



Personals

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

Personals

THE PURPOSE

A Purpose is a subordinate Goal within a Personal. There are four general Purposes:

Carouse

“Let’s Have A Good Time!”

The participants interact socially, getting to know each other better. Neither asks anything of the other.

Query

“Tell Me About X.”

Query is information gathering. Query is devoted to obtaining information or the performance of discretionary duties. Information may be a goal in itself, or it may be helpful in understanding the Target.

Persuade

“I Request You Do X”

Persuade is a convincing activity. Its goal is to make the object decide to do something (or to decide to not do something). Persuade is devoted to obtaining decisions which the Target is free to make.

Command

“I Require You Do X”

Command is order-giving. Its goal is a specific action (or inaction) by the Target. It depends on external social structures or social dominance to bring about obedience. Individuals may be persuaded to do things, but they rarely obey commands without a social structure to back them up. Authority figures (for example, police officers) and organizational superiors (for example, higher rank in a company or military unit) can give commands.

STRATEGIES

Players implement their Purpose with a Strategy. The Player selects a strategy and determines its value.

Casual [Our Interaction Has No Long-Term Effects]. The encounter is unstructured and unconcerned with ultimate goals.

Enjoyment [Let’s Enjoy Ourselves]. The encounter is based on recreation and the pleasure of personal interaction.

Discussion [Let’s Exchange Information]. The encounter is focused on conversation about some topic of mutual interest.

Active Listening [I Enjoy Listening To You]. The Actor listens and encourages participation by the Target.

Appeals To [Do X Because of Y]. The Actor focuses on a tactic to focus the interaction.

Force-of-Will [Do X Because Of My Strength]. The Actor strongly presents information based on Tactic.

Charming [My Positive Emotions Influence You]. The Actor presents positive social cues in the conversation.

Angry [My Negative Emotions Influence You]. The Actor dominates the conversation with negative social cues.

TACTICS

Actors add strength their Strategies with Tactics. The Player selects a Tactic and determines its value.

Common Interests [We Share The Same Interests]. The participants have knowledge of the same subjects.

Common Enemies [We Share The Same Adversaries]. The participants have interests opposed by the same adversaries.

Logic [Logic Requires You Do X]. Actor indicates that Logic supports compliance.

Authority [My Authority Requires That You Do X]. The Actor is empowered by an outside source to expect assistance.

Morality [Morality Requires You Do X]. Actor indicates that the Target’s Morality supports compliance.

Culture [Culture Requires You Do X]. Actor indicates that the Target’s culture support compliance.

Emotion [Emotion And Sympathy Require You Do X]. Actor supports the Strategy in emotional terms.

Debt [You Owe Me]. Actor indicates that compliance will cancel a debt between Target and Actor.

Payment [I Will Give You Money]. Actor offers money in return for compliance.

Begging [Charity Requires That You Do X]. Actor assumes an inferior position by requesting assistance.

Politeness [I Include Appropriate Courtesy]. Actor makes use of courtesy to supplement Strategy.

Flattery [I Tell You Positive Compliments]. Actor makes use of flattery to supplement Strategy.

Referral [I Am Vouched For By Another]. A third party has provided details about Actor’s character.

Familiarity [I Am Known To You]. Actor is a friend or acquaintance of Target.

Insult [I Reinforce My Appeal With Dominating Negative Words]. The use of insults punctuates the appeal.

Pain [I Will Hurt You If You Do Not Do X]. Actor indicates he will provide negative consequences.

