

## Social Defense and Join Debate



**Dodge MDV:**  
(Wp + Integrity + Essence + spe) / 2

**Join Debate:**  
Wits + Awareness

## Social Attacks

Ability	Speed	Acc (Cha / Man)	PMDV (Cha / Man)	Rate	Notes

## In Debate

### Action Options (Speed / DV modifier)

- Attack (weapon/-2): Attack a target
- Coordinated Attack (5/-2): Charisma + Socialize, diff: number of participants / 2
- Dash(3/-3): Sprint: 10 \* (Dex. + 6 - Armor mobility) meters per long tick
- Flurry (longest action/sum of defense penalties): Multiple actions
- Guard (3/none): Doing nothing, may be aborted
- Inactive (3/special): Social invulnerable
- Miscellaneous Action (5/-1 to -3): Do something else
- Monologue/Study (3/-2): +1D per long tick, may be aborted to attack
- Move (0/none): Move 10 \* (Dex. - Armor mobility) meters per long tick

### Additional

- Attack support an Intimacy: -1 to DV
- Attack according to dominating Virtue (rate 3+): -2 to DV
- Attack aligned with Motivation: -3 to DV
- Appearance: (Defenders App - Attackers App) to DV (max ±3)
- If the attack violates Motivation: Must refuse to consent
- Natural persuasion: Can only spend 2 Willpower per scene, will become jaded and suspicious (attack automatically fails) - a stunt and new attack approach is needed for further attacks
- Unnatural persuasion: Exalted gain 1 point of Limit when resisting the attack
- Consent to the attack: Performing the behavior described in the initial attack
- Refuse to consent: Reflexive pay 1 Willpower point to resist.

## Effects of Social Attacks

- Building / Eroding Intimacies: Takes Conviction success full attacks, one per scenes to build or erode an Intimacy
- Compelling Behavior: Spend a scene doing a task, that do not go against Motivation
- Betray Motivation: Must be reduced to zero Willpower by attacks against Motivation, goes permanent Willpower + Essence days without gaining full Willpower.

## Intimacies

## Motivation

