

## INFLUENCE

With the **INFLUENCE** action, you can try to influence another creature to do one thing that you request or demand. The DM determines when this action is available, and it can be used only on creatures controlled by the DM. It isn't mind control; it can't force a creature to do something that is counter to the creature's alignment or that is otherwise repugnant to the creature.

## ATTITUDE

**FOLLOWER.** A Follower, or a Fan, is someone who is enamored of the character, who holds them in high esteem or hangs on their every word, is a close friend who trusts them.

**FRIENDLY.** A Friendly creature wants to help the adventurers and wishes for them to succeed. For tasks or actions that require no particular risk, effort, or cost, Friendly creatures often help happily, with the Charisma check succeeding automatically. If an element of personal risk is involved, a successful Charisma check is usually required to convince a Friendly creature to take that risk.

**MISTRUSTFUL.** Strangers are often mistrustful of people they do not know, and so they will look upon something skeptically, with caution and suspicion. A successful Charisma check is usually necessary when the adventurers try to influence a creature with this attitude to do something.

**NEGOTIATING.** When negotiating someone may have many things that can happen in their life outside of just the pleasantries of the day, the like of a charismatic person, or even having a good day. They want something, and so they are looking to get something of value out of it themselves. A successful Charisma check is usually necessary when the adventurers try to influence a creature with this attitude to do something.

**INDIFFERENT.** This is the default Attitude for NPC creatures. An Indifferent creature might help or hinder the party, depending on what the creature sees as most beneficial. A creature's indifference doesn't necessarily make it standoffish or disinterested. Indifferent creatures might be polite and genial, surly and irritable, or anything in between. A successful Charisma check is usually necessary when the adventurers try to influence an Indifferent creature to do something.

**DISTRUSTFUL.** A distrustful person has some reason to not trust and to disbelieve the individual, to reflect upon them as being beneath them or unimpressed and dismissive. A successful Charisma check is usually necessary when the adventurers try to influence a creature with this attitude to do something.

**HOSTILE.** A Hostile creature opposes the adventurers and their goals but doesn't necessarily attack them on sight. The adventurers need to succeed on one or more Charisma checks to convince a Hostile creature to do anything on the party's behalf; however, the DM might determine that the Hostile creature is so ill-disposed toward the characters that no Charisma check can sway it. In which case, the first check fails automatically, and no further Influence attempts can be made on the creature unless its Attitude shifts.

## MOOD

A creature's mood can also influence how they interact with a character. Moods can vary from hour to hour, day to day, and are often affected by things well outside the Character's ability to alter or change. Moods can have an impact on this.

**HAPPY.** A Happy mood will generally make someone more inclined to be helpful, and more open to influence.

**SURPRISED.** Those who are feeling this mood are startled, unprepared, wary.

**SAD.** Perhaps they are grieving, or dealing with depression, and struggling with stressful events.

**FEARFUL.** A fearful person, scared, frightened, is always ore difficult to persuade.

**DISGUSTED.** Perhaps they are offended, or think poorly of the character, perhaps the character has show a lack of social grace or broken a custom.

Angry. When someone is angry, they react poorly to efforts to influence them.

## INTERACTION DCs

When you know the Attitude and the Mood of a subject, you now know the DC for the Charisma check.

		Mood					
		Happy, Good	Surprised, Startled	Sad, Grief	Fearful, Scared	Disgusted, Offended	Angry, Upset
Attitude	Follower, Fan	6	8	10	12	14	16
	Friendly, Open	10	12	14	16	18	20
	Mistrustful, Hesitant	12	14	16	18	20	22
	Negotiating, Bargaining	14	16	18	20	22	24
	Indifferent, Uninterested	16	18	20	22	24	26
	Distrustful, Unwilling	18	20	22	24	26	28
	Hostile, Deadly	20	22	24	26	28	30