

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

