

“Social Skills” and “Social Rolls”

Given the nature of the topic, which in many ways touches simply the style or RP of a player directly, more than representing a fight or similar, this section will have both rules and guidelines.

Rules will be specified as a ▼ Rule, in front of the rule.

Anything else is to be taken as guidelines, suggestions and ‘RP etiquette’.

Explanations about the reasoning behind a certain rule or guideline, or examples. will be given in a smaller font size.

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▼ Rule: General “Rule of Thumb”

Any successful use of a social skill can not be simply ignored, or refused, but it must be at least acknowledged in the following emote(s), even if in the form of a ‘failure’ of the skill.

However, how strong or subtle the effect of the social skill used is always up to the player that ‘receives’ the skill’s effect.

- Example: a character losing an intimidation roll can equally legitimately emote “My character starts to smell like poo and urine”, “My character has a moment of hesitation in the face of the huge monstrosity”, or “My character braces their weapons, instinctively taking some slight steps back”, or something even more subtle like “My character frowns slightly, his expression seeming more tense, as they try to hide their fears”: anything that acknowledges the character being in any way influenced by the skill

▼ Rule: When to use social skills?

Social skills can be used only to accompany emotes that describe what effort is being done towards obtaining the desired effect (e.g. persuading a person).

In general, if a skill is being used to accompany a description that can fit in 1 line of text, there is something wrong in the skill's use.

- Example of wrong use (of Sense Motive): "My character tries to understand if you're lying"
- Example of good use (of Sense Motive) "My character listens carefully to CharacterX, their eyes fixed on them the entire time, focused, pondering, trying to see past their words thanks perhaps to spotting some facial expression that does not align well with the tone of what is being said"

Sense Motive: Identify Motives (Wisdom)

Sense Motive is used in the Ability **Identify Motives**. It is opposed by **Deception & Bluff**.

- ▼ **Rule:** This skill is supposed to be used only once in the same discussion topic.
Posing multiple consecutive questions to the same character and demanding a roll for each question is forbidden unless given explicit OOC permission by the person being asked the questions.
Why? Mostly simple math. If you ask a person to roll once, there is a certain chance for them to fail the roll and be forced to give hints about lying. Asking for 10 rolls, will increase the chance of failing at least one roll and being called out as a liar by 10 times. This is excessive.
- ▼ **Rule:** Sense Motive skill is to be answered with a Deception roll.
If Deception is not rolled, it counts as an automatic failure. The **Identify Motives** ability will automatically roll the necessary dice and post a result.
- Successfully beating your opponent's **Deception & Bluff** check allows one of the following:
 - Accurately gauge your opponent's mood, emotional state, impressions, or general disposition through reading their expressions, body language, intonation, or other subtle cues.
This may tell you, for example, that your opponent is nervous and aggressive. It will not necessarily tell you why.

- Correctly intuit if someone is trying to deceive you through lying, omission of truth, misdirection, distraction, stalling, fast talking, or other methods, therefore to ask for a hint about a character being attempting one of these actions..

This does not give you an accurate understanding of the objective truth. It gives you a hint that something is wrong, but not what part of it is.
- This skill does not allow a character to:
 - Automatically detect if a character is lying, forcing the player to admit to it directly. While the ‘defending player’ is allowed to directly admit their character to be lying, their only duty is to provide *hints* about it: Sense Motive is not mind reading.

Deception & Bluff (Charisma)

This skill is opposed by **Sense Motive**.

You do not need to roll this skill unless your opponent attempts to read you with **Sense Motive: Identify Motives** first.

Someone trying to understand something of your character’s behavior or intentions using Sense Motive, must beat your Deception & Bluff roll in order to obtain a positive result.

- ▼ **Rule:** When failing a Deception roll, a character *must* give some form of *hints* about their mood, state of mind, feelings, or the fact that they might be lying or withholding information.

It is not necessary to openly state something like “the character is lying”.
- ▼ **Rule:** Always roll for Deception when asked to. Although you have the right to refuse requests made consecutively. A single roll should at least affect the outcome of a whole discussion or discussion topic.
 - If your opponent was attempting to gauge your disposition, and beats your **Deception & Bluff** roll with their **Sense Motive** roll, you must provide a meaningful hint, as described under Sense Motive, that is in line with their attempt at reading you.

If your opponent fails to beat your roll, you may respond in any way you see fit, including misdirection.

- If your opponent was attempting to see through your deception, and beats your **Deception & Bluff** roll with their **Sense Motive** roll, you must provide a meaningful hint which informs them truthfully as to whether or not there is some form of misdirection in play. You are not required to tell them what the full truth or the motivations behind your misdirections are.
If your opponent fails to beat your roll, as far as they can tell, you are making no attempt at deceiving them. This does not mean they have to believe what you say, but that to them you seem convinced you are being earnest.
- If your opponent questions the truth of what you say, but you are being earnest, you are still required to roll **Deception & Bluff** to oppose their **Sense Motive** roll. If they beat you, you are required to tell them you are being earnest. If they fail to beat you, you may respond in any way you see fit, including misdirection.
This usually makes the roll pointless, other than to prevent some degree of metagaming, but if your character is good at misdirection and your opponent fails to beat your roll, you may choose to make it seem like they are lying, even when they are not.
- This skill does not allow to:
 - Make a character believe something that is completely unbelievable or that goes against basic common sense, especially if not properly argued for.
Things such as believing in flying pigs, or trying to persuade a person that their most trusted friend is, in fact, a reptilian that wants to destroy the world.

Diplomacy (Charisma)

This skill can be opposed by **Willpower & Discipline**, or just used alone for flavor.

- ▼ **Rule:** In case of a successful use of the skill, at least a form of improvement of the other character's disposition *must* be represented, when context permits it, in the emotes that will follow. How to represent this at and to what degree it is totally at discretion of the player that 'receives' the use of the skill.
If for some reasons a player feels like the skill would still fail on their character, they should still, in their emote, post something that might hint at why the attempt at persuasion did not have results: in any form, you must "acknowledge" the other character's skill use, not simply ignore it, or the other player will feel rightfully frustrated.
- ▼ **Rule:** if the skill is not accompanied by an actual, proper, attempt of the character using it at somehow being influencing or convincing someone else, the

use of the skill can be fully ignored.

Using the skill to accompany a short emote of less than 3 lines is likely not enough.

Example of this is persuasive behaviors might be (but are not limited to): highlighting their body language, bringing good arguments, the tone of their voice, or begging, 'pushing some psychological' buttons of the other character

- Successfully beating your opponent's **Willpower & Discipline** check can allow one of the following effects (or more, depending on the character that 'receives' the Diplomacy attempt).
 - Same effect as Charm I (Makes the target more pliable to suggestions and reduces their hostility. Emotions move up one in the scale Aggression -> Hate -> Dislike -> Neutral -> Like -> Friendly -> Close Friend.)
The skill does not automatically convince anyone of something, but it mostly indicates the skill of a character with using the correct tone, wordings, poise and similar behaviors to have a slight influence on the behavior of others.
 - Other effects that the character being the target of the skill wants consents to RP.
- In some specific cases, with certain characters such as Beastkins and Fae, the use of Animal Handling can replace the use of the Diplomacy skill.

Intimidation (Charisma)

This skill is opposed by **Willpower & Discipline**.

- ▼ **Rule:** a character successfully intimidated **must** include a proper response to the intimidation in their next emote(s).
This can vary up to the player's interpretation and change according to the context, but the successful intimidation must be acknowledged.
Ignoring the use of this skill is godmoding.
- The response to the intimidation might be great or small, evident or subtle, all depending on the interpretation.
We suggest this response be evaluated especially due to:
 1. Context: e.g. a towering beastkin roaring in someone's face will make them wet themselves, but if said beastkin is beaten, safely restrained, and behind some solid bars, the intimidation will have a different effect.,
 2. The difference between the Intimidation and Willpower roll. A Willpower roll that failed with a margin of 1, should probably be interpreted differently than one that failed of 20.

Willpower & Discipline (Wisdom)

This 'saving throw' is used to defend against **Diplomacy** and **Intimidation**.

Someone trying to forcefully influence your character has to beat your Willpower roll in order to exert influence on your character. Any form of influence can still be RPed without any rolls of course, or at the interpretation of the character receiving the roll. But a failure in the ST means the 'receiving' character *must* have some reaction

- If your opponent fails to beat your Willpower & Discipline with their relevant Social Skill roll, their attempt at forcibly influencing your behavior fails, and you are free to RP as you wish.
If you fail your Willpower & Discipline, you must include some form of reaction in your emote
You may still react in the way they want you to, but it is not required. You are free to respond however you see fit.
- Willpower can also be used as a roll to make aggressive characters decide if they lose their temper over something, such as a provocation, or as a self-roll to help interpret a character's own reaction.

WORK IN PROGRESS: Guidelines - Psychological Warfare (Advanced)

This is an optional “advanced” system. It’s designed to be granular and proscriptive. I do not recommend implementing this. It is intended mostly for brainstorming.

Stress responses: Fight, Flight, Freeze, Fawn.