

SOCIAL ACTION REFERENCE CARD 5TH EDITION

Target	Attitude	Reactions		
		Modifier	Monster Feels Stronger	Monster Feels Weaker
–	Hostile	Disadvantage	Attack!	Flee!
DC 15	Indifferent	–	Threaten	Freeze
DC 25	Friendly	Advantage	Ignore	Friendly

The spokespersons raw Charisma check can be used to randomly determine reaction. Divide the check result by 2 and round up to determine the number of actions.

Bonds		
Bond Level	Bond Name	Modifier
2	None	Disadvantage
3	Stranger	-2
4	Acquaintance	-2
5	Associate	-2
6	Pal	0
7	Colleague	0
8	Friend	0
9	Companion	+2
10	Partner	+2
11	Loved/Kin	+2
12	Lifebond	Advantage

Action	Skill	Time	Target	Result	Failure
Attack	–	–	Initiative	Combat	N/A
Bluff	Charisma (Deception)	1 Round	DC 10 + Mods ⁷	Believes Lie	Lowers Attitude
Converse	Charisma (Persuasion)	1 Minute	DC 15	Hostile→Indifferent. Advantage on next roll or +1d4 actions	-2 actions
(Orate/Perform) ³	Charisma (Performance)	1 Minute	DC 20	Improves Attitude ¹	Failure > 5→Lowers Attitude ²
Demand	Charisma (Intimidation)	1 Round	DC 20 + Mods ⁷	Grants demand, -2 on rolls	Reaction is Hostile, -2 on rolls
Drink	Charisma (Persuasion)	1 Round	DC 15 or DC 20	All rolls this encounter +4	All rolls this encounter -2
Gamble	Charisma (Persuasion)	1 Minute+	DC 20	Gambles, Quits on Insight Failure	Refuses
Grovel	Charisma (Persuasion)	1 Round	DC 15	Improves Attitude ¹	Lowers Attitude ²
Honor	Charisma (Persuasion)	1 Round	DC 10/15/25 ⁴	Improves Attitude ¹	All rolls this encounter -2
Avoid	Charisma (Deception)	1 Minute	DC 15	Wanders off	Failure > 5→Angered if Hostile
Insult	Wisdom (Insight)	1 Round	DC 20 - Mods ⁷	Lowers Reaction of target, raises Reaction of others	All rolls this encounter at Disadvantage
(Shame)	Wisdom (Insight)	1 Round	DC 20 - Mods ⁷	Grants Advantage on Negotiation, Threat, or Demand actions	All rolls this encounter at Disadvantage
Joke	Charisma (Performance)	1 Round	DC 20	All rolls this encounter +2	Failure > 5→All rolls this encounter -2
Negotiate*	Charisma (Persuasion)	1 Round	DC 15/20/25 ⁵ + Mods ⁷	Accepts	Fail by<5, Counteroffer Fail by>5, All rolls this encounter -2
(Request) ⁶	Charisma (Persuasion)	1 Round	DC 20/25 ⁶ + Mods ⁷	Accepts	As Negotiate failure
Pray	Charisma (Persuasion) OR Intelligence (Religion)	1 Minute	15/20/25 ⁸	Begins conversion	Possible -2 to all rolls this encounter
Question	–	1 Round	–	Answers question	–
Threaten	Charisma (Intimidation) If successful Target makes Wisdom save vs. skill result	1 Round	20 + Mods ⁷	Success: attack or flee! Failure: Improves Attitude ¹ , Advantage on all rolls, +4 on next roll	Lowers Attitude ²
Trade	Charisma (Persuasion)	1 Minute	20 + Mods ⁷	Accepts Trade	Refuses
Sneak Attack	Initiative roll at Advantage	1 Round	Initiative of Target	Grants surprise	Normal Attack
Hire	Charisma (Persuasion)	1 Minute	20 + Mods ⁷	Joins Party	Fails
Gift	Charisma (Persuasion)	1 Minute	2 × Current Bond	Improves Bond	Nothing
Relax	Charisma (Persuasion)	1-6 Hours	2 × Current Bond	Improves Bond	Nothing
Seduce	Charisma (Deception)	1-6 Hours	Insight Check	Improves Bond by 1d4+1 Temporarily	Nothing
Haggling	Charisma (Persuasion)	1 Minute	15+	15: Moves 10% to player price 20: Moves 25% to player price 30: Agrees to Player Price	< 15: Refuses to budge on price <5 Refuses to sell to character

* Modified by Bond, meaning most first contact encounters make this roll at disadvantage

¹ Hostile becomes Indifferent or Indifferent becomes Friendly

² Indifferent becomes Hostile or Hostile attacks.

³ Affects a group or mob.

⁴ 10 for friendly, 15 for indifferent, 25 for hostile.

⁵ 15 for simple tasks, 20 for difficult tasks, 25 for challenging tasks.

⁶ Target must be friendly, 20 for simple tasks, 25 for difficult tasks.

⁷ Mods can be either the CR or Level of the creature, or the creatures doubled Wisdom Modifier. Other factors may be taken into account.

⁸ Difficult is based on the CR of the target, 15 if less, 20 if equal, 25 if greater than level of the player