SOCIAL CONFLICT REFERENCE SHEET

Charm Actions

Seduction

Opposed Fel vs. WP Test modifies NPC Disposition by +1.

Fortune Points: 2

Reactive Option: Fel Test improves a standard Charm, Gossip or Inquire Test failure to standard success.

Roleplay Conditions: Fel score of 35+ and *either* wear Good/Best clothing *or* pass a Perform skill test.

Witty Repartee

Opposed Int Test removes all negative modifiers from upcoming social tests.

Fortune Points: 1

Reactive Option: Int Test improves a standard Charm or Inquire test success to critical success.

Roleplay Conditions: Player must specify the exact subject of commentary.

Gossip Actions

Name Dropping

Common Knowledge Test modifies Disposition of 1d10 NPCs by +1.

Fortune Points: 2

Reactive Option: Common Knowledge Test improves a standard Bluff Test success to critical success.

Roleplay Conditions: Name two or more high-profile individuals and specify relationship with them.

Rumours & Lies

This action is declared before a Gossip Test is made. If the Gossip Test is passed, 1d10/2 locals investigate the rumours.

Fortune Points: 1

Reactive Option: Fel Test improves a standard Bluff Test failure to standard success.

Roleplay Conditions: Name the NPC being slandered, and state the nature of the rumours.

Intimidation Actions

Denigrating Insults

Opposed Int vs. WP test halves target's WP for duration of encounter.

Fortune Points: 2

Reactive Option: Int Test improves a standard Intimidation Test success to critical success.

Roleplay Conditions: Identify an attribute of the NPC that's worthy of derision.

Fiery Rhetoric

Opposed WP vs. Int test provides a +10% bonus to all Bluff, Intimidation and Command Tests during the encounter.

Fortune Points: 1

Reactive Option: WP Test improves a standard Scare Test failure to standard success.

Roleplay Conditions: State the subject of the rant.

Note: Social Actions have Consequences of Failure, listed in *Warhammer Companion*.