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NPC	Influence Points

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Influence Cheat Sheet for The Blakros Matrimony!

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You will still need to look at the adventure “The Blakros Matrimony” to get all the official DC's but this is for the GM who needs to keep track!

What skill checks can be used to gain influence:

Bluff check (to pretend to be friendly)

Diplomacy check (to be genuine)

Intimidate check (to frighten the NPC into submission)

Perform check (to entertain and amuse the NPC).

Some helpful notes:

1. Pathfinders can split up during these instances to work on different guests simultaneously, or can use the aid another action to assist comrades in influencing a single target.
2. Each NPC's social stat block indicates the character's Influence check DC, which must be met or exceeded for the party to accrue an Influence Point from the target of the check.
3. The PCs earn 1 additional Influence Point per successful check for every 5 points by which the check exceeds the listed DC.
4. Once an NPC has been successfully influenced a number of times equal to the number listed under Successes Needed, she is considered friendly toward the party.
5. The PCs may also gain an advantage over the targets of their Influence checks by exploiting NPCs' weaknesses. A PC may forgo an Influence check to instead attempt a Discovery check to find something against the NPC to use to gain leverage.
6. If successful, the PC learns the character's weakness, granting the PCs a +4 competence bonus on any future Influence

checks against that target.

7. Note that these rules override the standard rules for using skills to influence an NPC (such as Intimidate normally wearing off after 1 hour).
8. Players can use these also to help out with faction missions! As well as they can use the “Special NPC's” to gain influence points as well or if they have gotten a little lost or messed things up as well. Use them to your advantage.
9. If you are bad with keeping track of RP, treat it as a combat!
 - -Allow players to team up or work solo as they choose.
 - -Have them roll for initiative as if they were in combat
 - -Keep turns as if they were in combat.. Since a lot of the discovery and influence DC's take multiple turns, they would have three opportunities on their turn to influence them. (Just like a free, move and standard action)
 - -When their turn ends, I move to the next person.
 - -Each player would get three "RP Combat" Rounds, before I would progress the story to the next phase. (But you can adjust it according to time as well.)
10. If you have “RP Challenged” players, then give them any opportunity to do something that they are comfortable with so long as they do not do something that could possibly hinder someone else from completing their turns or RP. Make sure to allow each player to RP and/or DO SOMETHING. Passing is not an option when you are trying to win favor and if a player's PA is at stake.

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