




















SPENDING ☆, ☹, ☹, ☹, AND ☹ IN SOCIAL ENCOUNTERS

COST	RESULT OPTION
☆	Basic knowledge of the general situation
☆☆	As above, but including key players, their history, and their involvement in the dispute.
☆☆☆	Basic knowledge and key players, as well as some of the obstacles at play.
☹ or ☹	Recover 1 Strain. May be spend to affect unexpected subjects beyond the original target. Add  to the next allied active character's check. Notice a single important point in the ongoing encounter, such as an overly curious waiter or some drapes your character can stand behind to avoid being recognized.
☹☹ or ☹	Learn the Strength or Flaw of the targeted character or Personality quires of one or more important NPC. Reputation improving ones status in the faction. Add  to the targeted character's next check. Add  to any allied character's next check, including that of the active character.
☹☹☹ or ☹	Learn the Desire or Fear of the targeted character. Successfully conceal your true goal in the encounter. Learn the true goal of your target, if your target has one.
☹	Learn any one Motivation facet of any character in the encounter (with GM's Approval). like a seemingly unrelated but critical detail. Make a target become a recurring character who faithfully decides to follow the acting character. Upgrade the difficulty of the targeted character's next check. Upgrade the ability of any allied character's next check, including that of the current active character. Do something vital, such as getting everyone's attention, or distracting all the guards so your character's friends have a chance to do something important.
☹ or ☹	The active character suffers 1 strain. May be spent to reduce the number of people affected by the target. The active character gets distracted or sidetracked momentarily. This can result in their being unable to activate an ability that requires spending a maneuver on their next turn, or it may just result in their being dragged into a lengthy and boring conversation.
☹☹ or ☹	The active character accidentally reveals their own Strength or Flaw. Reputation in the faction is lowered or damaged. Add  to the targeted character's next check. The active character or the allied character suffers  to their next action.
☹☹☹ or ☹	The active character accidentally reveals their own Desire or Fear. The active character accidentally reveals their true goal this encounter.
☹	The active character accidentally reveals a Motivation facet of one of their allies. Learn one false Motivation facet of the target character (the active character believes it to be true). like a fact the GM gives that is misleading or wrong. Upgrade the difficulty of an allied character's next check or the next check of the current active character. The active character becomes so embroiled in irrelevant events in the encounter that they cannot do anything important during the next round. The target may become a recurring thorn in the side of the acting character and continually undermine his authority.

SOCIAL SKILL INTERACTIONS

ACTING SKILL	OPPOSING SKILL
Coercion, Deception, Leadership	Discipline: The mental fortitude to disobey orders, or the mental strength to resist interrogation and face threats without flinching. Furthermore, It allows them to see through lies.
Charm	Cool: The ability to keep calm and maintain composure when being charmed or flattered, and to respond politely to flattery without giving away something or giving in to someone's requests.
Negotiation	Negotiation or Cool: Bargaining is usually a back-and-forth between two sides, with both sides using their negotiating skills to try to get as much of what they want as possible. Extra ☆ increases profit by 5% per uncanceled ☆.

* If the character has a previous relationship this may add  or  to the check. The GM may award  if the PC shares monetary wealth or  for lack there of. The GM may award  if the character is under the influence of drugs or alcohol. The GM may add up to    or an automatic success for good roleplaying or up to    if a character stumbles when speaking in character. Furthermore, a GM may add up to    due to alien language not understood by the character.

DIFFICULTY OF SOCIAL CHECK BY GROUP

NUMBER OF TARGETS	DIFFICULTY
2-5	Average (◆◆)
6-15	Hard (◆◆◆)
16-50	Daunting (◆◆◆◆)
51+	Formidable (◆◆◆◆◆)

GROUP LEADER STRAIN THRESHOLD MODIFIERS

SIZE OF GROUP	STRAIN THRESHOLD INCREASE
10-25	+5
26-50	+10
51-100	+15
101-500	+20
500+	+25