



DOCUMENT TITLE: SOCIAL ENCOUNTERS

CYPHER SYSTEM

Being a story focused gaming system, social encounters in the Cypher System are an extremely important aspect of the game. Particular attention must be paid by the players to their options and the ways they approach these sometimes complex and detailed interactions. Below are the most common ways a character can interact with an NPC and a brief explanation of how they work by terms of definition in the Tides of Change campaign. Although not absolute in classification, the three general groups of interaction are **Positive**, **Neutral**, and **Negative**.

CHARM

To attract, captivate, allure, fascinate, enthrall, or seduce someone with the intent of giving the person a feeling of delight. Often accomplished through personality or physical attractiveness and not having a malicious motive.

ETIQUETTE

Conventional, proscribed, or accepted codes of social behavior used most often in matters of ceremony, court, royalty, and government. Ethical means of conduct that observe propriety, decorum, politeness, and sometimes particular rules of custom to ingratiate or present oneself to another person or group with the intent of appearing in a positive light.

Pleasant Social Interaction

Any conduct between parties that would constitute agreeable or enjoyable interaction. This positive form of correspondence and/or communication must be reciprocal by all parties involved, and must never have a negative or deceptive nature to its motive.

Persuasion

The art of prevailing on a subject to do something as by advising or urging them. To induce to believe by appealing to reason, understanding, or common sense. Using social methods to influence your subject to act the way you wish them to.

Diplomacy

The skill of managing, handling, or influencing people to come to agreement when they approach a subject from different sides. This often involves negotiation by lengthy communication using bargaining or making deals to come away with a contract that both/all parties are accepting of. Although initial communications can start out negative or hostile, the end result of successful diplomacy is a positive outcome for all involved participants.

DECEPTION

To deliberately cause someone to believe something that is not true in order to achieve personal gain. This involves a medium to lengthy conversation with the final intent of swindling, cheating, misleading, or outwitting the victim. Deception often contains many truths interlaced with tactically stated falsehoods to increase the chances the victim will believe the story.

LYING

Telling an untruthful or fictitious thing. This is usually a very simple or even one word answer to a question that is consciously answered wrong. A lie is almost always a one hundred percent falsehood.

INTIMIDATION

To make a subject timid or fill them with fear. To exude your presence by means of force or violence with the end motive being to overawe or cow the subject into submission. This method of coercion can involve frightening, subduing, discouraging, or even terrifying the subject. Interrogation often involves various forms of intimidation.