

SOCIAL CONFLICT REFERENCE SHEET

Charm Actions	
<p align="center">Seduction</p> <p>Opposed Fel vs. WP Test modifies NPC Disposition by +1.</p> <p>Fortune Points: 2</p> <p>Reactive Option: Fel Test improves a standard Charm, Gossip or Inquire Test failure to standard success.</p> <p>Roleplay Conditions: Fel score of 35+ and <i>either</i> wear Good/Best clothing <i>or</i> pass a Perform skill test.</p>	<p align="center">Witty Repartee</p> <p>Opposed Int Test removes all negative modifiers from upcoming social tests.</p> <p>Fortune Points: 1</p> <p>Reactive Option: Int Test improves a standard Charm or Inquire test success to critical success.</p> <p>Roleplay Conditions: Player must specify the exact subject of commentary.</p>
Gossip Actions	
<p align="center">Name Dropping</p> <p>Common Knowledge Test modifies Disposition of 1d10 NPCs by +1.</p> <p>Fortune Points: 2</p> <p>Reactive Option: Common Knowledge Test improves a standard Bluff Test success to critical success.</p> <p>Roleplay Conditions: Name two or more high-profile individuals and specify relationship with them.</p>	<p align="center">Rumours & Lies</p> <p>This action is declared before a Gossip Test is made. If the Gossip Test is passed, 1d10/2 locals investigate the rumours.</p> <p>Fortune Points: 1</p> <p>Reactive Option: Fel Test improves a standard Bluff Test failure to standard success.</p> <p>Roleplay Conditions: Name the NPC being slandered, and state the nature of the rumours.</p>
Intimidation Actions	
<p align="center">Denigrating Insults</p> <p>Opposed Int vs. WP test halves target's WP for duration of encounter.</p> <p>Fortune Points: 2</p> <p>Reactive Option: Int Test improves a standard Intimidation Test success to critical success.</p> <p>Roleplay Conditions: Identify an attribute of the NPC that's worthy of derision.</p>	<p align="center">Fiery Rhetoric</p> <p>Opposed WP vs. Int test provides a +10% bonus to all Bluff, Intimidation and Command Tests during the encounter.</p> <p>Fortune Points: 1</p> <p>Reactive Option: WP Test improves a standard Scare Test failure to standard success.</p> <p>Roleplay Conditions: State the subject of the rant.</p>

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