

Stuinvolk General Influence

General Notes

- +1 to diplomacies per empathy point
- +4 for to discovery checks using occult skill unlocks
- Only one PC can attempt an influence check (with any number of PCs using Aid Another) per phase
- Beat Influence DC by 5+: counts as succeeding at influence and discovery.
- Beat Influence DC by 10+: Choice of 2x success or success and discovery.
- Fail influence DC by 5+: cannot use the same skill to influence for rest of encounter.
- Fail influence DC by 10+: cannot influence for rest of social encounter at all.
- DCs follow this pattern: low(4-player) / high(4-player). Highlight or circle the appropriate one before game.

All Areas

Check Type	Skill	DC	Attitude Adj.
Discovery Phase	Sense Motive for Empathy skills, strength, weakness	16(14) / 20(18)	n/a
Empathy	Knowledge (geography) Heal Perform (comedy/oratory) Diplomacy / Bluff	15(13) / 19(17) 16(14) / 20(18) 18(16) / 22(18) 20(18) / 24(22)	n/a
Strengths: Sense Motive DC 16	Guilt, shame, will make it harder	n/a	n/a
Weaknesses: DC 16 Linguistics, Profession(Herbalist)	Converse in skald; Help find herbs	n/a	n/a
Enchantment Magic	Auto-success. If Stuinvolk knows, -1 Influence	n/a	n/a

A1. Scars of the Past

Discovery: Read Aura Unlock Default	Perception to reveal 2 available skill checks	25(23) / 29(27) See "All Areas"	n/a
Influence	Wants stealth: half PCs must pass Stealth check	15(13) / 19(17)	+1; 1 Empathy
Influence	Default	See "All Areas"	1

A2. A Predator Wakes

Influence	Default	See "All Areas"	1
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A4. Dilligence to the Dead

Discovery: Psychometry Unlock Default	Appraise	15(13) / 19(17) See "All Areas"	n/a
Influence	Knowledge (religion) or Knowledge (engineering)	15(13) / 19(17)	1

A6. Revelations and Plans Phase 1

Influence	Default	See "All Areas"	1
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A6. Revelations and Plans Phase 2

Influence	Knowledge Local Hypnotism (diplomacy) Mind reading spell / ability	20(18) / 24(22) 16(14) / 20(18) Auto-Success	1
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Nkechi

Diplo. Phase	Check
Influence Attitude to not Attack	Diplomacy 28 (unfriendly) Diplomacy 33 (indifferent) (won't attack)
Let PCs continue	Diplomacy 23(21) / 27(25)
Destination not in territory	Bluff 12(10) / 14(12) (attack if fail & PCs continue)
Won't follow PCs	Diplomacy 25(23) / 29(27) (daily survival check)
Action	Diplomacy Modifier
Can't calm Stuinvolk	-4
No Polyglot	-2
Used Intimidate on prev. check	-2
Bribe	-5
Speak Polyglot	+2
Mwangi Ethnicity	+2
DC 20 local	+2
DC 20 nature	+2
DC 15 geography	+2
Deference to Walkens	+2
19+ bluff result on destination	+2

Attitude (Daily Diplomacy)

Attitude	Effect
Hostile	+2 DCs for Empathy Shaken No raging song
Unfriendly	+1 DCs for Empathy -1 Wisdom/ Know checks
Indifferent	No Penalties
Friendly	1/day +2 morale to d20 roll -1 DCs for Empathy
Helpful	3/day +2 morale to d20 roll -2 DCs for Empathy

Stuinvolk Rage Available

Empathy Pts	Effect
0	3
1	5
2	7
3+	9

Area Points

A1. Scars of the Past

A2. A Predator Wakes

A4. Dilligence to the Dead

A6. Revelations and Plans Ph. 1

A6. Revelations and Plans Ph. 2

TOTAL

Rage Rediscovered

Empathy Pts.	Effect
Each Point	+1 att/dam +1 will vs cower
2	Mngwa Shaken
3	Bane (+2 hit; +2d6)
4	Daylight on Bow (Mngwa gets no attacks & staggered)