Personals

Interacting with other sophonts requires a knowledge of the principles of interpersonal actions.

Tactics

Purpose	Strategy	#	Interests	Enemies	Logic	Authority	Morality	Culture	Emotion	Indebted	Payment	Begging	Politeness	Flattery	Referral	Familiarity	Insult	Pain
1D Carouse	Casual	1	+3	+2		no					no	no		x2	x2	x2	no	-8
	Enjoyment	2										no		x2	x2	x2	no	-6
	Discussion	3			x2	x2	x2	x2	x2						x2	x2	no	-6
	Active Listen	4																-6
	Appeals To	5			X2		x2	x2	x2		x2	x2	x2	x2				+4*
2D Query	Enjoyment	1										no		x2	x2	x2	no	-6
	Discussion	2			x2	x2	x2	x2	x2						x2	x2	no	-6
	Active Listen	3																-6
	Appeals To	4			X2		x2	x2	x2		x2	x2	x2	x2				+4*
	Force of Will	5			x2	x2	x2	x2	x2				no				x2	+6*
3D Persuade	Discussion	1			x2	x2	x2	x2	x2						x2	x2	no	-6
	Active Listen	2																-6
	Appeals To	3			X2		x2	x2	x2		x2	x2	x2	x2				+4*
	Force of Will	4			x2	x2	x2	x2	x2				no				x2	+6*
	Charming	5	x3				x2	x2	x2	x2	x2			x2	x2	x2		-4*
4D Command	Active Listen	1																-6
	Appeals To	2			net		x2	x2	x2		x2	x2	x2	x2				+4*
	Force of Will	3			x2	x2	x2	x2	x2				no				x2	+6*
	Charming	4	x3				x2	x2	x2	x2	x2			x2	x2	x2		-4*
	Angry	5	x3		x2	x2	x2	x2	x2	x2							x2	+6*

THE FIVE LAWS

		Carouse	Query	Persuade	Command
1	Similarity	+1	+1	+1	
2	Superiority		+1	+2	+3
3	Inferiority		+1	+2*	
4	Comfort	+2	+1	+1	
5	Violence		+1	+2	+3

*if Begging, Flattery, or Politeness.

The Five Laws are a series of statements governing interactions.
Similarity. Similar people cooperate.
Superiority. Superiors give commands.
Inferiority. Inferiors use politeness, flattery and begging.
Comfort. Comfort promotes cooperation.
Violence. Violence (or its threat) compels obedience.

DISTANCE

If by Communicator, Mod -4.

THE BASIC RULES

Purpose	D
Strategy	
Tactic	x
Laws	
Mod1	
Mod2	

Target No. =

1. Select a Purpose
2. Select a Strategy
3. Select a Tactic
4. Apply the best applicable Law
5. Apply up to **two** Mods, as available.

Roll against the Target Number.
Each success in Carousing increases Cameraderie +1.
Any Failure stops the Interaction (but Please Reconsider may be possible).

MODS

Personals are influenced by several circumstances.
Strategies. After the first use of a Strategy, Mod -1 per use of a Strategy.
Tactics. After the first use of a Tactic, Mod -1 per use of a Tactic.
Urgent. If there is a time constraint, try a Purpose only once with Mod +2.
Deliberate. Carefully planned query or persuasion allows using a Third Tactic.
(Threat of) Violence. Use of Fighting as a Mod. makes a Personal Violent. If a Violent Personal fails, the Personal becomes a Fight.
Bluff. Use Flux as Mod at the last minute before resolving the Personal (can be used once in the conversation).
Brazen. Mod +3 in Query or Persuade.

Please Reconsider. A Failure can be rerolled as **Please Reconsider** IF Begging/Politeness/Flattery are possible for the Strategy. For the rest of the Interaction, only Inferior Mods can be used.