Debate Actions

Action	
Join Debate	(Varies / -0)
Social Attack	(Varies / -2)
Simple Charm	(6 / -1)
Guard	(3 / -0*)
Monologue/Study**	(3 / -2*)
Coordinate Attack***	(5 / -2)
Move	(0 / -0)
Dash/Climb/Swim	(3 / -3)
Read Motivation	(5 / -2)
Misc. Action	(5 / Varies)
Inactive	(3 / Special)

* Aborting does not refresh DV
** As the regular combat Aim action
*** As the combat action but use
    Socialize instead of War

Social Traits

Charisma
Used for honest social attacks

Manipulation
Used for attempts to decieve

Appearance
Is used to determine MDV modifiers

Investigation (Speed 5 / Rate 2)
Used to interrogate and question targets. Can only be used on a single entity, either person or defined group.

Linguistics
Modifies the MDV in written attacks.

Performance (Speed 6 / Rate 1)
Oration, dances and theatrics, these attacks target everyone in the audience.

Presence (Speed 4 / Rate 2)
Used for intimate attacks based on force of personalty. Can only be used on a single target, see Investigation.

Socialize
Is not used to attack but replaces War and Stealth in social situations. It limits dicepools when leading and it is used with to (re)establish surprise.

MDV Calculation

PMDV   (Cha/Man+Inv/Perf/Pres)/2
DMDV   (Willpower+Integrity+Ess)/2
        always round down

MDV Modifier

Action DV Penalties	-X
Wound Penalties	-X
Onslaught Penalty	-X
Coordinated Attack	-X
Botched attack last action	-2
Difference in Appearance	-X*
Difference in Linguistics	-X*
Difference in Magnitude	-X*
Contradicts Intimacy	+1**
Contradicts Virtue of 3+	+2**
Contradicts Motivation	+3**

* Varies, can not exceed + or - 3
** Can also apply as a penalty when
    supporting behavior. Only use the
    highest of these modifiers.

Attack Effects

Spend 1WP to resist the effects of successful natural persuasion. After spending 2WP in one scene a character is immune to further persuasion attempts. A different approach could outmaneauver this.

Affecting Intimacies
Reduce an Intimacy by one point and/or increase another Intimacy by one point.

Compelling Behavior
The target is convinced to spend the rest of the scene doing any one task that does not violate his Motivation.

Breaking Motivation
If the target is reduced to 0 temp. Willpower by attacks opposing the motivation and then goes for (Essence + Willpower) days without recovering full willpower, it is broken. Further social attacks may cause behavior that contradicts with the target's motivation.

Intimacies

A character can not have more than Willpower + Compassion Intimacies. Excess Intimacies gradually blend away at one Intimacy a night.

Intimacies have a strength equal to a character's Conviction.

To deliberately change intimacies, characters may add or remove one point to the Intimacy per scene spent building or eroding it. Once the Intimacy reaches Conviction points it is in effect. An Intimacy lowered to 0 points is removed.

Impossible Orders

Orders that a target finds it could not survive are unacceptable orders.

Orders that can not possibly be followed for obvious reasons are impossible orders.

Both can be resisted without spending any Willlpower at all.

Unnatural Effects

Compulsion
Creates an intention in the target: "I want to do something". Can be used to make the target form Intimacies.

Emotion
Sparks emotion within the target: Love, lust, fear, respect, anger....

Illusion
Creates a belief that causes the target to accept something as true that is not.

Servitude
Binds someone to a cause. Makes them believe it is worth serving but does not control their actions.

Total Control
Target's action are utterly dictated by the effect. Only one total control effect can be active on a person.

Prayer

A dramatic prayer action outside of the social combat framework is needed to secure the attention of a god (or possibly even of a demon).

Roll (Charisma + Performance) at a difficulty of (7 - the Resources value of the sacrifice). Priests may reduce the difficulty by 1. This includes Zenith, Midnight and No-Moon castes as well as all Sidereals.

Sacrificing sentient beings has an effective Resources value equal to the combined permanent Essence of all victims.

A successful prayer means that the deity understands the prayer and is inclined to provide subtle help. Possibly going so far as using Charms in the case of a terrestrial god.

Botching offends the god and requires a sacrifice with a Resources value of the god's Essence (max 5).

Read Motivation

After several minutes of interaction or observation, a character can try to read the subjects mood or intention.

Roll (Perception + Investigation or Socialize) against a difficulty of (Manipulation + Socialize) /2, round up.

If successful, the observer knows the most dominant emotion of his target and can place it in context of the current scene.

With twice the required successes, the observer knows about an Intimacy in the scene. Alternatively he can gauge the relationship between the subject and someone else present.

When used with Investigation it can be used to discern if someone has lied or deceptively ommited facts.

Social Groups

Social Units use the Traits of their leaders modified confering bonuses to these depending on unit.

Social Units also have a number of special traits described below*

Magnitude
This is the size of a social unit. It is used to calculate MDV modifiers.

Policy
Is the agenda the group shares, is similar to motivation for solo units.

Loyalty
Equals the permanent willpower of the leader and is used to for social actions instead of temporary WP.

Damaging Social Units
If attacks exhaust the Loyalty pool, reduce the Magnitude by one as followers leave. The unit also did not resist the attack, effects apply.

Then refresh the Loyalty pool to the maximum (-1 if the last attack went against the group Policy/Motivation)

Magnitude

Magn.	Members	Equivalent
0	1	Solo
1	2-10	Fang
2	11-75	Scale(s)
3	76-150	Talon
4	151-300	Wing
5	301-650	Dragon
6	651-1,200	
7	1,251-2,500	
8	2,501-5,000	Legion
9	5,001-10,000	F.Age Legion

EXALTED
Second Edition Social Sheet