing a crime for religious reasons +1

Situational Modifiers

- ☒ The accused is well known and liked by the public +1
- ☒ The accused is well known and hated by the public -1
- ☒ The accused was previously found guilty of an offense in this location -1
- ☒ The accused is wealthy +1 (unless the judge has the “moralist” value, in which case +0)
- ☒ The accused is a Holy Man of the local religion +3
- ☒ The accused is a Holy Man of another (tolerated) religion +1
- ☒ The accused is a noble +3 (unless the judge has the “moralist” value, in which case +2)
- ☒ The accused attempted to escape when accused -1
- ☒ There is obvious material evidence of the crime -4

- ☒ In Muslim lands, the accused is not a Muslim -2 (unless the judge has the “law-abiding” value, in which case +0)
- ☒ In Muslim lands, the witnesses are not considered credible or of good morals +2 (unless the judge has a “prejudice” interest applicable against the accused)
 - (note: in Muslim lands, if there are no witnesses to the crime, the accused cannot be tried)
- ☒ In Chinese courts, where the accused is not a citizen of a Chinese culture -1
- ☒ In Chinese courts, there are trustworthy witnesses to the crime -4
- ☒ In Chinese courts, there are questionable witnesses to the crime -1

Reaction Roll, Major Offense

Roll	Result
2 or less	Guilty, worst possible punishment applied
3–5	Guilty, second worst possible punishment applied, or worst if none other is applicable
6–7	Guilty, third worst possible punishment applied, or second worst if none is applicable
8+	Not Guilty

Note: in cases of single-punishment offenses, any result of 7 or less is the maximum punishment.

Reaction Roll, Minor Offense

Roll	Result
2 or less	Guilty, worst possible punishment applied
3–5	Guilty, second worst possible punishment applied, or worst if none other is applicable
6–7	Guilty, third worst possible punishment applied, or second worst if none is applicable
7+	Not Guilty

Note: in cases of single-punishment offenses, any result of 6 or less is the maximum punishment.

PUBLIC SPEAKING

This mechanic governs any situation where the PC tries to make some kind of an impassioned or convincing speech to win over an individual or a crowd. Examples could include making a petition to an official or ruler, trying to sway a crowd, raising a mob, or trying to recruit people to a cause or rally troops.

This mechanic could also be used for public performance, such as the recitation of poetry.

Sample Values

(note: sample values are only calculated if the PC tries to convince one individual, and that individual's values come into effect; when dealing with a crowd, this category is ignored).

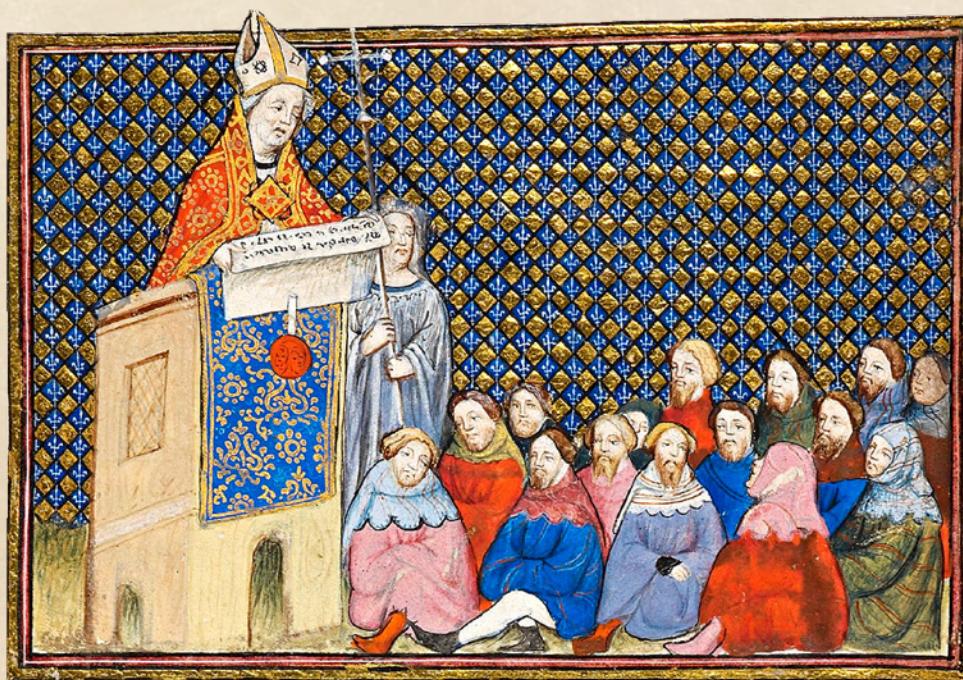
- ☒ Target is distrustful -1
- ☒ PC is appealing to the promise of reward, and the target is greedy +1
- ☒ PC is appealing to ideals, and the target is idealistic +1
- ☒ PC is appealing to the law, and the target is law-abiding +1
- ☒ PC is appealing to morality, and the target is a moralist +1

- ☒ PC is appealing to the target's religion, and the target is religious +1
- ☒ PC is making an argument contrary to the law, morality, or religion, and the target is law-abiding a moralist, or religious -3

Sample Interests

(note: sample interests are only calculated if PC is mainly trying to convince one individual; or if the vast majority of a crowd have an interest in common)

- ☒ PC is appealing against a subject that the target has distrust or prejudice for +1
- ☒ PC is appealing for a subject that the target has distrust or prejudice for -1
- ☒ PC is appealing against a local ruler that the subject has support for -1
- ☒ PC is appealing against a local ruler that the subject has opposition for +1
- ☒ PC is appealing to a local ruler that the subject has support for +1
- ☒ PC is appealing to a local ruler that the subject has opposition for -1
- ☒ PC is appealing in favor of an idea that the subject admires +1
- ☒ PC is appealing against an idea that the subject admires -1





Situational Modifiers

- ☒ PC is appealing to a cause that seems hopeless -1
- ☒ PC is credibly promising rewards for those who follow him +1
- ☒ PC is known to have power or influence +1
- ☒ PC is speaking as an agent of someone who has important local power or influence +1
- ☒ PC is a noble +1
- ☒ The PC is already famous to the crowd for deeds of renown +1
- ☒ The PC is already known to the crowd for misdeeds or failure -1
- ☒ PC is a religious figure of the same faith as the subject or most of the crowd +2
- ☒ PC is a religious figure of a faith that is tolerated in the region +1
- ☒ PC is a religious figure of a faith that most of the crowd is prejudiced against -1
- ☒ PC is a member of a group, ethnicity, or profession that most of the crowd is prejudiced against -1
- ☒ The GM judges that the argument made by the PC is particularly suited to the crowd +2
- ☒ The GM judges that the argument made by the PC is particularly unsuited to the crowd -2

Public Speaking, Results

Roll	Result
2 or less	The attempt fails miserably, and the local crowd may react with violence or disdain.
3–4	The attempt fails, and the local crowd will likely react with mockery or indignation.
5–6	The attempt fails, and the crowd reacts with indifference.
7–8	The attempt is met with moderate indifference; a few people will agree but not necessarily be willing to do anything about it. The PC could attempt a second speech with some new argument but with a -1 modifier to the check. If recruiting, the PC may recruit some very small number to his cause (i.e., 1-10% of the crowd).
9–10	The attempt is met with some success. Not everyone is convinced, but a good number will agree and would be willing to act to some degree. If recruiting, the PC will gain a decent number to his cause (i.e., As much as 30-50% of the crowd).
11–12	The attempt is met with strong success. If recruiting, the PC will gain a good number to his cause (i.e., 50-80% of the crowd).
13+	The attempt is met with resounding success. Most people will be won over to the PC's side, and many will be willing to take action. If recruiting, the PC will gain a large number to his cause (i.e., 75-95% of the crowd). If the action the PC calls for requires danger, the people he has raised will have a +1 bonus to Morale.

RUMOR-MONGERING

Characters may wish to spread rumors throughout a group or area at certain times in such a way that it is believed or at least widely reported. The nature of rumor-mongering is that it typically matters very little whether the rumor is true or false, though it does matter if it's believable or not. Examples of rumor-mongering could include trying to spread a supposed secret in a noble court, spread news about a revolt, or trying to defame a prominent person in his area.

The main factor that defines rumor-mongering is that the person creating the rumor does not want to announce the rumor publicly (either because of legal implications or unwanted conflict), nor does he want it to be provable that he is behind the information being spread.

The chances reflected in the following modifiers reflect the probability that the rumor will successfully spread. If the PC is trying to spread a rumor within a particular social environment where he is skilled, he may apply a skill bonus related to that social environment to his roll. For example, a PC may apply a bonus from their Court skill when trying to spread a rumor in the court or use an Urban Lore modifier when trying to spread a rumor in a market or slums, etc.

Sample Values

(note: values should only be considered if the PC tries to communicate the "secret" information to a single person. If the attempt is instead to spread the rumor among many people, values should not be included).

- ☒ Target is Cautious -1
- ☒ Target is Distrustful -1
- ☒ Target is Impulsive +1
- ☒ Target is Indecisive -1
- ☒ Target is Manipulative +1
- ☒ Target is Mean +1 (only if the rumor is meant to harm someone)

- ☒ Target is a Moralist +2 (only if the rumor is of some misdeed contrary to the target's morality)
- ☒ Target is Naive +1
- ☒ Target is Ostentatious +1

Sample Interests

(note: Interests should only be taken into account if the PC is trying to communicate the rumor through a single person; or if he is communicating it to a group where all or the vast majority hold the same common interest)

- ☒ Devout and rumor involves someone acting against their religious values +2
- ☒ Distrustful, and the subject of the rumor is of the category distrusted +2
- ☒ Opposes, and the subject of the rumor is the person opposed or linked closely to them +2
- ☒ Prejudiced, and the subject of the rumor is of the category prejudiced against +2
- ☒ The PC is of a category that the target Distrusts or is Prejudiced against -2
- ☒ The subject of the rumor is a person or linked to a person the target Supports -2
- ☒ The subject of the rumor is known for a trait the target Admires, and the PC is not -1

Situational Modifiers

- ☒ The subject of the rumor is of the same tribe or clan as the target(s), and the PC is not -1
- ☒ The subject of a defamatory rumor is known to have impeccable character -1
- ☒ The subject of a defamatory rumor is already known for poor virtue +2
- ☒ The rumor itself, whether true or not, seems generally plausible +1
- ☒ The rumor itself, whether true or not, seems highly improbable -2
- ☒ The GM feels that the PC's strategy for spreading the rumor is credible +1
- ☒ The GM feels that the PC's strategy for spreading the rumor is poor -1

Rumor-Mongering, results

Roll	Result
2 or less	The rumor fails to spread, and the target(s) may be hostile toward the PC, potentially insulting or attacking the PC or reporting the attempt to the authorities or the subject of the rumor.
3-5	The rumor is met with disinterest or incredulity; it does not spread. However, if people with a connection or loyalty toward the subject of the rumor were among those approached, they might inform the subject of the rumor about the PC.
6-7	The rumor spreads but only moderately. The GM must judge whether it would sufficiently satisfy the PC's motives in spreading it (depending on how widespread the PC wanted the rumor to be).
8-11	The rumor spreads effectively, causing a result more or less in line with what could be expected. For example, in the case of a defamatory rumor, it would cause damage to the subject's honor and reputation. In the case of trying to manipulate markets via rumor, it would cause a reaction in the prices of goods, etc.
12+	The rumor spreads extremely effectively, to a farther extent than the PC could have predicted (and maybe wanted). This might include legal action against the subject, arrest, or other actions taken by local authorities. Not all these actions may be things the PC would necessarily want happening.

SEDUCTION

A seduction check might be needed when a PC attempts to romantically or sexually seduce an NPC. Obviously, if the DM rules that there would be no possibility of attraction whatsoever, any such seduction would automatically fail.

Sample Values

- ☒ Target is agreeable +1
- ☒ Target is ascetic -2
- ☒ Target is distrustful -1
- ☒ Target is impulsive +1
- ☒ Target is lecherous +2
- ☒ Target is pleasure-seeking +2
- ☒ If the relation would be inappropriate and the Target is a moralist -2
- ☒ If the relation would be inappropriate and the Target is cowardly -1
- ☒ If the relation would be inappropriate and the Target is Princled -2
- ☒ If the relation would be inappropriate and the Target is religious -1

Sample Interests

- ☒ The PC has qualities that the target has an inspiration interest in (wealth, power, wisdom, knowledge, etc.) +1
- ☒ The target has a loyalty that the tryst would potentially harm -1



- ☒ The target has a loyalty that the tryst would potentially serve +1
- ☒ The target has a phobia which could apply to the situation: -1
- ☒ The target is distrustful or prejudiced of some aspect of the PC (foreigner, other religion, etc.) -1
- ☒ The target is already in love with a Romantic Interest, though it is not yet manifested -1
- ☒ The target is in love with a Romantic Interest and already actively manifested -3

Situational Modifiers

- ☒ There is a risk of shame or humiliation if the tryst is discovered -1
- ☒ There is a risk of great personal ruin if the tryst is discovered -2
- ☒ There is a risk of death if the tryst is discovered -3
- ☒ The target has taken a sacred vow of chastity: -1
- ☒ The PC is of a lower social status than the target, and the target is female -2
- ☒ The PC is of a higher social status than the target +1
- ☒ The PC is a noble, and the target is not +1
- ☒ The target is a noble, and the PC is not: -1 if the target is female
- ☒ The PC is wealthy and/or influential in the area: +1
- ☒ The PC is notably deformed in some way: -1 or the penalty from the deformity, if higher
- ☒ The PC is infirm, obese, or crippled: -2
- ☒ The PC is male and more than 30 years older than the target: -1
- ☒ The PC is female and more than 7 years older than the target: -1
- ☒ The PC has some physical attribute that the target is especially attracted to: +1
- ☒ The target was already attracted to the PC +1
- ☒ The target already disliked the PC -1
- ☒ The method the PC uses for seduction, by words or actions, is judged by the GM to be especially appealing to the target +2
- ☒ The method the PC uses for seduction, by words or actions, is judged by the GM to be especially distasteful to the target -2

Seduction, Results

Roll	Result
2 or less	The seduction goes horribly wrong. The target is horrified, and unless there's a very good reason (of risk to their life, for example) not to do so, will publicly denounce the PC for the attempt.
3–4	The seduction goes very badly. Depending on the target's character, there is a chance that the target might publicly or privately denounce the PC's actions to the public or selected people or say nothing. Regardless, the target will feel ill-disposed toward the PC in further interactions.
5–6	The seduction fails. The target will only denounce it if they have especially good reasons (for example, if their morality or duty demands it), but regardless will want nothing to do with the PC.
7	The target is interested and curious but not willing to act yet. This reaction is either out of caution, distrust, or fear. However, there is some appeal to the idea as much as the target would wish otherwise. The PC may try again later, but with a -1 penalty.
8	The target is very interested but is playing a bit "hard to get" for whatever reason. The PC may try again later, but with a +1 bonus.
9–11	The seduction succeeds. The target enters into a romantic or sexual tryst with the PC within the bounds of the target's personality.
12+	The seduction succeeds extremely well. The target is either in love or deeply infatuated with the PC and will act with more abandon than normal.