

# Convince a Person

When you intimidate or attempt to convince someone through manipulation

- For NPCs:
  - on a 10+, they choose one of the following
    - Intimidation:
      - Force you to follow through on your threat
      - Cave in and do what you want
    - Manipulation:
      - Accept your offer at face value
      - Ask you to promise something in exchange for agreeing
  - On a 7-9, they do what you want, but with some strings attached. They choose one of the following
    - Intimidation:
      - Get out of your way
      - Hunker down and take cover
      - Give you something they think you want
      - Tell you something they think you want to hear
      - Try to de-escalate and escaped
    - Manipulation:
      - Make a counter-offer to be settled now before agreeing
      - Ask you to promise with concret assurance that it will happen before agreeing
- With PCs, on a 10+, take both of the following. On a 7-9, choose one of the following:
  - If they do it, mark experience.
  - If they don't do it, they're [Acting under Pressure](#).

[moves](#), [social](#)

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