

## SOCIAL MODIFIERS TABLE



### Social Situation

With respect to the character, the NPC is:

Friendly	+2
Neutral	+0
Suspicious	-1
Prejudiced	-2
Hostile	-3
Enemy	-4

Character's desired result is:

Advantageous to NPC	+1
Of no value to NPC	+0
Annoying to NPC	-1
Harmful to NPC	-3
Disastrous to NPC	-4

Control Thoughts/Emotions spell cast on subject

-1 per hit†

Character has (known) street reputation

+Street Cred (see p. 257)

Subject has (known) street reputation

-Street Cred (see p. 257)

Subject has "ace in the hole"

+2†

Subject has romantic attraction to character

+2

Character is intoxicated

-1§

### Con Modifiers

Character has plausible-seeming supporting evidence

+1 or 2

Subject is distracted

+1

Subject has plenty of time to evaluate situation

-1

### Etiquette Modifiers

Character wearing the wrong attire or doesn't have the right look

-2

Character is obviously nervous, agitated, or frenzied

-2

Subject is distracted

-1†

### Intimidation Modifiers

Character is physically imposing in some way

+1 to +3

Subject is physically imposing in some way

-1 to -3

Characters outnumber the subject(s)

+2

Subjects outnumber the character(s)

-2

Character is wielding a weapon or obvious magic

+2

Subject is wielding a weapon or obvious magic

-2

Character is causing (or has caused) subject physical pain (torture)

+2

Subject is oblivious to danger or doesn't think character "would try something so stupid"

+2†

### Leadership Modifiers

Character has superior rank

+1 to +3

Subject has superior rank

-1 to -3

Character is an obvious authority figure

+1

Character is not part of subject's social strata

-1 to -3

Subject is a fan or devoted to character

+2

### Negotiation Modifiers

Character lacks background knowledge of situation

-2§

Character has blackmail material or heavy bargaining chip

+2§

\* Unless otherwise noted, these dice pool modifiers apply to the acting character's dice pool.

† These modifiers apply to the target character's dice pool.

§ These modifiers can apply to either character's dice pool.

