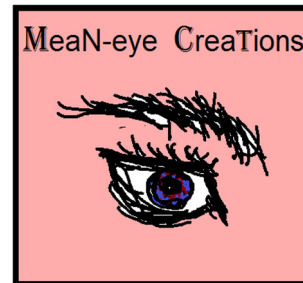
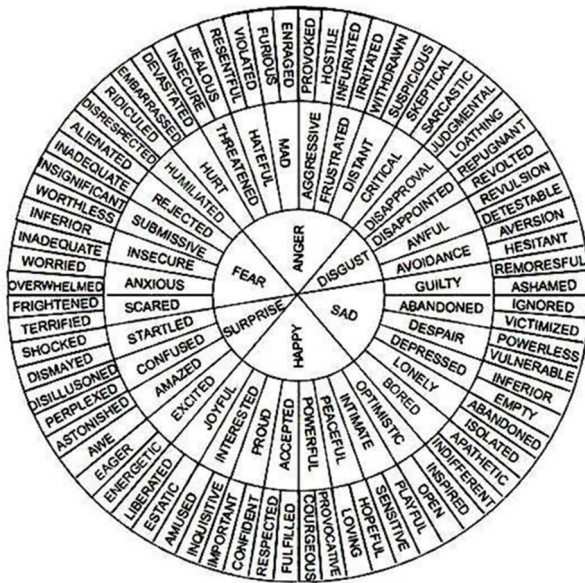


Improved NPC Interaction

Using the emotion wheel and a few other concepts to quickly develop complex NPC emotional responses



Introduction: Complex and believable NPCs are a trademark of good gaming. This supplement assists in creating complicated emotional traits quickly using the emotion wheel modified for introverted and extroverted natures. In addition, considerations such as faction interaction, prejudice, piety, and affinities are fleshed out to determine an NPC's initial disposition toward PCs.

by Dr Damion "Doc" Meany

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright [2017] by Damion "Doc" Meany and MeaN-eye CreaTions and published under the Community Content Agreement for Dungeon Masters Guild.

Contents

Part 1 – Emotion Wheel

1 – Emotion States (by Deep Emotion)	
Emotion State Table (Happy)	4
Emotion State Table (Surprise)	5
Emotion State Table (Disgust)	5
Emotion State Table (Fear)	6
Emotion State Table (Anger)	7
Emotion State Table (Sad)	8
2 – Regional Effects	
Base Emotion Distribution	9

Part 2 – Demeanor

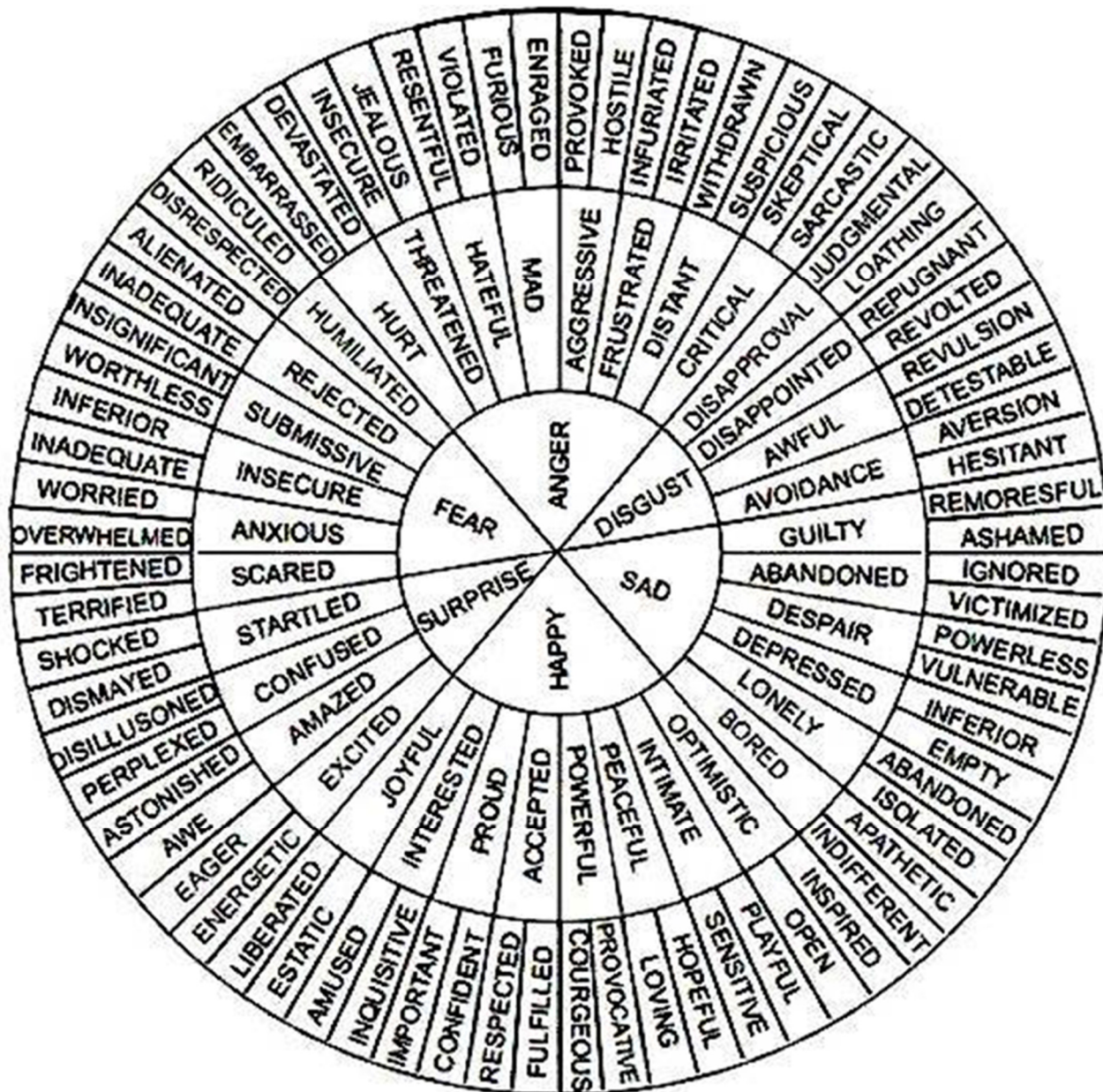
1 – Initial Disposition	10
2 – Faction Affiliation	11
3 – Prejudice	12
4 – Religious Beliefs	13
5 – Affinities	14

Part 3 – Interactions

1 – Initial Disposition	17
2 – Gaining Information	18
3 – Changing Demeanor	19
4 – Requesting Action	20
5 – Small Talk	21
6 – Reverse Psychology	22

Part 1 – Emotion Wheel

Every well-developed NPC should have a complicated emotional state to guide their behaviors and responses when interacting with the player characters. One method of categorizing emotional states is an emotion wheel that defines the layers of emotion that coincide with typical moods/emotions. We can add to the emotion wheel to give additional depth to the surface emotions (the surface emotions most readily expressed and understood) by differentiating the responses of introverted and extroverted individuals. We can also add to the emotion wheel what some common responses would be if an NPC is challenged by a PC or situation based on the deep emotion the NPC is feeling.



Emotion Wheel

1 – Emotional States (by deep emotion)

Each deep emotion (core underlying emotion) is listed in table form where each individual emotional response can be rolled randomly. This gives a number of potential emotional states for each deep emotion (core emotional state) for your NPCs. Each NPC should have only one deep emotion and one roll on the corresponding table to guide their actions and responses. This deep emotion could change over time, but it should stay constant until some great change occurs in the NPCs life, or a great deal of time has passed since the characters have interacted with that particular NPC.

Surface Emotion and Underlying Emotional States						
2d12 + 1d10-2	External Expression		Underlying Emotion	Deep Emotion	Stressed Emotion	
1	Disinhibited (external)	Liberated	Joyful	Happy	Oppressed	
2	Content (internal)					
3	Hedonistic (external)	Ecstatic				
4	Blissful (internal)					
5	Playful (external)	Amused	Interested			Serious
6	Bemused (internal)					
7	Curious (external)	Inquisitive				Isolation
8	Evaluate (internal)					
9	Condescending (external)	Important	Proud			Resentful
10	Prideful (internal)					
11	Boastful (external)	Confident				Insecure
12	Content (internal)					
13	Outgoing (external)	Respected	Accepted			Worried
14	Content (internal)					
15	Generous (external)	Fulfilled				Needy
16	Blissful (internal)					
17	Challenging (external)	Provocative	Powerful			Quiet
18	Scheming (internal)					
19	Brave (external)	Courageous				Nervous
20	Brave (internal)					
21	Dreamer (external)	Hopeful	Peaceful			Depressed
22	Daydreamer (internal)					
23	Parental (external)	Loving				Hurt
24	Dutiful (internal)					
25	Flirtatious (external)	Playful	Intimate			Withdrawn
26	Sensual (internal)					
27	Conscientious (external)	Sensitive				Hurt
28	Intuitive (internal)					
29	Excited (external)	Inspired	Optimistic			Sad
30	Driven (internal)					
31	Talkative (external)	Open				Withdrawn
32	Receptive (internal)					

Improved NPC Interaction

External Expression of Internal Emotional State						
3d6 - 2	External Expression		Underlying Emotion	Deep Emotion	Stressed Emotion	
1	Questioning (external)	Shocked	Startled	Surprise	Shocked	
2	Stunned (internal)	Dismayed			Disillusioned	Dismayed
3	Pessimistic (external)					Confused
4	Unsure (internal)				Perplexed	
5	Jaded (external)	Astonished	Amazed		Disappointed	
6	Saddened (internal)					Awed
7	Questioning (external)	Eager	Excited		Disappointed	
8	Contemplative (internal)					Energetic
9	Talkative (external)	Awful	Avoidance		Leave	
10	Stunned (internal)					Hesitant
11	Fixated (external)	Hesitant	Argumentative			
12	Stunned (internal)				Hesitant	Argumentative
13	Optimistic (external)	Hesitant	Argumentative			
14	Awaiting (internal)				Hesitant	Argumentative
15	Neurotic (external)	Hesitant	Argumentative			
16	Nervous (internal)				Hesitant	Argumentative

External Expression of Internal Emotional State						
3d6 - 2	External Expression		Underlying Emotion	Deep Emotion	Stressed Emotion	
1	Critical (external)	Judgmental	Disapproval	Disgust	Withdrawn	
2	Disapproval (internal)	Loathing			Disappointment	Withdrawn
3	Argumentative (external)					
4	Seething (internal)				Awful	Leave
5	Disgusted (external)	Revulsion	Avoidance			
6	Disapproving (internal)				Hesitant	Argumentative
7	Revolted (external)	Hesitant	Argumentative			
8	Disapproving (internal)				Hesitant	Argumentative
9	Revolted (external)	Hesitant	Argumentative			
10	Avoidant (internal)				Hesitant	Argumentative
11	Critical (external)	Hesitant	Argumentative			
12	Avoidant (internal)				Hesitant	Argumentative
13	Critical (external)	Hesitant	Argumentative			
14	Avoidant (internal)				Hesitant	Argumentative
15	Unsure (external)	Hesitant	Argumentative			
16	Hesitant (internal)				Hesitant	Argumentative

Improved NPC Interaction

External Expression of Internal Emotional State										
2d10 + 1d6 - 2	External Expression		Underlying Emotion	Deep Emotion	Stressed Emotion					
1	Hostile (external)	Ridiculed	Humiliated	Fear	Defensive					
2	Ashamed (internal)									
3	Defensive (external)	Disrespected	Fear		Defensive					
4	Untrusting (internal)									
5	Desperate (external)	Alienated			Rejected	Desperate				
6	Lonely (internal)									
7	Defensive (external)	Inadequate			Fear	Defeated				
8	Nervous (internal)									
9	Motivated (external)	Insignificant				Submissive	Defeated			
10	Meek (internal)									
11	Needy (external)	Worthless				Fear	Meek			
12	Meek (internal)									
13	Motivated (external)	Inferior					Insecure	Obedient		
14	Subservient (internal)									
15	Defensive (external)	Inadequate					Fear	Defeated		
16	Nervous (internal)									
17	Worried (external)	Worried						Anxious	Frightened	
18	Nervous (internal)									
19	Frazzled (external)	Overwhelmed						Fear	Overwhelmed	
20	Lost (internal)									
21	Frightened (external)	Frightened							Scared	Frightened
22	Jumpy (internal)									
23	Hysterical (external)	Terrified							Fear	Terrified
24	Jumpy (internal)									

Improved NPC Interaction

External Expression of Internal Emotional State					
2d12 + 1d10-2	External Expression		Underlying Emotion	Deep Emotion	Stressed Emotion
1	Tearful (external)	Devastated	Hurt	Anger	Tearful
2	Withdrawn (internal)	Embarrassed			Argumentative
3	Defensive (external)				
4	Embarrassed (internal)				
5	Jealous (external)	Jealous	Threatened		Argumentative
6	Seething (internal)				
7	Hostile (external)	Insecure			Threatened
8	Worried (internal)				
9	Hostile (external)	Violated	Hateful		Tearful
10	Worried (internal)	Resentful			Angered
11	Resentful (external)				
12	Seething (internal)				
13	Enraged (external)	Enraged	Mad		Violent
14	Seething (internal)	Furious			Violent
15	Furious (external)				
16	Seething (internal)				
17	Confrontational (external)	Provoked	Aggressive		Aggressive
18	Wary (internal)	Hostile			Violent
19	Aggressive (external)				
20	Seething (internal)				
21	Furious (external)	Infuriated	Frustrated		Violent
22	Edgy (internal)	Irritated			Argumentative
23	Irritated (external)				
24	Edgy (internal)				
25	Rejecting (external)	Withdrawn	Distant		Snappy
26	Withdrawn (internal)	Suspicious			Resentful
27	Suspicious (external)				
28	Edgy (internal)				
29	Interrogating (external)	Skeptical	Critical		Angry
30	Skeptical (internal)	Sarcastic			Angry
31	Sarcastic (external)				
32	Wry (internal)				

Improved NPC Interaction

External Expression of Internal Emotional State					
2d10 + 1d6 - 2	External Expression		Underlying Emotion	Deep Emotion	Stressed Emotion
1	Remorseful (external)	Remorseful	Guilty	Sad	Tearful
2	Withdrawn (internal)	Ashamed			Defensive
3	Justifying (external)				
4	Withdrawn (internal)				
5	Needy (external)	Ignored	Abandoned		Despair
6	Sad (internal)	Victimized			Argumentative
7	Indignant (external)				
8	Fearful (internal)				
9	Resentful (external)	Powerless	Despair		Despair
10	Submissive (internal)	Vulnerable			Defensive
11	Complain (external)				
12	Worried (internal)				
13	Overcompensate (external)	Inferior	Depressed		Despair
14	Submissive (internal)	Empty			Tearful
15	Needy (external)				
16	Withdrawn (internal)				
17	Complain (external)	Abandoned	Lonely		Tearful
18	Sad (internal)	Isolated			Withdrawn
19	Needy (external)				
20	Lost (internal)				
21	Sarcastic (external)	Apathetic	Bored		Argumentative
22	Quiet (internal)	Indifferent			Leave
23	Resigned (external)				
24	Bored (internal)				

Emotion Wheel

2 – Regional Effects

Different regions will have a different proportion of NPCs with each deep emotional state. In regions where NPCs are prosperous and treated well there will be more NPCs who are happy, and fewer with negative deep emotional states. Conversely, in areas with little opportunity and where NPCs are oppressed there will be fewer NPCs that are happy. It is worth stating that no matter how prosperous the region, there will always be some NPCs who are unhappy. Loved ones always die, lie, or leave, some love is always unrequited, some accidents and misfortune always occurs; some NPCs will always be in the midst of dealing with personal traumas. There will always be NPCs who find a way to be happy in even the most horrid, squalid conditions. The rush of new love, the satisfaction of personal accomplishment, and those with uncrushable happy spirits will always be present.

Utopian communities are rare; in these communities, almost all citizens are treated fairly and have the opportunity to prosper and succeed.

Prosperous communities are not as egalitarian, but the abundance of wealth from natural resources or fortuitous location have led to prosperity for many members of the community.

Average and Poor communities are assumed to be stable (or calm) and not beset by any recent events.

Communities that have seen recent tragedy will have a larger number of NPCs experiencing shock and surprise from recent events.

Communities that have suffered under oppressive conditions for a long time (more than just poverty) will have a larger proportion of NPCs who are afraid and angry.

Deep Emotion	Utopian (d12)	Prosperous (d10)	Average (calm, d8)	Poor (calm, d6)	Recent tragedy (d12)	Long-term oppression (d12)
Happy	1 – 7	1 – 5	1 – 3	1	1	1
Surprised	8	6	4	2	2 – 4	2
Sad	9	7	5	3	5 – 6	3 – 4
Anger	10	8	6	4	7 – 8	5 – 7
Fear	11	9	7	5	9 – 10	8 – 10
Disgust	12	10	8	6	11 – 12	11 – 12

Part 2 - Demeanor

The NPC will have an attitude regarding the character independent of his/her emotional state. This attitude is called the NPC's demeanor. The NPC may have an agreeable demeanor, they may be indifferent, or they may have a disagreeable demeanor. The likelihood that the NPC will willingly assist the PC is determined by the NPC's demeanor.

Demeanor

1 – Initial Disposition

If a PC is encountering an NPC they have met before, the NPC's demeanor should be the same (or close to the same) as it was when the PC last spoke to the NPC. If the PC is first encountering an NPC then the GM must establish an initial disposition for the NPC. This initial disposition will be based on faction affiliation, prejudices, religious beliefs, and affinities.

All NPCs belong to faction(s) (whether they know it or not) and the way their faction(s) interact with the faction(s) a PC is affiliated with have a large impact on an NPC's initial feelings toward that PC.

All NPCs also hold prejudices which are usually not too different from the prejudices held by the majority of NPCs in that region. The GM should establish the common prejudices of a given area. Each NPC gets a roll on the prejudice table to determine if they have fewer prejudices (are more open minded), hold all the common prejudices of the region, or are prejudice against more different groups of people.

Some NPCs hold strong religious beliefs that may influence the way they view others. Each NPC gets a roll on the piety table to determine if their religious fervor (or lack thereof) modifies their initial disposition towards a given PC.

Finally, each NPC will have certain characteristics or behaviors they are attracted to. Each NPC gets a roll on the affinities table to determine what characteristics, abilities, classes, or beliefs they find attractive. PCs which the NPC believes possess these desired traits are more likely to find the NPC has an agreeable demeanor.

Demeanor

2 – Faction Affiliation

The GM must establish which faction(s) an NPC belongs to. The GM must then determine if the PC interacting with that NPC belongs to a faction whose goals oppose the goals of the NPC's faction(s) and whether the NPC is aware of the PC's faction affiliation. If a conflict exists (or the NPC might rightly assume exists) then the NPC should initially have a *disagreeable* demeanor toward that PC. If the PC belongs to the same faction as the NPC, or belongs to a faction whose goals are aligned with the goals of the NPC's faction(s) then the NPC starts with an *agreeable* demeanor toward that PC if the NPC is aware of that PC's faction status.

In my campaign, all beings belong to at least one faction, even if they don't know it and the faction is not formalized at all (e.g. – commoners belong to "the people", shopkeepers belong to "merchants"). The way an NPC's faction views the known (or assumed) faction status of a PC will modify their initial disposition.

E.G. – merchants view members of the thieves' guild unfavorably, so all PCs who are known allies of the thieves' guild, act in ways that strengthen the thieves' guild, or dress in a manner similar to members of the thieves' guild are very likely to find merchants have a disagreeable demeanor.

Further e.g. - many merchants view authority figures and nobles favorably, so a paladin PC, or a PC who dresses in fine clothes is likely to interact with merchants who start with an agreeable demeanor.

Final e.g. – most commoners find nobles to be out of touch and elitist; when a PC wearing fine clothes interacts with a commoner NPC they are likely to find that even though the commoner is polite and respectful, they have a disagreeable demeanor toward the PC.

A PC whose faction status is not readily discernable to an NPC, or whose apparent faction affiliation is not at odds with or aligned with an NPC's faction(s) should initially have *indifferent* demeanor toward that PC.

Social Class as a Faction

The GM must establish if the NPC is a commoner, a merchant or guild member (to include wizards), or a noble. People on either end of this social class spectrum usually tolerate the middle class (merchants and guild members) but are prejudice against the opposite end of the class spectrum. Those in the middle class are usually tolerant of and tolerated by both ends of the spectrum. Most PCs are considered middle class by most NPCs, but groups (or PCs) that dress like nobles and have a lot of wealth are often treated like nobles by commoner NPCs.

All members of the same social class are likely to have an agreeable disposition toward each other if they are happy. If their underlying emotional state is negative they may view anyone they don't know as indifferent.

Demeanor**3 – Prejudice**

All NPCs (and probably PCs) hold prejudices. These prejudices have a large impact on the initial disposition toward a PC.

Regional Prejudice

The GM must establish what races, beliefs, conditions, etc. most of the populace are prejudice against in the region where the NPC is from and/or located currently. The GM then rolls on the prejudice table to see if the NPC carries fewer, the same, or more prejudices than others in the region.

1d12	NPC Prejudice	Description
1	Open Minded	The NPC has almost no prejudices
2-3	Tolerant	The NPC has some, but not all, of the commonly held prejudices of the region
4-9	Typical	The NPC has the same prejudices as the majority of the people in the region
10-11	Intolerant	The NPC has all the commonly held prejudices, and a few more
12	Closed Minded	The NPC has the commonly held prejudices, as well as several additional social class, ethnic, and/or other prejudices

If an NPC is intolerant make them prejudice against a social class they would normally have no issues with, and/or add an ethnicity they are now prejudice against.

If an NPC is closed minded consider them prejudice against anyone who is not of their race or social class.

Additional prejudicial conditions:

The opposite sex, children, the elderly, authority figures, performers/music, magic-users, clergy/religion, merchants, sailors/soldiers, students/scholars, drug users/drinkers

Results of Prejudice

If the NPC is prejudice against the PC then the NPC has a disagreeable demeanor toward that PC (and possibly any other PC affiliated with him/her). Even if the NPC would have agreeable demeanor due to beneficial faction affiliation the prejudice the NPC holds overcomes the positive impact on demeanor faction status provides.

Demeanor**4 – Religious Beliefs**

An NPC's Faithfulness can also modify their demeanor when interacting with a PC. If a character appeals to an NPC's faith, they may gain (or lose) favor and shift their demeanor. The GM must decide if the NPC's piety overrides their prejudices, but my suggestion is that all factors that act to shift demeanor toward *disagreeable* should override previous factors that serve to improve demeanor. I recommend new factors that shift demeanor towards *agreeable* should not override previous shifts toward *disagreeable* demeanor.

1d20	NPC Piety	Description
1	Outspoken Atheist	The NPC has a favorable shift in demeanor only for those who also deny the existence of gods; all who show faith shift demeanor unfavorably. The NPC has no change in demeanor if the subject of religion or worship is avoided or does not come up.
2	Quiet Atheist/Agnostic	The NPC does not believe in the gods or does not care to guess at their existence. There is no change in demeanor unless character(s) try to push their beliefs, in which case the NPC has an unfavorable shift in demeanor
3	God Hater	The NPC believes in the gods, but despises them all. Thinks negatively of any PC who worships or gains power from any god or divine patron.
4-12	Casual Observer	The NPC worships the gods common to the region quietly. They worship mainly out of habit, and do not believe deeply. The NPC only reacts negatively to those who deny their faith or worship heretical beings/gods.
13-15	Quiet True Believer	The NPC views all who share their beliefs with a favorable shift in demeanor while viewing all other beliefs and worship (including no worship) with an unfavorable shift in demeanor. Will not inquire about others beliefs or discuss their own unless asked.
16-18	Vocal True Believer	Same as quiet true believer, but will bring up their beliefs and actively seek to determine the religion of every significant figure in their life
19	Quiet Exotic	The NPC has strange religious beliefs/practices that they keep to themselves. Will resist any attempt to ascertain their belief and shift demeanor negatively to anyone pushing their beliefs or trying to determine the NPC's beliefs
20	Vocal Exotic	The NPC has strange beliefs and has favorable demeanor only to those with the same beliefs. Their demeanor is not affected by those who are atheist, agnostic, or god haters, and is disagreeable toward those who are faithful to any other deity.

Religious beliefs, and the biases that go along with them will shift an NPC with an agreeable demeanor to an indifferent demeanor, or an indifferent demeanor to a disagreeable demeanor. They can also shift a disagreeable demeanor to indifferent, or indifferent to agreeable.

Demeanor**5 – Affinities**

All NPCs are attracted or drawn to some attribute or feature of PCs or other NPCs. The last item to influence an NPC's demeanor are the features or characteristics they are subconsciously attracted to.

roll	Attractive Feature	Roll	Specific Feature	Gives Positive Shift	Gives Negative Shift
1	Attribute	1-2	Str	High Strength score	Low Strength score
		3	Dex	High Dexterity score	Low Dexterity score
		4	Con	High Constitution score	Low Constitution score
		5	Int	High Intelligence score	Low Intelligence score
		6	Wis	High Wisdom score	Low Wisdom score
		7-8	Cha	High Charisma score	low Charisma score
2	Class	1-2	Warrior	Fighter/Barbarian Class	none
		4	Holy Warrior	Cleric/Paladin Class	None
		4	Druid	Druid/Ranger Class	None
		5-7	Mage	Wizard/Sorcerer Class	None
		8	Rogue	Rogue Class	None
		9-10	Bard	Bard Class	None
3	Adventurer Type	1	Warrior	Medium/Heavy Armor Melee Weapons Primary	Unarmored No Martial Weapons
		2	Holy Warrior	Medium/Heavy Armor Holy Symbol	Warlocks, Druids, Barbarians
		3	Ranged Warrior	Ranged Weapon Primary	Unarmored No Martial Weapons
		4	Spellcaster	No Martial Weapon Wands, Component Pouch, Spell Focus	Medium/Heavy Armor Martial Weapons

Improved NPC Interaction

roll	Attractive Feature	Roll	Specific Feature	Gives Positive Shift	Gives Negative Shift
4	Social Class	1-7	Noble	Fine Clothes, Jewelry, Signet	Ragged clothes, alms box
		8-9	Merchant Craftsman	Trade goods, craftsmen's tools	Fine clothes, jewelry, signet ragged clothes, alms box
		10	commoner	Common clothes	Fine clothes, jewelry, signet
5	Attribute Combination	1-2	Physically Fit	High Strength, Constitution, and Dexterity	Low Strength
		3	Intellectual	High Intelligence and Wisdom	Low Intelligence
		4-5	Charming	High Charisma and Intelligence	Low Charisma
		6-8	Physique	High Strength and Charisma	Low Strength or Charisma
6	Background	1	Common Upbringing	Background of farmer, laborer, Folk Hero, etc.	Noble Background, Fine Clothes, Jewelry, Signet
		2	Scholar	Background of Scholar, Sage, Scribe, Apprentice, etc.	Common or Travelers Garb, Tools, Medium/Heavy Armor
		3	Far Traveler	Uncommon Race (unless regional prejudice), Unusual Garb, Unique Equipment	None
		4	Bad Boy/Girl	Criminal Background, Rogue Class	Noble Background, Fine Clothes, Signet
		5	Victim	Afflicted or Feral background Prominent Scars	Fine Clothes, Noble
		6	Savage	Tribal Background, Druid, Clothing Item Unique to Tribe	Noble, Fine Clothes
7	Skills	1	Linguist	Speaks 3 or more languages including a language NPC knows that is not common	Does not speak a language the NPC knows aside from common
		2	Craftsperson	Craftspersons tools, High quality items	None
		3	Literate	Books, Scrolls, Writing Supplies	Illiterate
		4	Mage	Demonstrates spellcasting ability	No spellcasting ability

Improved NPC Interaction

roll	Attractive Feature	Roll	Specific Feature	Gives Positive Shift	Gives Negative Shift
8	Characteristic/Behavior	1	Driven	Charges into battle, does not retreat or hesitate	Plans actions carefully, Watches battle cautiously
		2	Healthy	High Constitution No exhaustion	Has a disease, Exhausted, Low Constitution
		3	Learned	High Intelligence, Scribe, Acolyte, Scholar, etc.	Medium/Heavy armor Martial Weapons
		4	Role Model	High Charisma, Lawful Alignment	Warlock, Chaotic Alignment
		5	Wild Protector	Druid, Ranger	Fine Clothes, Metal Armor
		6	Ruthless	Evil Alignment	Good Alignment, Virtuous Ideal
		7	Pure	Good Alignment, Virtuous Ideal	Evil Alignment, Ideal that is a Vice
		8	Tactician	Plans actions carefully, Watches battle cautiously	Charges into battle, Does not hesitate
		9	Clever Conniver	Successfully fool NPC or PC, High Int, High Deception	Cleric, Paladin Virtuous Ideals
		10	Wealthy	Wealth, Noble background, Jewelry	Common clothing, Worn Armor/Equipment

Part 3 - Interactions

As PCs interact with NPCs they can learn new information from the NPC, gain more information on a topic they already know a little about (if the NPC has information to give), or influence the NPC and change that NPC's disposition toward the PC.

Interactions

1 – Initial Disposition

If a PC is encountering an NPC for the first time, roll for the NPC's emotional state to gain insight into how to role play the NPC's emotional state and see how the NPC will react if they are stressed. Determine the NPC's faction(s) and determine if the NPC has any clue as to the faction(s) the PC is in. If there are any conflicts between these factions then give the NPC a disagreeable initial demeanor; if the factions the NPC and PC are in are the same or support each other give the NPC an agreeable initial demeanor. If there are no apparent faction interactions assume the NPC has indifferent demeanor; unless the NPC and PC are obviously from the same social class, in which case the NPC may have an agreeable disposition (GM discretion).

Roll for prejudices, religious beliefs, and affinity; if these modify initial disposition then apply them. When one would counteract another use your judgment to determine the overall effect.

If a PC has encountered the NPC before, give that NPC the same emotional state and demeanor as when they were previously encountered unless the PC or some outside force has acted in a way to change the NPC's demeanor and/or emotional state.

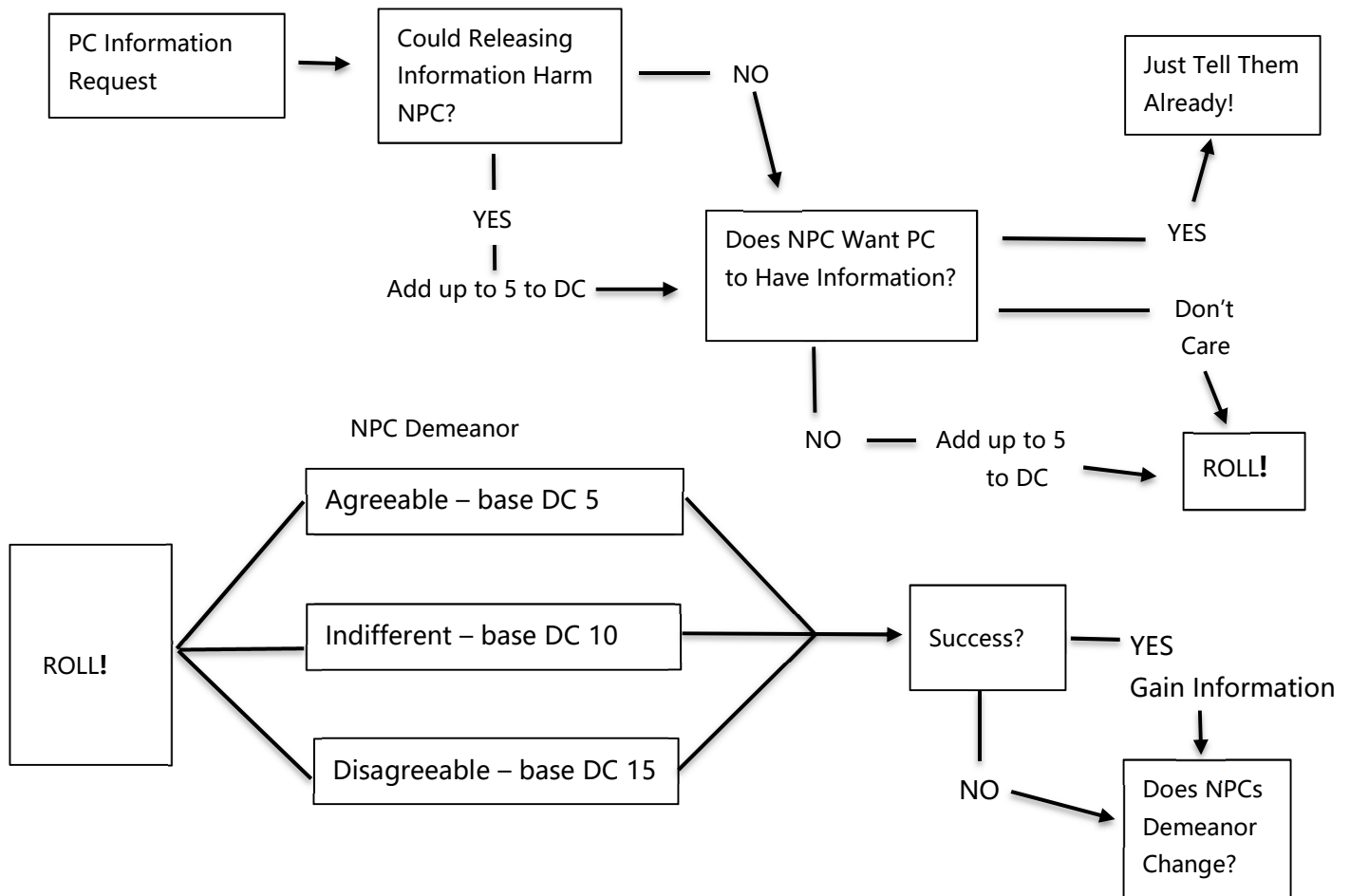
Interactions

2 – Gaining Information

If a PC wants information from an NPC you can role play the interaction, roll the interaction as a skill check, or combine the two methods by role playing the interaction and then rolling.

To roll as a skill check, roll Cha(Persuasion), Cha(Deception), or Str(Intimidation) [possibly Cha(Intimidation)] using the flow chart below to assess the DC. If you role play the interaction consider the NPC's demeanor toward the PC, the NPC's emotional state, and whether or not the NPC might suffer consequences if they give the PC the information they are looking for.

If you intend to role play the interaction and then roll, consider granting advantage, disadvantage, or even lowering or raising the DC of the roll if they role play well and/or creatively.



Regardless of whether or not the PC gains information, the NPC's demeanor toward that PC may change. If the PC intimidates the NPC then the NPC's demeanor will become less favorable (unless the PC fails miserably – GM discretion). If the PC attempts to deceive the NPC the NPC's demeanor may become less favorable if they fail (or fail by 5 or more under the DC – GM discretion). The NPC may shift demeanor if the PC fails miserably to persuade them (GM discretion).

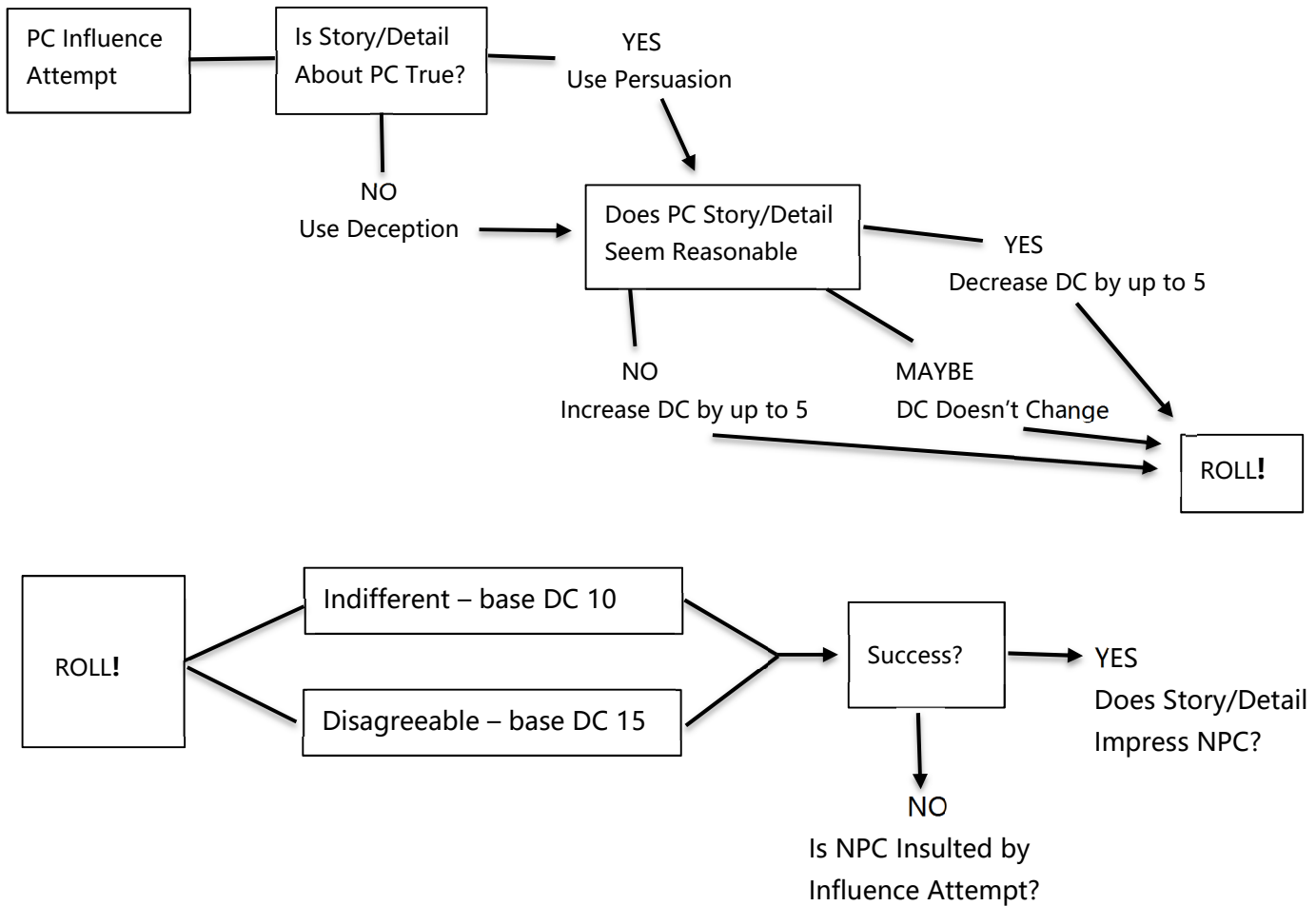
Any time the PC fails to gain information, or if the PC succeeds and the NPC doesn't want the PC to know something, the NPC's stressed emotion may appear. In certain circumstances this will cause the NPC to stop interacting with the PC as they turn away, cry, flee, or even become violent.

If the PC succeeds (or succeeds by 5 or more over the DC – again, GM discretion) with persuasion or deception, the NPC *may* gain a more favorable demeanor toward the PC.

Interactions

3 – Changing Demeanor

If a PC is having a hard time getting information from an NPC they may attempt to change that NPC's demeanor toward them. They may do this by persuading or deceiving the NPC into thinking the PC believes, acts, or embodies a religious belief, personality trait, faction affiliation, or other attractive feature that the NPC values. The PC must try to guess what will elicit the NPC's positive feelings. The PC has to try to persuade or deceive the NPC into believing something specific...they can't just make a blind Cha(deception) roll to make the NPC like them.



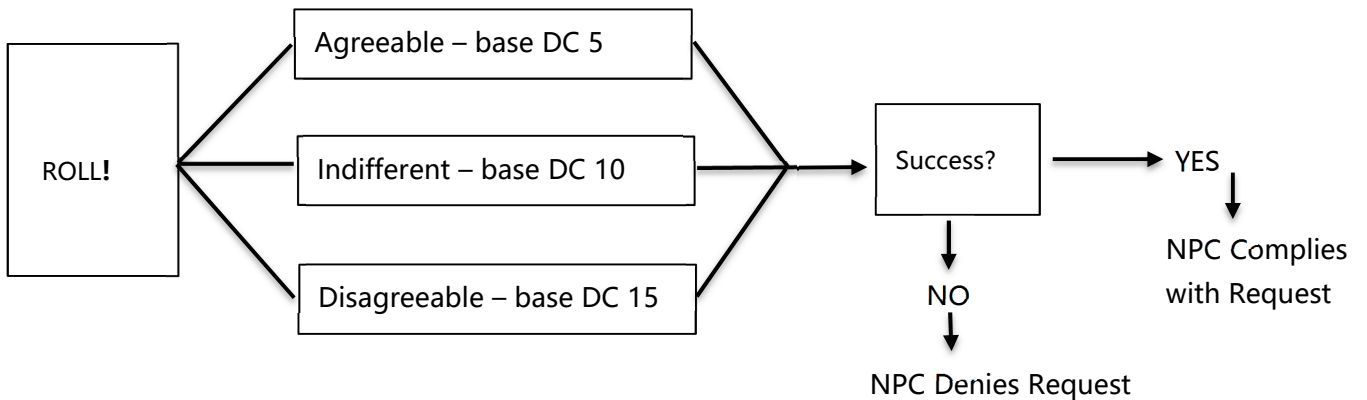
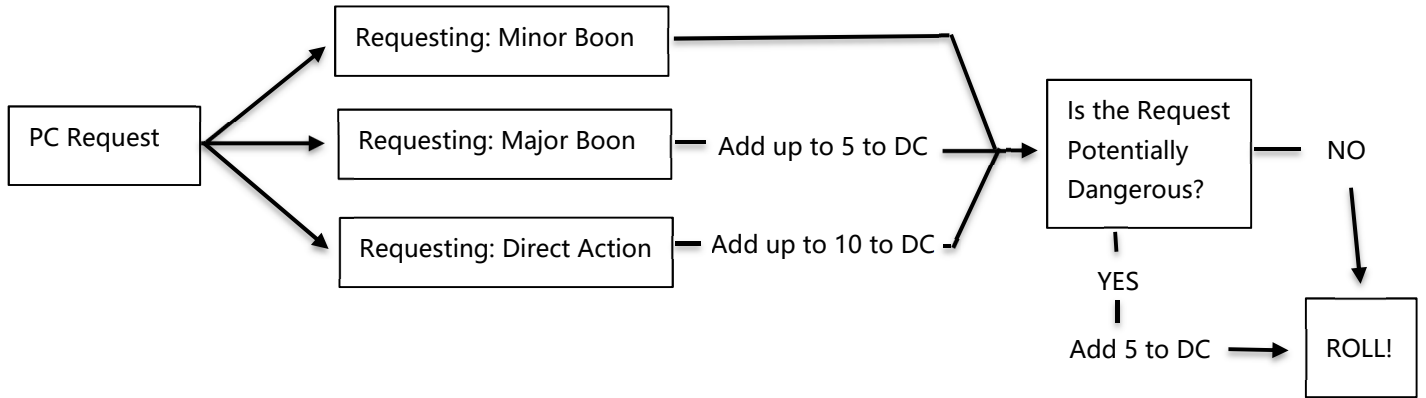
If the NPC believes the PC and the information the PC conveys is something the NPC likes, the NPC goes from Disagreeable to Indifferent or Indifferent to Agreeable. If the PC convinces the NPC something they do not like, the opposite occurs.

If the NPC does not believe the PC, that may negatively influence the NPC's demeanor. If the NPC values honesty, then any failed attempt results in loss of demeanor. If the NPC doesn't value honesty so much, the NPC's demeanor is negatively affected by a failure by 5 points or more below the DC.

Interactions

4 – Requesting Action

Finding out information is one thing, getting an NPC to act on the PCs behalf is another. To see if an NPC will act as a PC requests follow this flowchart. The PC may attempt to Intimidate, Persuade, or Deceive an NPC to request their action.



A Minor Boon would equate to the NPC speaking favorably of the PCs to a significant NPC, giving the PC a gift of nominal value, or allowing the PC to borrow an item of significant value.

A Major Boon would equate to the NPC acting directly on the PCs behalf, giving the PC a gift of great value, or allowing the PC to borrow a very powerful item.

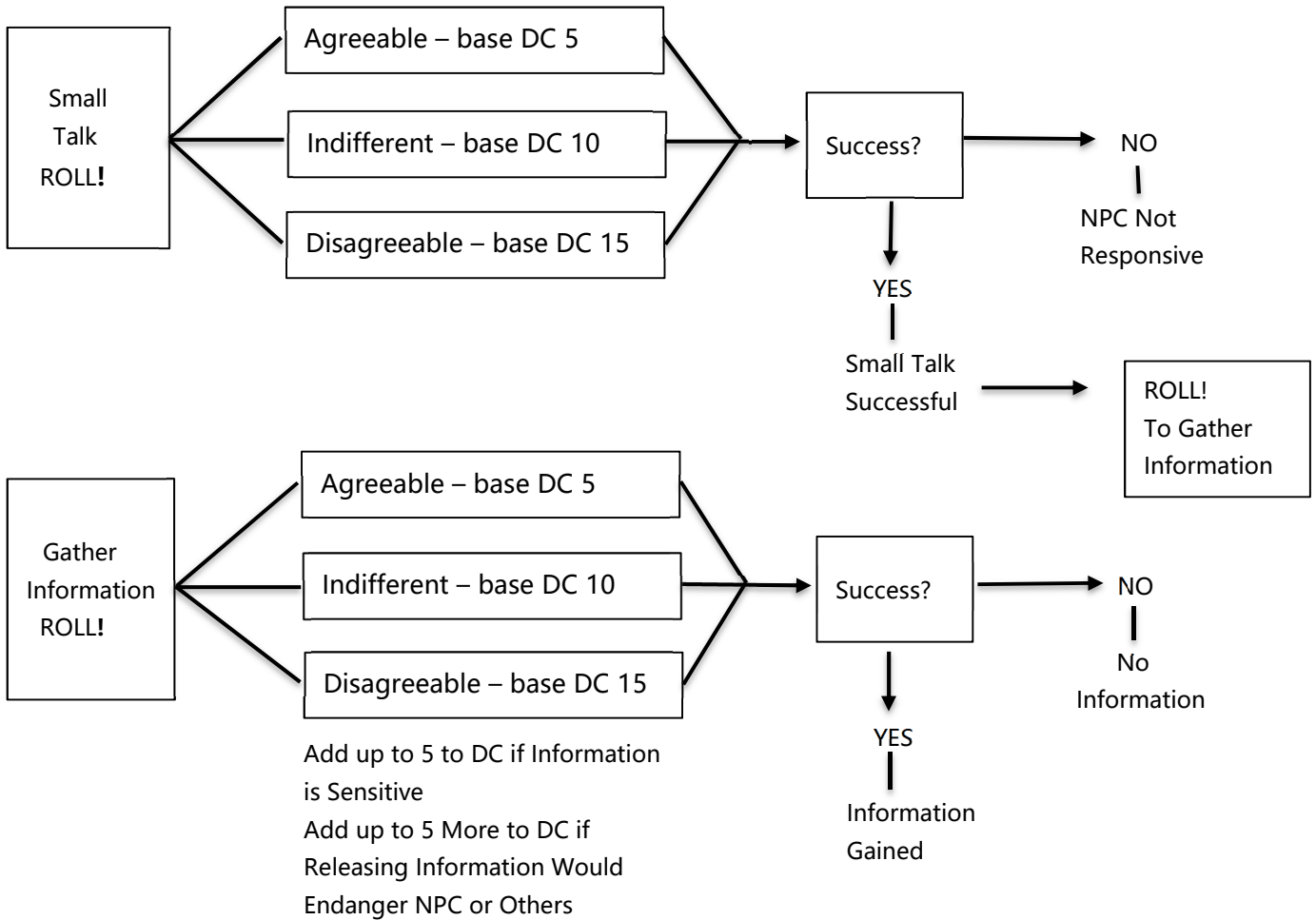
Direct Action would equate to the NPC following the PC into a dangerous situation or allowing the PC to borrow a legendary item.

If the NPC denies the request, their demeanor may be negatively impacted as a result of the request (GM discretion). If the NPC complies with the PCs request and experiences significant consequences as a result this may also negatively impact their demeanor toward the PC.

Interactions

5 – Small Talk

If a PC wants to know where they stand with an NPC before they start asking for information or favors they can attempt to make small talk with the NPC to determine the NPC's demeanor. The PC can also engage in small talk to try to draw out information about a subject. The PC can try even if the NPC doesn't know anything. Engaging in small talk takes a Cha(persuasion) or Cha(deception) roll. Gathering information from successful small talk takes an Int(Investigation) or Wis(Insight) roll.



The NPC may change their demeanor as the result of divulging sensitive and/or dangerous information, but the small talk approach makes it so that the NPC may not even realize what information they have let slip. If the character really botches a roll, it may be obvious to the NPC that the PC is manipulating them, and a negative shift in demeanor may occur.

Interactions

5 – Reverse Psychology

If a PC wants to know something from an NPC who has a disagreeable demeanor, or wants a minor boon from them, they can use reverse psychology to make it a more attractive option for the NPC. If the PC successfully role-plays an explanation wherein granting the boon or releasing the information (e.g. – verifying something the PC suspects) would seem to be against the PC's interests, then decrease the DC of a gathering information or request roll by up to 5 or even 10 points. The PC could even use Intimidation as the skill for this check if they are creative in how they word their explanation.