

SOCIAL ENCOUNTER RULES

The following rules are an expansion of the Dungeon Master's Guide Social Interaction rules, found on page 244. These rules are followed by NPCs in most campaigns, but a player does not need to know them. This document explains what is going on "under the hood."

The term "the characters" is used for the party of one or several player characters that are interacting with the other party, the "creature." The term "creature" is used to describe the nonplayer character, as these rules may be applied to interactions with any sentient being, whether a human, an elf, a cat, or a deity.

STARTING ATTITUDE

When approached, a creature's attitude is one of the following: *hostile*, *unfriendly*, *unsure*, *talkative*, *helpful*. The attitude is determined by previous interactions, social status, appearances, and sometimes dice rolls.

A **hostile** creature opposes the characters and their goals, but does not necessarily attack them on sight. It is rare for a hostile creature to be swayed through diplomacy, and it might sometimes be impossible to change its attitude for the better.

A **unfriendly** creature opposes the characters and their goals, but does not necessarily attack them on sight. Unlike hostile creatures, the attitude of an unfriendly creature can often be changed for the better through careful diplomacy.

A **unsure** creature does not always oppose nor always help the characters. It follows whatever course of action is most beneficial to it, and its values.

A **talkative** creature is inclined to help the characters, and might do so if there is little to no risk, cost, and effort involved.

A **friendly** creature is strongly inclined to help the characters, and will without hesitation do so if there is little to no risk, cost, and effort involved. A friendly creature may also sometimes take risks to help the characters, if convinced to do so.

CONVERSATION

The attitude of a creature may change over the course of a conversation with the characters. If the characters says or does the right thing (read: acts in accordance to the creature's ideal, bond and/or flaw), the attitude of the creature may improve. Similarly, insults and similar actions may lessen a creature's attitude towards the characters.

Learning about a creature. The skill **insight** can, after an interaction with a creature, be used to understand the creature's ideal, bond and/or flaw. This can be used to learn what you as a player missed, or confirm what you think you learned. Other means to learn how to influence a creature include, but are not limited to, asking questions to the creature directly and asking questions about the creature to other creatures.

DICE CHECKS

The following table shows some DCs for checks to interact with creatures of different attitudes.

The following DCs and outcome descriptions are not set in stone, and may be deviated from depending on circumstance.

DC Friendly creature

- 0 The creature accepts a minor risk or sacrifice to do as asked.
- 10 The creature accepts a significant risk or sacrifice to do as asked.
- 20 The creature accepts a significant risk or sacrifice to do as asked, even if it may endanger themselves.

DC Talkative creature

- 0 The creature does as asked without taking risks or making sacrifices.
- 10 The creature accepts a minor risk or sacrifice to do as asked.
- 20 The creature accepts a significant risk or sacrifice to do as asked.

DC Unsure creature

- 0 The creature offers no help but does no harm.
- 10 The creature does as asked without taking risks or making sacrifices.
- 20 The creature accepts a minor risk or sacrifice to do as asked.

DC Unfriendly creature

- 0 The creature opposes the characters' actions, but will only take minor risks to do so.
- 10 The creature offers no help but does no harm.
- 20 The creature does as asked without taking risks or making sacrifices.

DC Hostile creature

- 0 The creature takes the most immediate action detrimental to the characters, and might take significant risks to do so.
- 10 The creature opposes the characters' actions, but will only take minor risks to do so.
- 20 The creature offers no help but does no harm.