

EXAMPLES

The actions are bonuses and not necessarily a restriction to conversation. DMs may like the fact that now a DC is given to talking and rules can instruct him on how and what to give to the players .

DIPLOMACY: Take Back Action

Talarn tells the leader of a barbarian tribe that Talarn's group just took out the goblins in the nearby hills, then realizes that the barbarians were actually quite friendly with those goblins (perhaps by noticing all the weapons being drawn), then Talarn could use the Diplomacy skill's Take Back action to make it as if Talarn had never said that WITHIN THE LAST MINUTE.

BLUFF: Its Not What I Said Action

Talarn tells the leader of a barbarian tribe that Talarn's group just took out the goblins in the nearby hills, then realizes that the barbarians were actually quite friendly with those goblins after learning about this 6 months later in a tavern. Talarn could use the Bluff skill's Its Not What I Said Action action to make it as if Talarn had never said that WITHIN THE LAST YEAR.

DIPLOMACY: Quick Conference Action

Harlan's player thinks that a little private pow-wow would be useful here, and performs a Quick Conference action (rolling 25 total). That gives the players a few minutes to think out and discuss their negotiation strategy. After they've agreed, we return to the negotiation where we left off. This would not work in combat unless a force listen action was used prior to this.

INTIMIDATION: Gain The Edge Action

Makya starts with a Gain The Edge action. This means that if the hill giants start something, the heroes will almost certainly go first—thus giving the hill giants a little more motivation to conclude this thing peacefully. The hill giants are AWARE that the players have Gain The Edge successfully. The Hill Giants can also employ Gain The Edge to nullify the players advantage provided they had talk actions left (or the DM may simply make an attempt if hes not counting.)

FAVOR RANKING See Chart

a Lawful Good Fighter, believer in the importance of law and order would consider a favor that results in a moderate violation of justice as at least a moderate favor. And, of course, people often value the well being of their loved ones more than their own well being especially since its his son/friend (see diplomacy helpful reaction result since it is his son/friend) asking for the favor. If it was someone of mild importance the favor would be increased one grade. Casual conversation like asking where a good tavern might be is a Inconsequential rank (If hes helpful) and yields a -5 bonus on the sense motive score. This table can be used by the DM to answer PCs or see if the NPC tells them "what do I look like an Information center..buzz off." or "Sorry can't help you.")

Asking a bandit (Unfriendly Reaction)about to rob you where his camp is would be an Incredible Favor (moderate favor + 2 grades.) If the Bandit was your friend (and he was not robbing you) the favor would be Moderate. If you were working with him then it would be inconsequential.

ie. Favor Chart = NPC attitude Helpful

NPC Indifferent = Favor one grade worse

NPC Unfriendly = two Favor grades worse or he lies
NPC Hostile = About to give you water then splashes it on you

If threatening/extortion (see rules) then you can use the chart in a interesting way, where two favor ranks are compared.

