(Playtest) Notes Concerning the Use of Socials Against Player Characters

> These rules are being play-tested from December 2022 - February 2023. During this time, these rules may be adjusted based on feedback and following the play-test period they may be rescinded, modified further or put into permanent play.

Antagonistic actions between player characters (PC) - also know as 'Player-Versus-Player' or 'PVP' - can be contentious particularly when it comes to Social actions. However, Social builds are no-less valid mechanically than Physical or Mental ones.

In the BAD chronicle, Social attributes and abilities can be used against PCs. Some examples include: persuading a character to do something, or getting a getting to believe something. These notes provide some guideline and limitation concerning the use of Social actions against PCs.

Without the use of Disciplines (e.g. Dominate) a PC cannot be made to:

1. Physically harm themselves
2. Physically harm another
3. Do something entirely counter to their character, e.g. getting a vegan to knowing eat meat

   > Establishing what is anathema to a character must be clearly noted in the character's sheet, in the Storytellers' Book of Secrets or in previous roleplay that can be referenced. Head canon cannot be used to invoke this limit.

4. Do something entirely counter to their well-being, e.g. getting a fledgling to spit in the Prince's face
5. Perform an impossible action, e.g. getting them to turn back time.

> Notwithstanding the above, these limits may not apply in the case of extended actions (e.g. convincing a vegan over time to eat meat) but such extended actions must be approved and overseen by a ST. More detail on extended actions is provided below.

> If there is a dispute between players with respect to these limits or any aspect of these rules, then a ST should be asked to arbitrate.

When contemplating a Social action against a PC, the first step is determining the required number of target successes. This should be appropriate for the type of action. For example, persuading a someone at a club to drink a shot would be easier than getting someone to streak at a football game.

This will also determine whether the action can be undertaken as an immediate action, or requires an extended action (multiple actions over a period of time). For example, convincing a friend to carry your luggage through customs might be possible as an immediate action, but indoctrinating someone into a cult would likely take many actions over weeks, months or years.

Like Physical combat, Social actions can be defended against / resisted. In this case, the action becomes contested, with the 'attacker' using a dice pool appropriate for the type of Social action and the 'defender' using a dice pool appropriate for the type of defense. Specialty, merit and flaw modifiers should apply. The attacker's successes add to those needed (target successes) while the defender's subtract.

The following are some examples of Social action dice pools that could be used. This is not an exhaustive list, but a sample of what could be possible.

Action	Attack	Defense
Lying	Cha|Man + Sub|Exp [+ modifiers]	'Detection': Per + Emp|Sub [+ modifiers] 'Fact-check': Int + (appropriate Knowledge) [+ modifiers]
Reading a person (can be used to build a modifier on a future action)	Per + Emp [+ modifiers]	Man + Sub [+ modifiers]
Simple persuasion	Cha|Man + Sub|Exp [+ modifiers]	Wit + Emp|Sub [+ modifiers]
'Pulling rank'	Cha + Lea [+modifiers]	Wit + Emp|Sub [+ modifiers]

The standard difficulty on both sides is 6, adjusted by merits and flaws, but can also be adjusted to circumstance by agreement by both players or by a Storyteller.

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