

Social Interactions Update

for the Myth Maker Core Rules - Alpha 1.4

Core Rule Changes

Opposing

Opposing can now take two forms:

- **Hinder:** A character that tries to stop someone from performing an action is hindering the action. The penalty for successfully hindering an action reduces the check result against all targets of the action. **Author's Note:** *This is basically unchanged from the original "oppose" mechanic.*
- **Resist:** A character that tries to protect himself from an action is resisting the action. The penalty for successfully resisting an action only reduces the check result against the resisting character. Other targets of the action gain no benefit from the resisting character's opposition. **Author's Note:** *This is the "new" mechanic. It isn't actually new – the opposing rules already had notes about this kind of thing. This new version is clearly defined with explicit terminology, so as to prevent confusion.*

Penalty Stacking: When multiple characters hinder a single action, the penalties always stack. When a character resists an action, the penalty stacks with any hindering penalties.

Personality

Quirks have been renamed to "Tastes". Their mechanical function is mostly unchanged, however.

Personalities are more flexible.

Characters can grow and change with the story. Use your best judgment, and confer with the other players.

Talents

Talents work very differently in the current (unreleased) version of the game. For now, feel free to improvise talents that fit with these social mechanics.

Social Introduction

During social scenes, rounds and turns aren't usually important (this doesn't mean you *can't* use them). Instead, social scenes usually play out more like actual conversations. Dice rolls are usually initiated in one of two ways:

- A player declares the specific social action his character uses.
- A player speaking in-character says something that fits one of the social action mechanics – so you stop to roll dice. **Author's Note:** *A player speaking in-character may not notice when he invokes a social action. It is the responsibility of everyone in the group to pay attention to in-character statements, and call for dice rolls when a social action is initiated.*

Misc. Social Rules

Comprehension: A character can only pay attention to one social action at a time. A character inundated with multiple social actions at the same time is only affected by the one with the highest check result.

Ego-Preservation: A character naturally resists every social action. This resistance does not require any action or reaction. It is automatic, and cannot be suppressed even against a trusted ally.

Nonverbal Interactions: Some social actions can be performed without speaking (i.e. through body language). Use common sense and your best judgment to determine when this is appropriate, and when it's not.

Language Barriers: Spoken social actions are difficult if the subject doesn't understand the language you're using. For Body and Spirit actions, this makes the task harder. For Mind actions, it makes the task impossible.

Social Actions

Influence

An influence happens when one character tries to make another character feel good or bad about an aspect of himself. Influence actions can use Mind, Body, or Spirit. The attribute used for an influence action is determines the attribute affected by that action.

- **Positive Influence:** When one character positively influences another, the influenced attribute becomes enhanced. An enhanced attribute grants a +1 bonus on all checks with that attribute. If a creature fails a check with an enhanced attribute, the enhance effect ends. Enhancing the same attribute multiple times has no effect. If the attribute was previously diminished, enhancing it automatically ends the diminish effect.
- **Negative Influence:** When one character negatively influences another, the influenced attribute becomes diminished. A diminished attribute imposes a -1 penalty on all checks with that attribute. If a

creature succeeds a check with a diminished attribute, the diminish effect ends. Diminishing the same attribute multiple times has no effect. If the attribute was previously enhanced, diminishing it automatically ends the enhance effect.

Author's Note: *Because of how its core dice mechanic works, Myth Maker can only handle a limited quantity of numerical modifiers to checks. The Enhance/Diminish mechanics will reappear in other parts of the game, possibly with different rules for when they end. In the current version of the game, enhance, diminish, training, and attribute damage are the only mechanics that apply static numerical modifiers to checks.*

Persuade

A persuade happens when one character tries to convince another character to do, think, or feel something. Persuasion directly modifies the target's personality – either by imposing a new trait, or by challenging an existing trait. The attribute required for a persuade action and the kind of trait affected are linked:

- **Coerce** actions require a Spirit check and affect motives.
- **Reason** actions require a Mind check and affect beliefs.
- **Charm** actions require a Body check and affect tastes.

Disposition: When a persuade action is attempted, the target's disposition toward the acting character determines the base difficulty of the check. If the target is...

- **Agreeable**, the persuasion difficulty is easy.
- **Neutral**, the persuasion difficulty is moderate.
- **Disagreeable**, the persuasion difficulty is hard.
- **Hostile**, the persuasion difficulty is impossible.

Each persuade action is associated with a separate disposition. This means one character can be agreeable toward another character's charms, but hostile toward the character's reasoning.

Author's Note: *Disposition is essentially a specific example of the difficulty scale.*

Still, a character's disposition only sets the base difficulty of the check. Other factors should modify it as normal.

Imposed Traits: An imposed trait is added to the character until at least the end of the current scene, and must be treated as if it is actually a part of the character's personality. After the end of the current scene, use your best judgment to determine when (or even if) the imposed trait fades from the character's personality.

Challenged Traits: A challenged trait is removed from the character until at least the end of the current scene, and must be treated as if it is not a part of the character's personality. After the end of the current scene, use your best judgment to determine when (or even if) the challenged trait returns to the character's personality.

Interrupt

An interrupt happens when one character tries to hinder another character's social action. Interrupting any social action requires a Spirit check. If the check succeeds, apply a normal opposing penalty to the interrupted action.

Author's Note: *This is yet another example of a universal game mechanic being made specific.*