On the

NON-PLAYER CHARACTER

Dungeon Master Aid 3

SOLVING THE SOCIAL TRAP

A compiled volume of information for players of Classic Fantasy Role-Playing Games,
Including: encounter procedures; non-player character design; objective resolution to
social encounters; social combat; argumentation procedures; and advice on managing players

CAMPBELL

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Special Reference Work

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Welcome!

This guide has six goals:

- Interactions with non-player characters are determined by player skill, not natural social ability nor character skill.

- Create no new systems and work seamlessly with whatever classic version of Dungeons & Dragons you are playing.

- Provide the ability to do so with minimal reference.

- Have an objective, impartial resolution method avoiding the need to subjectively convince anyone of what you want them to do.

- Eliminate complex pitfalls associated with social mechanics, such as "Mother May I?", game breaking diplomancers, player mind control and the resulting loss of agency, pixel bitching, and mind reading.

- Provide structure for long term interactions with non-player characters

This is not a social combat system, where non-player characters or other players can 'fight' players and bend them to their will. This would result in an unavoidable loss of control of a player character. Although this can rarely happen during play (Charm, et. al.) a mechanical system allowing anyone to do it is beyond the scope of this book.

This is a codification and expansion of how players can interact with monsters and non-player characters.

THE GAMEABLE NPC

What is the purpose of the non-player character?

The game is focused around creating enjoyment for the players of the game. The Dungeon Master creates a fabulous, intricate, and complex environment filled with wonder and magic and the players run in and tear it to pieces like a band of deranged psychotic monkeys.

Your non-player characters should be no different. As an antagonist, they provide any of the other five encounter options. A single antagonist may do one, any, or all of the following: nothing and waste time, provide a reward, allow a special activity to happen, trick or challenge the players, or cause a bad event or penalty (i.e. empty, treasure, special, trick, or trap).

The players are unconcerned with anything that isn't directly relevant to their goals. A skilled Dungeon Master will use this fact when constructing his non-player characters; avoiding a focus on 'depth' and 'motivation' and instead focusing on broad useful gameability allowing real depth and motivation to develop organically from play will create characters that strongly engage the players.

If this type of design is sounding distasteful to you, I leave you with the following thoughts:

This is about creating gameable non-player characters in Dungeons & Dragons and creating them in ways that are immediately useful and enhance the quality of play. Dungeons & Dragons is not a game about interpersonal relationships. It is a game about exploration, adventure, and power acquisition represented by wealth. These rules are designed with that in mind.

THE REACTION ROLL

Charisma is not a dump statistic.

All versions of Dungeons and Dragons have a 'reaction roll'. Even in versions where the reaction is predecided, it can be modified by player action. The strength of Charisma as a statistic is tied to the importance these rolls play during the game.

The reaction roll is made on two six-sided dice. This roll produces a bell curve. The results are usually that low (3-5) is hostile, high (9-11) is friendly, and average (6-8) rolls are neutral. There are usually special results on 2 and 12 (immediately attack and helpful). This roll is made when monsters are encountered, after the players decide whether or not to talk to the creature. If they do, their Charisma modifies the roll.

Table I: Reaction Roll

2d6 roll	Result	Modifier
2	Attack	Attacks
3-5	Hostile	-2
6-8	Neutral	0
9-11	Friendly	+2
12	Helpful	+4

Because the game is supposed to be fun for the Dungeon Master also, reaction rolls allow the players and the Dungeon Master to discover the reality of the realm they are exploring together. These reactions do not proscribe behavior beyond the modifier they add to various social actions and other instances noted in the text. The Dungeon Master can use the roll to improvise the attitude and reaction of the monsters.

Reaction and reaction changes last till the end of the encounter plus six turns.

Reaction rolls may be modified by the following things:

- Charisma if a party member chooses to parley

- Situational factors and modifiers

- Preexisting bond

- Specific modifiers tied to ability, rank, holdings, or class

Optional: When rolling reaction, the players can roll one die and the Dungeon Master can roll the other, obfuscating both what the true reaction is and the number of actions available.

ENCOUNTERS

The following system is based around the reaction roll. It is useful in two main ways.

First, the initial reaction of the monster modifies all other rolls. Hostile creatures are more likely to respond negatively whereas friendly monsters are more likely to help.

Second, the result of the initial reaction roll determines how many social actions the players can make before the non-player character ends the encounter. After the encounter begins, the number of social actions is no longer related to or tied to the reaction of the non-player character.

Encounters are handled in this order:

1. Determine if an encounter occurs
2. Determine the type of monster encountered
3. Determine the number of monsters
4. Determine surprise
5. Determine encounter distance
6. Determine player response to the encounter
7. Roll reaction
8. Resolve encounter

Determining the information in steps 1-5 informs the current situation in the game allowing you to take this information and construct an interesting encounter from it. After step five you may roll on the **What are those monsters up to?** table on page 43 in APPENDIX B to determine what action the monsters are engaged in.

If the players are surprised, skip step 6.

Optional: Non-player characters can react to the party stances. These can provide additional modifiers on the reaction roll. The players can choose from the following stances, Neutral, Hostile, Friendly, or Obsequious. Each non-player character can have a value (from -2 to +2) that modifies their initial reaction based on the stance used by the players.

Optional: Non-player characters can end the encounter and that can be the final word or you can allow players to attempt to extend the encounter. This lowers the reaction of the monsters by one, and they get an additional 2d6-4 actions. (E.g. the players are not done talking with the lizard men, even though they are out of actions. They press the encounter. They roll 2d6 and get an 8, receiving an additional four actions. The lizard men's reaction drops from Friendly to Neutral.) Obviously holding someone past when they want to go is quite irritating. Note that this can push a hostile creature into combat.

ENCOUNTER TYPES

There are three different types of antagonist encounters we are concerned about. They are in ascending order of complexity: monsters, non-player characters, and agents.

In general the basic rules for less complex antagonists apply to the more complex antagonists. The Dungeon Master arbitrary decides the complexity of each encounter in the game. e.g. One Dungeon Master decides that lizard men are inhuman bestial thugs making them monsters, while another considers them the spawn of dragons and equal in stature to the humans in the setting making them non-player characters and possible agents.

Monsters

Monsters are characterized by having difficulties in communication, usually being hostile, and of limited or alien intelligence. Examples include wild animals, owlbears, and hook horrors.

Non-Player Characters

Non-player characters are characterized by being intelligent, mostly comprehensible beings who have goals and motivations similar enough to the party that they can be bargained and reasoned with. This includes non-player characters and non-player character parties, but also antagonists such as sphinxes, dragons, vampires, and other monsters with a culture.

Agents

Agents are non-player characters that the players choose to interact with over a long period of time. They become an active force in the world instead of a reactive force, and players can develop a relationship or bond with them. This category includes long term associates of the party, henchmen, hirelings, townsfolk, guild leaders, enemies, evil overlords, etc.

MONSTERS

Animals, magical beasts and beastmen are examples of monster encounters. These are characterized by:

• Barriers in communication

• Monstrous or bestial goals

Unlike more intelligent opponents the actual of the reaction of the monster varies, depending on the strength of the party versus the strength of the monster group

Table II: Monster reaction

Monsters Stronger	Roll	Monsters weaker
Attack	2	Flee
Attack	3-5	Flee
Threaten	6-8	Freeze
Ignore	9-11	Friendly/Offer aid
Accept help/aid	12	Grovel

To communicate with monsters the players must have special abilities or skills. E.g. Ranger abilities to communicate with wild animals.

When animals threaten, it generally implies that after the threatening gesture, any action other than surrender, **Avoid**, **Honor**, or an attempt at special communication will provoke an attack.

Creatures that have a freeze result will stay perfectly still, possibly remaining unnoticed. If interacted with or discovered, there is a 20% chance they will attack and an 80% chance they will flee.

NON-PLAYER CHARACTERS

Humanoids, dragons, vampires, and sphinxes are examples of non-player characters. Non-player characters are more complicated then simple monster encounters; they must be designed. This can be done randomly or they can be designed purposefully. The tables for random non-player character design and creation are located in APPENDIX B.

Resolution of non-player character encounters is simple. During step 7 reaction is rolled. The number shown on the dice determine the number of actions player characters can make when interacting with the non-player character. They also determine the initial reaction of the monster and the relevant modifier to all further interactions.

1. Optional: Choose stance

2. Roll Reaction

3. Number on dice is number of social actions available

4. Number on dice indicates initial monster reaction

5. Players interact with non-player character. Each interaction takes one action

The players then make choices on which action to take. The list of actions follows on the next page. When the actions available from the reaction roll are exhausted the non-player character ends the encounter

Individual non-player characters may have specific responses that override the general categories. e.g. an individual may give players an additional 4 actions when offered a drink, instead of just providing a bonus on rolls for the remainder of the encounter.

Even though this is the mechanical system behind non-player character reactions, the experience for the players need not change. Their interactions with the non-player character can remain organic and interpreted by the Dungeon Master. However, it is perfectly acceptable for players to simply state what action they want and for the Dungeon Master to determine what they actually did after the roll is made.

If this were a mechanical system not dealing with sentient creatures, I would suggest a limit of 7 to 9 options. But non-player characters are complicated creatures, so creating a system with more options then we can easily keep in mind provides a sense of that complexity to the players.

Behaviors remained modified using the actions only modify rolls for the duration of the encounter (i.e. "all future rolls"), however successful non-violent encounters improve the long-term bond between you can the non-player character.

Social Actions

The basic social action rule. Make a reaction (2d6) roll, modify by Charisma and current reaction.

Table III: Basic Social Action Rule

2d6 roll	Result
2	Failure
3-5	Rejection
6-8	Undecided (Counter-Offer)
9-11	Success
12	Total success

Attack: Starts combat
Bluff: Attempt to temp, lie, or misdirect an opponent
Converse: Improves hostile reaction and gives a bonus on rolls or more actions
Demand: Make an aggressive demands offering nothing in return, tests morale
Drink: If accepted, improves future rolls in the encounter
Gamble: If successful offers game of chance
Grovel: Check reaction and modify reaction
Honor: Bonus for gifts, checks against current reaction, improves reaction
Avoid: Chance for encounter to end
Insult: Lowers reaction of target, raises reaction of other groups, alternately lowers morale
Joke: Check reaction, modifies future rolls in the encounter
Negotiate: Make an offer or request, or attempt to manipulate someone into an action
Pray: Preaches and begins conversion of the subject to the deity
Question: Asks questions which are answered. Reaction determines helpfulness of answer
Threaten: States threat, reduces morale and improves compliance
Trade: Check reaction, if successful offers trade
Sneak Attack: Starts surprise round
Hire/Follow: Check reaction to hire

Immediate retries with no change are penalized at -4.

Rewards

Non-player characters can provide many things to the player characters, the following is a list of possible rewards.

Access to an area, new skills, new spells, magic items, gold, jewelry, treasure, deeds to property, treasure maps, information on factions, locations or rumors, quests, acts as guide, unlocking a new race or ability

Detailed Social Actions

Penalties are cumulative. Some systems lack a morale score or have different morale options. In this case, you may simply select the word closest to the morale of the creatures.

Table IV: Morale Score

Morale	Title	Morale	Title
2	Craven	8	Veteran
3	Unreliable	9	Elite
4	Unsteady	10	Champion
5	Timid	11	Fanatic
6	Average	12	Fearless
7	Steady		

Gifts provide a bonus based on their relative value to the hit die of the creature receiving them. See gifts on page 16 after the social action list.

Bonuses from successful interactions are only applicable once (e.g. if you successfully **Converse** twice, you still only receive a +1 bonus to further interaction rolls). Note that having an encounter is not a stealthy activity and wandering and random monster checks should be made at least once every three turns, if not every turn.

Several options require you to make judgments about the qualities of the tasks the players are requesting of the non-player character. Most tasks are difficult. Simple are those that you would think they would always say yes to, challenging are those that you think they would always refuse.

Simple tasks are asking them to point towards the exit, asking something the non-player character considers common knowledge, offering a substantial sum of gold for a worthless item, offering magic items for aid.

Difficult tasks include offering a bribe for guardsmen to not sound the alarm, asking for information about the layout of their base or about the faction the non-player character belongs to. The majority of tasks players will be requesting of non-player characters fall into this category.

Challenging tasks include changing sides or betraying your faction, guards allowing you to pass unmolested into a private area, or a wildly unequal deal. These are much less common and have permanent or very bad consequences for the non-player character in question.

Impossible tasks include obvious harmful or suicidal tasks.

Non-statistic modifiers should be limited to +/-1. Modifiers for reaction are Hostile (-2) Neutral (0), Friendly (+2) and Helpful (+4)

Attack *(Initiative Roll)*

Time: Negligible
Description: Ends parley, initiative is rolled. Combat begins.
Target: No target number. Opponent reaction immediately drops to two (attacking). If there are any survivors it reduces any existing bond with either the individual or faction by 1-4 steps.
Modifiers: None.
Result: Combat.

Bluff *(Reaction Roll)*

Time: 1 Round
Description: This is an attempt to tempt, lie, or misdirect an opponent. It should be used anytime the players are trying to convince or manipulate an opponent.
Target: $6 + \frac{1}{2}$ Hit Dice (optionally + Intelligence modifier also).
Modifiers: Charisma, current reaction.
Result: On a successful result, the target believes your lie, and is more likely to accept offers involving the lie. If the lie is known or discovered, reaction drops 1 level to a maximum of hostile and Bond is lowered 1d4-1 levels to a minimum of 0.

Converse *(Reaction Roll)*

Time: 1 Turn
Description: Take a few minutes to make small talk and attempt to improve the reaction by making the non-player characters more at ease and friendly. You may also attempt to **Perform** by speaking, playing an instrument, etc., affecting a crowd to pass information and alter the reaction of a mob.
Target: 6+; 9+ Performance for a group.
Modifiers: Charisma, current reaction.
Result: If reaction is hostile, raises it to neutral. Provides a +1 bonus on further rolls or an additional 1d4 actions. If it fails remove an additional action, reducing the total remaining actions by two. If **Performing**, raises the reaction of the observers by one to a maximum of friendly. On a 5 or less, they are offended and their reaction lowers.

Demand *(Reaction Roll)*

Time: 1 round
Description: This is an aggressive request characterized by offering nothing in return. The party states a specific demand ("Let us pass!" or "Tell us the location of treasure!") and if a successful roll is made the non-player characters acquiesce.
Target: The target is the morale of the target modified by the difficulty of the request. Trivial tasks increases the difficulty by 1, common increases the difficulty by 3, and challenging tasks increase the difficulty by 5.
Modifiers: Charisma, differences in party strength, and the severity of the demand.
Result: If successful, the demand is met. Otherwise they refuse and their reaction becomes hostile. In addition, on any result, all future rolls forever are penalized by -1.

Drink *(Reaction Roll)*

Time: 1 Turn or more
Description: This is an offer for the consumption of food, drugs, or other substances. It includes alcohol, but also tobacco, snuff, pipeweed, mushrooms, etc. Unless the target is starving, non-intoxicating food and drink receives a penalty when offered.
Target: 6+ to accept intoxicants, 9+ for food; 6+ for food if starving/hungry.
Modifiers: Quality of substance, Charisma, current reaction, personal beliefs of target (teetotaler etc.)
Result: If accepted, modify future rolls in this encounter by +2. On a failure all subsequent rolls receive -1.

Gamble *(Reaction Roll)*

Time: 1 Turn or more
Description: This is an offer to engage in a game of chance. If the non-player character has nothing of value to wager they will refuse and the action will be wasted. Note that either the player must have some way of making a wager (e.g. cards, dice, et. al.) They will continue to play with the players until they are out of money or they fail a morale check. The check is made every round and is cumulatively modified by their win and loss results.
Target: 9+ to accept.
Modifiers: Charisma, current reaction, personal beliefs of target (gambler, risk-taker etc.)
Result: On a successful result, they will wager with the players, making a morale check after each wager. On a failed morale check, they will quit.
Note: If a resolution method is needed, high roll on two dice works in a pinch.

Grovel *(Reaction Roll)*

Time: 1 Round
Description: The player characters beg the non-player character for leniency. They praise and compliment the non-player character and surrender themselves to their mercy.
Target: 6+
Modifiers: Charisma, current reaction, gifts.
Result: A successful use of this action causes the reaction to improve. A failure causes reaction to worsen. Using this skill causes any use of **Demand, Insult,** or **Threat** to automatically fail, and it causes an attempt to make an **Negotiate** to be penalized by 2.

Character Traits

Consider the gaining of character traits as another thing that can be given and modify certain reactions. If a character has a background as a noble, then they might receive a bonus to interactions of the upper class. They same goes for royalty, being a member of an organization or a guild, or even slaying a dragon or accomplishing an in-game mastery or task. Simply note the social trait and the bonus on the sheet. (Dragon slayer: +1 reaction with adventurers, -2 with dragons.)

Honor *(Reaction Roll)*
Time: 1 Round
Description: The party praises and compliments the opponent.
Target: The new result must be higher then the current reaction.
Modifiers: Charisma, gifts, current reaction.
Result: On a result that is higher then the current reaction (i.e. if the current reaction is neutral, new roll must be a 9+, otherwise it is a failure) the non-player characters reaction is improved. It does not affect the number of remaining actions. On a failure, the compliments come off as fake and all future rolls are at -1.

Avoid *(Reaction Roll)*
Time: 1 Turn
Description: The party ignores or dismisses the non-player characters, out of a desire to avoid an encounter.
Target: 6+, 9+ if done before the initial reaction roll is made.
Modifiers: None.
Result: If the opponent is hostile and the roll fails, or snake eyes are rolled, the opponent is angered and attacks. Otherwise they wander off.

Insult *(Reaction Roll)*
Time: 1 Round
Description: This hurls a terrible insult at the non-player character. It is likely to anger them, but others nearby will find it entertaining. Alternately, you may attempt to **Shame** your opponent. Instead of improving the reaction of others, this lowers your opponents morale.
Target: 12 - Morale.
Modifiers: Charisma.
Result: On any result, reaction of the target is lowered by one (e.g. from Neutral to Hostile) and all further rolls against the target are penalized by 1. On a success, any other non-player character groups nearby will have their reaction towards you raised by one level to a maximum of friendly. If **Shaming** your opponent, it lowers their morale by 2 and grants a +2 on your next **Negotiation**, **Threat**, or **Demand.**

Joke *(Reaction Roll)*
Time: 1 Round
Description: Tell a joke to make the non-player character laugh.
Target: 9+
Modifiers: Charisma, current reaction, any actual joke told.
Result: On a success, gives a +1 bonus to all rolls. On a roll of 5 or lower, offense is given and all future rolls are at -2.

Negotiate *(Reaction Roll)*

Time: 1 round

Description: The players make the non-player character an offer or request. This could be an exchange, an offer to help, a request for help, convincing someone not to attack, a temporary alliance, or an attempt to manipulate someone into taking an action they otherwise wouldn't. Since **Negotiations** can be complicated, they require some extra adjudication by the Dungeon Master.

Target: Varies. Depends on the ease and likelihood of agreement with the task. Simple tasks have a target of 6+, difficult tasks have a difficulty of 9+, Challenging tasks have a difficulty of 11+. Examples are in the Detailed Social Action notes on page 9. It is also suggested difficulty be modified by <u>one</u> of $^1/_2$ Hit Die, dungeon level, Wisdom bonus, or 7 - morale.

Modifiers: Bond, current reaction, gifts, Charisma (Note: Bond with most random encounters in a dungeon is none, providing a -4 modifier. See Relationships and Bonds on page 17). Other transient promises and goods may also modify the player's chances of success. If it is a poor deal or a good one, adjust appropriately (-2 to +2).

Result: On a successful result the deal is struck. On a failure of 3 or less a counter-offer is made. On a failure of 4 or more, the deal offends the other party and further rolls are at -1.

Note: You can make an offer and **Request** something but offer nothing. If this is the case then Trivial, easy, or likely tasks have a target of 9+ and difficult and common tasks have a difficulty of 11+. This may only be attempted if the opponent has a reaction of Friendly or better. Otherwise, this is a **Demand**.

Remember that any Negotiation made with someone you just met is penalized with -4 due to the current bond between you and the target.

Pray *(Reaction roll)*

Time: 1 Turn

Description: Attempts to convert the non-player character to the characters religion.

Target: The target is based on the hit die of the target. If the hit dice of the target are lower, the difficulty is 6+, if they are equal 9+ and if higher 11+. If there are many opponents, this successfully affects 2d4 of them.

Modifiers: Charisma, current reaction.

Result: This does not cause a full conversion, but does expose the non-player positively to the religion in question. If the non-player character becomes an agent, continued attempts can be made, providing for a full conversion once a bond of 7 is reached. Strongly devoted religious people will cause all future rolls penalized at -1.

Question *(No roll)*

Time: 1 round

Description: Asks and gets answered one question. Usually a question is asked in return. Non-player characters will usually answer any questions ("What's your name? What are you doing here? Where are you from?"). Questions that are about protected or secret information fall under the auspices of **Negotiate**.

Target: None, no roll is required.

Modifiers: None.

Result: Target answers question. Each question answered costs one action. It is suggested that this be somewhat relaxed, asking the name of a common orc, plus asking what they are doing can be considered one action, as can any very similar line of questioning. The Dungeon Master should inform the players as their actions are used up during questioning. Hostile opponents will still answer questions, but the answers will be short and unhelpful. Anything that can be interpreted negatively will cause a hostile creature to begin fighting on a roll of 1-2 on a 1d6.

Threaten *(Reaction roll)*

Time: 1 round

Description: This attempts to weaken the resolve of the non-player character. The party makes intimidating threats and gestures.

Target: 9+ means the threat is successful.

Modifiers: Strength of party versus strength of non-player character. Charisma modifier or Strength modifier of the person making the threat.

Result: If the threat fails, the non-player characters reaction is reduced by one level. If the threat is successful, the non-player characters must make a morale check. If they fail the morale check they are intimidated. Their morale is temporarily reduced by 4, their reaction is temporarily improved to the next level, and the next interaction roll is improved by an additional +2. If they succeed at the threat but the non-player character successfully makes their morale roll, the non-player character's reaction drops to 2 and they either attack or flee.

Special Note: Succeed or fail, if they encounter this group or person in the future, bond is lowered by 2, and all future reaction rolls are at -4 until bond is improved to associate (5) or better.

Trade *(Reaction roll)*

Time: 1 Turn or more

Description: This is an offer to engage in trade. If the non-player character has nothing of value to trade, they will beg off and the action will be wasted. Note that the player must have some item or coin to trade.

Target: 9+ to accept.

Modifiers: Charisma, current reaction.

Result: On a success, trade begins. See Haggling, page 19 for determining the sale value of goods.

Sneak Attack *(Surprise Roll)*
Time: 1 round
Description: During the parley, the player makes a surprise attack.
Target: 2 or less on a d6.
Modifiers: Charisma.
Result: The target must make a surprise roll, modified by the player's Charisma. On a roll indicating surprise, the player gets that many attacks against their opponent. (e.g. a player with a Charisma of 16 makes a sneak attack. The non-player character rolls a 1d6 - 2 for the players Charisma modifier. On a modified roll of 2 or less they are surprised by the attack). Otherwise initiative is rolled as normal.

Hire *(Reaction roll)*
Time: 1 Turn
Description: Makes an offer to hire the non-player character in some capacity. This is an offer by the players for the non-player character to join the party.
Target: 9+.
Modifiers: The reaction roll is adjusted depending on the quality of the bargain offered as well as the reputation of the player character.
Result: If successful, the non-player character is hired in their new role. On a failure the action is wasted. The Dungeon Master is the final arbiter of who will accept work

Demand, Negotiate, *or* Threaten*?*

The players make a **Demand** *if they offer nothing in return. The demand tests the morale of the opponent, their bravery and self-esteem being the factors in their response. The players* **Negotiate** *if they give something in return or trade. This tests the difficulty of the task requested, weighed against the reward and relationship between the two parties. If friendly, they may make a* **Request**, *which is resolved like an* **Negotiation**, *but without them giving anything. Requests have a higher difficulty, they are described in the* **Negotiate** *entry. The players* **Threaten** *if they wish to make it easier to push non-player characters around and make* **Demands***.*

Questions*?*

Non-player characters should answer nearly all questions. It is generally more interesting if they do. There are very few circumstances that are made more interesting by refusing to talk to the players. If you do not wish to have the non-player character say anything, you can communicate what they do and then <u>*tell the players why they did that.*</u> *Communication is key to agency and understanding in shared imaginative realms. This situation is also assisted by having non-player characters talk about other non-player characters, as introduction.*

Gifts

Offering gifts is an excellent way to get a better reaction out of someone, but the amount that's effective to offer depends on the class and station of the non-player character. A good metric for how much value is reasonable to offer is hit dice. Each increment of value will provide a +1 bonus to the applicable roll. Note that in many cases giving a gift is going to be considered a bribe.

Hit Die	Gift Value	Hit Die	Gift Value
0 HD:	1 gp	5 HD:	160 gp
1 HD:	10 gp	6 HD:	250 gp
2 HD:	30 gp	7 HD:	450 gp
3 HD:	60 gp	8 HD:	800 gp
4 HD:	100 gp	9 HD:	1000 gp

Offering a 4 HD creature 1,000 gold coins or equivalent will garner you a +10 bonus on whatever offer you are about to make. The Dungeon Master is encouraged to limit or modify the acceptance of gifts as needed. The above is only a guideline. If money is extremely common in your game, your players may assume they can just buy everyone off. Only a few actions allow gifts to modify the roll (**Grovel**, **Honor**, **Negotiate**) and non-player characters are designed, allowing you to create different reactions then normal (e.g. many town guards would automatically view **Negotiation** with a gift as a bribe, and immediately lower their reaction or arrest the characters).

A final note on social actions:

These are ways to mechanically interact with non-player characters to remove subjectivity. As such, the players should all be exposed to the complete list of social actions and how those work mechanically during play (See APPENDIX E for Reference).

When they choose what to do during play, before it is resolved, the mechanical effects and consequences should be explained and the player should be allowed to confirm their action. The only hidden information should possibly be the number of actions they have remaining. It is not necessary to do this if it is not of interest to the player, but there is no reason they shouldn't have the mechanical system explained any more or less than to hit rolls or saving throws.

These are designed to be concrete representations of possible options. They are not prescriptive, they are descriptive. If an option comes up that doesn't fit into an action, the Dungeon Master should propose a resolution to the player.

It is a resolution system for actions (like "I attack" is resolved with the d20 roll). Players are allowed and encouraged to just state which action they are doing next. They are also free to talk in-character and have you just apply the appropriate mechanical resolution, through it is not necessary that they do so.

AGENTS

Henchmen, lovers, and big bad evil guys are examples of agents. They are characterized by a recurring role in the campaign, as well as being independent and able to take action themselves to affect things, much like a player would. Players develop relationships and bonds with the agents.

Relationships and bonds

A bond is a descriptor of the strength of the relationship between any two parties. After each non-violent encounter, the bond is checked by a bond roll. A bond roll is identical to a reaction roll (i.e. 2d6) but applies to the bond instead of the current reaction. If this roll is higher than the current bond, then the bond increases by one.

Bond Level	Bond Name	Modifier
2	None	-4
3	Stranger	-2
4	Acquaintance	-2
5	Associate	-2
6	Pal	0
7	Colleague	0
8	Friend	0
9	Companion	+2
10	Partner	+2
11	Loved/Kin	+2
12	Lifebond	+4

Relationships characterize the type of bond. There are several types of relationships, Friendship, Lover, Rival, Companion, etc. These relationships are the bond 'track'. When certain bond thresholds are reached in the party by characters, then a boon is applied. These boons vary based on the type of relationship; a non-player character may have a different boon for reaching Colleague on the Friendship track then the boon granted for reaching Colleague on the Rival track.

The boons and relationships possible are limitless, providing either bonuses or penalties. Enjoy creating them for your major long term agents.

Razguldok the facile, an ancient lich, has declared war on the living. You have encountered him several times, giving you a bond of four (Acquaintance) on the enmity track. This grants you a bonus to resist the freezing cold of petrification from your exposure to his evil. In the continued fight, you see things that affect your soul. After interacting with him a dozen times, you reach a bond level of seven (Colleague). This saps your life force causing a 10% experience point penalty as your conflict brings you into close contact with the abyss of the plane of negative energy.

New Social Actions for Agents

Gift: As honor, gives a gift to increase bond.
Relax: Spend downtime with a non-player character to increase bond.
Seduce: Improve bond directly.

Gift *(Bond Roll)*
Time: 1 Turn
Description: Offers a gift to a person.
Target: Current Bond level.
Modifiers: If the gift is appropriate or is something that the receiver likes, it grants a +2 bonus to the roll.
Result: On a successful roll over the current bond level, the bond increases.
Note: Gifts may only be given once every 24 hours. Each consecutive day a gift is given the roll is penalized by a cumulative -2. Giving more than one gift in a week gives a separate -2 penalty. (♂~ Can't buy me love, love; can't buy me love ♂~)

Relax *(Bond Roll)*
Time: Varies, usually 1-6 hours
Description: Spending time with the non-player character to improve the bond. This can be attempted weekly. Additional attempts will have no beneficial effect.
Target: Current bond level.
Modifiers: None.
Result: On a successful roll higher then the current bond, the bond is increased. Otherwise there is no effect.

Seduce *(Reaction Roll)*
Time: Varies, usually 1-6 hours
Description: A direct attempt to improve bond. This does not always mean sexual seduction. Any attempt to 'speed up' the time it takes to build a bond naturally can be considered seduction. The effects of the improved bond may prove temporary if not reinforced by other actions after the seduction.
Target: 2d6 + targets intelligence modifier + $\frac{1}{2}$ targets hit dice
Modifiers: Charisma, situational.
Result: On a successful result, the seduction takes place and the bond is increased by 1d4+1 levels. Unless time is spent with the person in the following days, the bond drops by 1 each day until it reaches the original level. Every day spent permanently increases the level by 1. On a failure, the status remains the same.
Note: Seduction can be made more difficult/complicated and follow the rules for arguing in APPENDIX A.

FUNCTIONS

What about those non-player characters that are agents but don't interact personally with the players often? These non-player characters provide functional benefits. Possible functions include:

Magic item identification, Room and board, Service providers (alchemists, scribes, etc.), Answers for gold (sages), Magic item creation, Potion identification, Quests, Resources, Tax collectors

Even though these are set apart from the normal interactions the players have, the non-player characters providing these services can be characterized and designed like any non-player character.

HAGGLING

Haggling is most often done with agents, but can be done with non-player characters.

Goods have a base (list) price. Merchants normally sell those goods for 1-5× normal price. This value can be randomly generated (1d5 and 1d10 read like d100) or assigned.

Haggle *(Reaction Roll)*
Time: Varies, usually under a turn
Description: Attempting to get a better price on goods. Characters state a price and then roll.
Target: 6+ will get a reduced price on goods.
Modifiers: Charisma.
Result:

Roll	Action	Quick Sale
2	Refuses to sell to player	Base markup
2-5	Refuses to budge, haggling ends	1/2 base markup
6-8	Moves towards player price by 10%	1/4 base markup
9-11	Moves to player price by 25%	List price
12	Agrees to player price.	10% discount

Haggling continues until either a 2 or 12 is rolled or the prices meet in the middle. Players must move a reasonable amount (>5%) towards the merchant price and offer a price above list value, or the merchant will complain the first time. The second time their offer is too low, the merchant will refuse to haggle further.

This should only be used for high value items relative to the level of the characters. For bulk or low value items, use one roll on the third column to determine the sale price.

CREATING A NON-PLAYER CHARACTER

We are going to create a basic intelligent non-player character that you might find wandering in the dungeon or wilderness and then show how they can become more complex long term actors.

This system is focused on effective use of time putting little priority on figuring out every stat value for the non-player character. We want succinct information that is immediately and directly useful in play. Statistic modifiers if necessary can be generated on the spot by roll or fiat.

First we decide on the type of non-player character we are going to create. This can be picked or randomly generated. Today we are going to make Geoffory the Demonologist.

Geoffory the Demonologist
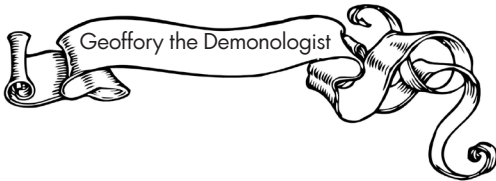
Who is he? We are going to generate some personality randomly. The juxtaposition of the name and two traits allows you to quickly define a person. We come up with restless and impulsive. I also quickly generate a single physical trait.

Restless, Impulsive, Messy hair

We now can construct an image of who this is. A somewhat deluded methamphetamine user, but instead of methamphetamine use, he summons demons. He is the type that is confident and arrogant with poor decision making skills. This information allows us to intelligently assign his reaction to the player stances. He has no strong feelings towards people who are friendly, being wary of judgment. His arrogance favors him towards those wise enough to be obsequious towards him and he dislikes anyone who is mean to him.

Friendly 0
Obsequious +1
Hostile -2

Then we need some personality locks and keys. These are individual responses to social actions that apply and override the general mechanics of the action. These can be generated randomly, but it is best to use a strong hand. They should also be divided between locks that tie into the world and locks that tie into the non-player character himself.

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Drinking: ✂◈ -3 actions, lower reaction

Grovel: ✂◈ Offers gold to the players

Demand: ✂◈ Gives quest,
reward magic item

Pray: ✂◈ Offers quest,reward
Teaches demon summoning

✂◈

Geoffory is a teetotaler and so reacts negatively to the offer of drink. When players grovel before him, he finds them amusing. To feed his ego, he gives them gold for being so wise. When they make a **Demand** or attempt to **Negotiate** with him, he refuses with a counter-offer, saying he'll grant them a magic rod if they fulfill his macguffin retrieval quest. To anyone that tries to convert him, he offers them "real power" and says he will teach them how to summon demons if the quest is completed.

Finally we need to create a reaction track, this is an action the non-player character will take if their reaction changes to this threshold.

Hatred Attacks
Hostile Summons Demon
Neutral Boasts!
Friendly Alludes to quest.
Helpful Offers demonic services.

And that's all we have to do to create a basic constructed non-player character. With this information, you have enough to accurately describe and portray the non-player character at the table, able to respond to any action the characters take.

Note that if you need someone *in play* immediately, the only thing you need at all is a single roll or two on the personality table in APPENDIX B. The rest can be designed on the fly or generated later when you have time.

TRANSFORMATION INTO AGENTS

But what if Geoffry shows up again?

Everything to this point only defines the non-player character in terms of what they can do or provide for the player. This allows our work to be both useful in play and of interest to players. But for some reason the players have yet to murder this non-player character, and they are encountering him again. At this point, he must become more complicated or remain a flimsy two-dimensional collection of traits. His basic information will stay the same, but an additional unknown fact must be added to provide depth to the non-player character a piece at a time in a manner that is engaging to your players.

Upon encountering Geoffry again do the following: Make a bond roll, versus the current bond of 2 (no relationship/enemies). Since the result will be equal or greater to the current bond, the bond improves to 3 (strangers). Then do one or more of the following: Randomly determine or select a new information from the random tables in APPENDIX B, grant the non-player character a magic item, answer some of the questions under further agent development.

> Restless, Impulsive, Messy hair
> Has a marionette, treats it as a
> living creature

Repeat one of these steps during each new encounter, until the threshold for 'unknown facts' is reached for the particular non-player characters, i.e. until he is a fully realized dynamic member of your campaign.

FURTHER AGENT DEVELOPMENT

This is a guide focusing on generating immediately gameable encounters for Dungeons and Dragons, not rich, deep, three-dimensional personalities. However, sometimes it might be necessary to provide further depth. If you answer several of the following questions about the character, it should help you round out their nature. I recommend against it, because the following is a lot of work for someone who is likely to get knifed to death within three rounds of meeting the players.

Who do they have relationships with? What secrets do they have? Who are they jealous of? Who do they fear? What is their job and history? What do they value? What motivates them? What are their interests, hobbies, and preferences? What are their quirks and moods? What useful knowledge do they have? What purpose do they serve in the campaign? What thematic subtext to they represent? What characterizes their interactions with others? What is their complete physical description (eyes, hair, tattoos)? What family do they have? What's the worst thing they have ever done? What is their sense of style?

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FREQUENTLY ASKED QUESTIONS

How do non-player characters end the encounter?

They wander off, make some excuse, or say they have to leave.

Doesn't this make someone with an 18 Charisma too powerful?

More powerful than a fighter with an 18 Strength? Just like that situation, you can't charm (or break, in the fighter's case) everything.

Why include attack as an action?

Because it can be a lock for some non-player characters. A rough and tumble pirate might respect anyone who fights him. A noble savage might have his reaction change to friendly after an attack.

Why is it so difficult to perform social combat attacks?

They work identically to the way subdual damage works in most games (take a -4 penalty to do non-lethal damage). The attack produces a special effect, which can be situationally much superior to normal damage. I would certainly allow a character seeking training in this to have some method of obviating the penalty if it was something they were interested in.

When reaction improves or worsens, what does that mean?

That means the opponent changes from helpful to friendly, friendly to neutral, neutral to hostile, or hostile to attacking or vice versa. This affects the modifiers on the rolls and may cause non-player characters to take certain actions.

Isn't it too easy to negotiate with people and have them accept?

Don't forget that when bargaining with people that way or making requests of them, your bond with the person is taken into account. If you've never met the person before you have no bond which is a -4. If you are strangers, and have met at least once, that penalty drops to -2.

Your rules make no sense! If a player doesn't have to state what he's doing, then the game is ruined!

This is a game aid — feel free to change, add, spindle, mutilate or tear it to work with your game. Nothing at all has to change for your players, if you don't wish it.

SOCIAL COMBAT

Social combat is normal combat. All versions of the game already make this explicit. Physical damage removes hit points. Non-lethal (subdual) damage is totaled and when it exceeds the current hit point total, you fall unconscious (are subdued). Social combat works exactly the same way. For all social attacks during combat, you may make one of the following types of attacks.

Attack	Type of action	Result
Subdual	Blunt, beating, overbearing	Opponent subdued
Fear	Intimidation, yelling, threats	Shaken, Frighten,
Anger	Taunting, Insults	Hostile, Enraged
Confusion	Noises, assaults, visual displays	Distracted, Confused
Charm	Appeasements, temptations	Engaged, Enraptured

Any successful social attack against a creature with a mind increases the non-lethal damage pool. Any attack that causes the pool to cross $1/4$ or $1/2$ the total pool of hit points OR causes the character to have go below 0 available hit points applies the appropriate effect.

Subdual Damage Threshold	Effect
Non-lethal < $1/4$ total hit points	None
Non-lethal > $1/4$ total hit points	Minor
Non-lethal > $1/2$ total hit points OR 0 hit points	Major

These attacks are made with a base –4 penalty to hit, with your attack roll modified by *both* your Intelligence and Charisma bonuses but not your weapon bonus. Your opponents armor class is 10 – (Wisdom OR Morale) – $1/2$ Hit Die. It is 10 + (Wisdom OR morale) + $1/2$ Hit Die for ascending armor systems. Note that armor class adds the entire Wisdom score, not just the modifier. Creatures with animal intelligence increase their armor class by 4. *Attacks made with spells do not have the –4 base penalty.*

	Attack	Defense
Ascending	Attack Bonus – 4 base penalty + Charisma modifier + Intelligence modifier	10 + Wisdom OR Morale + $1/2$ hit die (+4 if Animal Intelligence)
Descending	ThAC0 + 4 base penalty – Charisma modifier – Intelligence modifier	10 – Wisdom OR Morale – $1/2$ hit die (+4 if Animal Intelligence)

Attacking in melee supersedes a verbal attack. Doing both is very hard, if you wish to make a melee attack AND a verbal attack, both attacks are at a total penalty of –10 divided as you wish and you receive a –4 penalty to AC till the end of the next round. You may not simultaneously make a normal attack and a subdual attack under any circumstances.

Social combat does damage as a long sword, using *either* your Intelligence or Charisma modifier as a bonus or penalty to damage. As with any attack, if a hit is successful, minimum damage is one.

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Class Modifiers

Alchemists receive a +4 bonus to hit with **Confusion** attacks and can use alchemical items to enhance **Confusion** damage (e.g. 1d8 + Alchemical item damage).

Assassins get a bonus to hit equal to their level to **Fear** attacks and do double **Fear** damage. They have no base penalty to their attacks when causing **Fear** damage.

Bards and **Jesters** get a bonus equal to their level to hit and their bonus to damage from Charisma or Intelligence is doubled. They also receive no base penalty for any social attack.

Clerics and **Paladins** select either **Fear** or **Charm attacks** to receive a +1 bonus to attack.

Druids, **Monks**, and **Rangers** get a +2 bonus on **Confusion** attacks. Versus animals or magical beasts of animal intelligence they get a bonus to hit equal to their level +4 and do double damage. Social attacks they make versus animals or magical beasts have no base penalty. (Their attack versus creatures with animal intelligence is ThAC0 + 4 + Charisma modifier + Intelligence modifier. This offsets the protection animal intelligence provides)

Enchanters receive a +4 bonus to hit with **Charm attacks** and do double charm damage.

Fighters and **Barbarians** get +2 to hit with **Subdual** and **Fear** attacks.

Illusionists receive a +2 bonus to hit using **Confusion** and **Fear** attacks. If using a spell to assist (e.g. *Phantasmal Force*, *Audible Glamor*, etc.) they get an additional bonus of the level of the spell to hit and do double damage.

Magic-users receive a +2 bonus to hit in any single category they choose at character creation. Attacks with spells have no base penalty.

Swashbucklers and **Duelists** and the like when making verbal and melee attacks simultaneously only receive a penalty of -4 penalty to hit divided between the two and a -2 to armor class.

Thieves get a bonus of $1 + \frac{1}{2}$ their level to hit with all social attacks except **Subdual**.

Pirates have a +2 bonus to hit with **Anger** attacks.

Psionicsts and **Monks** have a bonus to their armor class equal to their level versus social attacks. Psionicsts in psionic *Contact* with a person have no penalty to hit with any social attack excepting **Subdual** and do double damage.

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Damage Types and Effects

Some targets like constructs or the undead are immune to certain types of non-lethal damage. Demons cannot be subdued, constructs and undead are immune to all non-lethal damage.

Subdual: When the target reaches a 0 hit point total they are subdued. This means unconscious, but when roused they are tractable until a means to reverse their fortune occurs. Usable against most targets. **Subdual** attacks are physical attacks and must hit the armor class of the opponent. Some targets, like constructs, demons, and the undead can't be subdued. Creatures of higher than average intelligence will recover from being subdued quickly, and attempt to escape. Creatures of less than average intelligence, depending on how they are treated may never recover from being subdued.

Fear: When the **Fear** damage exceeds $\frac{1}{4}$ total hit points the opponent is shaken and receives a -2 to attack rolls. When the **Fear** damage exceeds $\frac{1}{2}$ total hit points or the entire current remaining hit point total, they are frightened and flee the encounter. Taking **Fear** damage forces a morale check the following round.

Anger: When the **Anger** damage exceeds $\frac{1}{4}$ total hit points the opponent is enraged and receives a +1 to hit and damage. They focus their attacks and actions on reaching the person taunting them. When the **Anger** damage exceeds $\frac{1}{2}$ the total hit points or the entire current remaining hit point total, they receive a +2 to hit and damage, a -4 to their armor class, and attack until subdued, killed, or all opponents are dead. Taking **Anger** damage increases the morale of the creature by 2.

Confusion: When the **Confusion** damage exceeds $\frac{1}{4}$ total hit points the opponent is distracted, acting last in the round. When the total exceeds $\frac{1}{2}$ the total hit points or the entire current remaining hit point total, they become *Confused* as the spell and act randomly.

Charm: When the **Charm** damage exceeds $\frac{1}{4}$ total hit points they must make a morale check to continue fighting. This morale check is penalized by 1 for every companion that is still fighting. If they fail that check, they immediately make a reaction roll and a social encounter begins. When the **Charm** damage exceeds $\frac{1}{2}$ the total hit points or the entire current remaining hit point total, they cease fighting and make a new reaction roll modified by the Charisma of the attacker with a +2 bonus.

*A first level fighter attempts to intimidate an orc. The base social armor class of the orc is 10, minus its morale of 7, minus $\frac{1}{2}$ its one hit die, rounded down to a minimum of 1, giving it an armor class of 2. The fighter receives a -4 for a social attack, +2 for being a fighter and using a **Fear** attack and has a +1 Charisma bonus. This gives a net -1 modifier to the roll. To hit armor class 2 the fighter needs a 17 or better requiring a roll of 18 or better on the die to hit.*

EXAMPLE OF PLAY

The party descends into the depths. After wandering aimlessly for far too long, the Dungeon Master rolls a 1 on a wandering monster roll because Muffin (1st level Dwarf, 5 Charisma) decided he wanted to kick down every door, even the open ones.

A wandering monster is rolled off the wandering monster table. A Gnoll war party approaches. It consists of 5 Gnolls (15, 11, 10, 9, 9). Both players and Dungeon Master roll surprise on a 1d6. The players get a 4, and the Dungeon Master gets a 5. Neither party is surprised. Encounter distance is rolled, 2d6 × 10'. A 2 and a 3 are shown, giving a result of 50'. They are a war party, so a 1d20 is rolled on the "What is the monster doing table" under the war party section, and a 1 is the result. They are patrolling.

The players declare they are going to parley. They send Thaddius (2nd level Fighter, 15 Charisma) forward to speak. He says "Hail, we wish to speak." This sounds like a neutral greeting, so the Dungeon Master checks with Thaddius's player if that's what he intends. Thaddius ascents. A reaction roll is made. 2d6, + 1 for Charisma, -2 for the gnolls being a war party actively patrolling for victims. A 10 is rolled, subtracting the net modifier of -1 leaves 9. The gnolls are friendly, giving the party a +2 reaction modifier for all further rolls. This also gives the players 9 social actions to make before the gnolls end the encounter. The Dungeon master quickly rolls 2d20 to generate a personality from the APPENDIX B "Personality Table" for the gnolls. He rolls an 8 and a 5, making their personality "groveling".

The Dungeon Master says, "Oh, great and powerful humans, you wouldn't attack our heavily armed war party would you? We beg that you not make us slaughter you, our new friends, hacking at you until your dying screams give us headaches and annoy our neighbors. We are friends, yes?"

The players say yes and ask who they are. He replies that they are the Fenstone clan and his name is Eeef Jerkee. The Dungeon Master marks off one action.

They ask the gnolls where they are from. The gnolls indicate the location of their clan, indicating both on their map and by description that it is northwest of the central staircase on the second level. The Dungeon Master marks off another action, leaving seven.

The players ask if they have anything to trade. The gnolls respond no. The Dungeon Master marks off another action.

The players ask if they know of any treasure. The gnolls laugh and say yes. The players ask where. Since they are friendly, the Dungeon Master adjudicates and considers this a simple **Request** (a **Negotiation** with a friendly party where nothing is offered). Requests have a difficulty of 9+. 2d6 are rolled and come up 3 & 4. A total of 7 + 1 for Thaddius's Charisma, + 2 for the gnolls being friendly, and –4 for the current bond of none, being that the players have never met the gnolls before, gives a total of 6. This isn't a good enough roll for the gnolls to share information about treasure they might retrieve themselves. Perhaps if the players had offered some drink or spent some time joking or talking they might have received the bonuses they needed for success. The Dungeon Master marks off another action.

The players ask if the gnolls had heard anything about the area they are in. The Dungeon Master gives them a rumor off the rumor table and marks off another action leaving four.

Muffin's player says "Maybe we should kill them so they don't tell anyone that we met them." The Dungeon Master says as the Gnoll to Thaddius, "Your companion is quite bloodthirsty!" but marks no actions used and makes no rolls. This reinforces the house rule that what is said by the players is what is said by the characters without removing the agency of Muffin, who clearly intended it to be out of character communication.

The players ask to talk among themselves and the gnolls allow them. The Dungeon Master marks off one action for the conference, leaving three. The players talk and decide it is too dangerous to let the gnolls live, so before attacking, they decide to demand all their treasure.

Thaddius walks back to the leader and says "Lead us to all of your gold and treasure or we will kill you where you stand!"

The Dungeon Master Resolves the **Threat** first, then the **Demand**. The two parties are slightly mismatched, the players being stronger. Thaddius is also quite strong and has a +2 Strength bonus. He rolls a 3 & 2, for a total of 5 + 1 for the party being stronger and +2 for Thaddious's Strength bonus for an 8! The failed threat drops the reaction of the gnolls to Neutral.

If the threat was successful and the gnolls made their morale roll, they would believe the players, but feel that they were strong enough to resist. This would cause them to either immediately attack or flee. However, if they failed their morale roll against the successful threat, they would be demoralized and very tractable, giving the bonuses stated in the **Threat** action. Be sure to apply any relevant modifiers such as force size to the morale roll if one is made.

Then the **Demand** is resolved. This is a task of common difficulty (leaving them alive, but broke is actually a pretty good deal for gnolls), adding 3 to their morale of 7 making a total of 10. If the **Threat** was successful and the gnolls had failed their morale roll, it would have lowered their morale by 4 making it a target of 6 instead of 10. Sadly they did not; so 10 it is. The players roll a 2 and a 2. Adding 1 for Charisma and 1 for being stronger leaves them with a 6 and not enough to convince the gnolls to hand anything over. The Dungeon Master marks off 2 actions and lowers the gnolls reaction to Hostile. He says as the gnoll, "It was a terrible mistake to treat such violent murderers as friends!"

Thaddius shrugs and begins to apologize to the gnolls telling the Dungeon Master he's going to cut them down while they're distracted by the apology. The **Sneak Attack** is resolved. The Gnoll rolls a 5 – 1 for Thaddius's Charisma, so no surprise is gained. Surprise occurs on a 1 or 2, so the Charisma improves the roll by subtraction. The gnoll must have been wary after having his life threatened. This is now a normal attack. The party rolls initiative and wins.

Muffin charges, striking the gnoll leader with his axe doing 5 damage. Thaddius strikes a different gnoll doing 7 damage. Aloysius (4th level Thief, 9 Charisma) tries to scare the gnoll hit by Muffin. The leader had 15 hit points with 10 left. The gnolls armor class versus social attacks is 10, – 7 for morale, – 1 for $^1/_2$ his hit dice, making him armor class 2. If the threat earlier had lowered his morale, he'd be armor class 6! Aloysius attacks with a THAC0 of 19. He modifies his roll by +3 for his level (ref. Thief page 25), –4 for making a social attack. He rolls a 18 – 1 for 17, this equals the target of 17 he needed to hit (19 THAC0 – Armor Class 2). A hit! He rolls 1d8 (standard long sword damage is used for verbal attack damage) and gets a 3 for damage. The total fear (subdual) damage is less than $^1/_4$ the gnolls maximum hit point total, so the damage gets converted to generic nonlethal/subdual damage. Now the gnoll has 10 hit points left and 3 points of nonlethal damage. If another fear attack (or any social attack, besides subdual) were to hit, this would cause the nonlethal total to be over 4, which is over $^1/_4$ the gnolls total hit points and would cause the shaken condition, giving –2 to all attack rolls.

Then Morduk (3rd level Illusionist, 8 Charisma) casts *Improved Phantasmal Force* to attempt to scare them all by turning into a giant and breathing fire at them. The party says "NOOOO!!!", but it is too late. He declared his action and he waves the party off. All the gnolls have an armor class of 2 as above. Morduk has a +2 for class and a + 3 for the spell level to hit, but –1 for Charisma. This gives him a total of +4 to hit. Spells bypass the –4 penalty to hit for social attacks. He needs the same 17 total or better as Aloysius. He rolls a 14 + 4, a hit! He does 2d8 damage (ref. Illusionist page 25), getting a 7 and a 4 (minus 1 for Charisma) for 10 points of fear damage. The remaining gnolls hit points are 10 with 3 subdual, 11, 10, 9, and 9 hit points. 10 points is higher than either any gnolls current hit point total or over half their maximum hit point total. The 10 fear damage gives the frightened condition to all of them. They all flee. Muffin and Thaddius take their free attacks at the backs of the ones engaged in melee with them. They miss.

The escaped gnolls pass the description of the party around to anyone who will listen and post a bounty on their heads.

APPENDIX A: ARGUING

Argumentation has a long history. It is the art of presenting reasoned arguments to change minds. We have methods for the simple acceptance of arguments above, but what of more important or complex arguments. How to convince the king to go to war? How to convince the bandit chief to submit to your control?

We are concerned with what ways this task is gameable and focused on player (not personal) skill and is simple. This is not the place for a complex argumentation model involving claims, producing grounds and tying those grounds into the argument using warrants, etc. There are other resources available if you're looking for that type of mini-game structure to arguments. We do not want a system of argumentation that engages players, because then when they lose, it would necessarily control or dictate player action.

Arguments are made to address statements founded by belief. Belief is to think a thing without proof. The players will engage in arguments by adventuring to prove the truth.

If the reasons why someone takes a position can be altered by something the players give them, do to them, or say, then it should be resolved by the methods listed earlier, such as **Negotiate**, **Request**, and **Demand**.
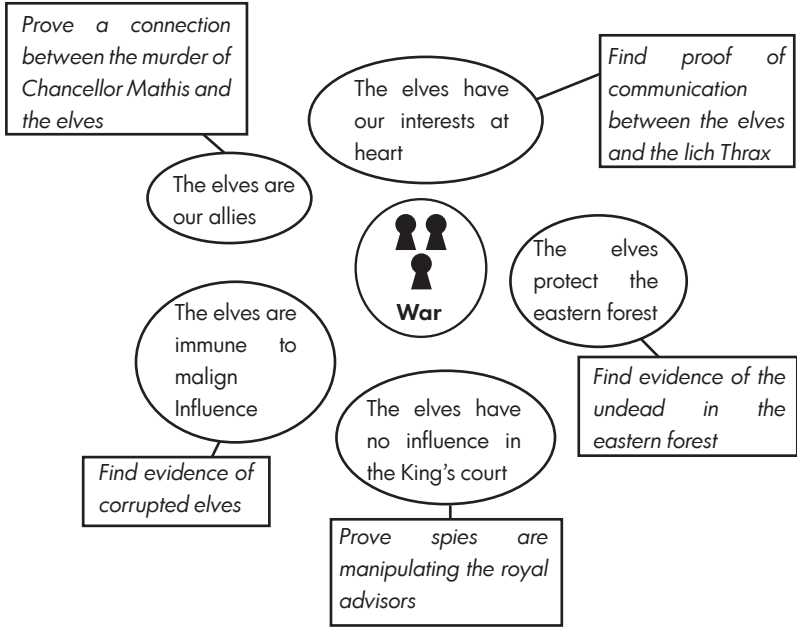
However, if it cannot, the players must navigate a series of gates in order to convince an agent of the correctness of the players position. In no way does this pass judgement on the means the players pass the gates, lying and subterfuge always being options. They are encouraged to be creative in the ways that they navigate the gates.

A gate is a task that when accomplished will alter a belief. The gates listed on the opposing page are the boxed italicized items. Beliefs are in normal text and are circled. These gates should be in one of two forms. Either a flowsheet if there is more than one path to victory, or a sphere if it simply requires a certain weight of evidence to change the mind of the target. The weight of evidence is represented by the number of gates that must be unlocked.

The purpose of the gates is to create player driven adventure. They contain the belief that the target holds, and the information that must be acquired to convince them. Two examples are on the next page. The first example is how to convince a human king to go to war against their ancient elven allies, now corrupted by the forces of undead. The second example is how to go about controlling a bandit camp, rather than killing them all.

You may also use quick or shorthand gates to outline tasks that non-player characters require to complete actions for the players. If a goblin is guarding a portcullis, you could create several options of things he would want the players to do for him in order to let them pass. Simply completing one option in this case would cause him to open up the gate. It is this process through which non-player characters are designed as encounters.

Convince the human king to declare war on the elven nation

Prove a connection between the murder of Chancellor Mathis and the elves

The elves have our interests at heart

Find proof of communication between the elves and the lich Thrax

The elves are our allies

War

The elves protect the eastern forest

The elves are immune to malign Influence

The elves have no influence in the King's court

Find evidence of the undead in the eastern forest

Find evidence of corrupted elves

Prove spies are manipulating the royal advisors

Convince the bandit leader to submit to the players command

Prevent bandits from robbing 2 caravans

Capture Bandits sent to kill party

Beat him in single combat

Get his attention → Get access to him → Prove your superiority

Beat him in verbal repartee

Rob 2 targets before the bandits

Join up with one of his sub-lieutenants

Beat the leader in a test of skill
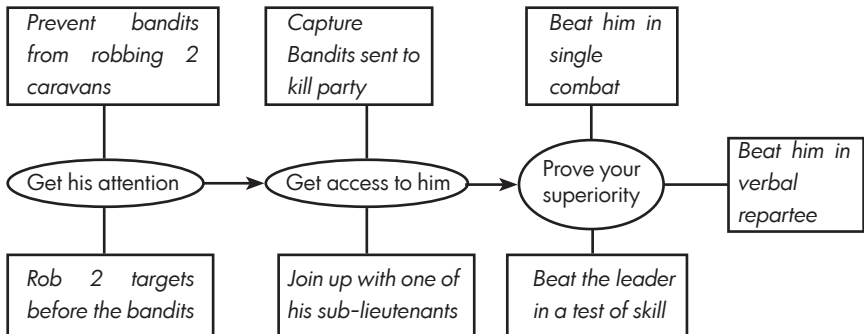
APPENDIX B: TABLES

Physical Trait Tables

Physical Trait Table 1

1. Filthy
2. Unkempt hair
3. Facial twitch
4. Long limbed
5. Fat faced
6. Multiple Chins
7. Gut
8. Large gut
9. Huge gut
10. Barrel Chested
11. Hawk nose
12. Bulging eyes
13. No hair/Bald
14. Socially awkward – stares
15. Socially awkward – Ø eye contact
16. Interjects "Ahum"
17. Clipped speech
18. Dipping
19. Currently drunk, hiding it
20. Average looking

Physical Trait Table 2

1. Meek Looking
2. Long hair
3. Shirtless/Scantly clad
4. Shirtless/Scantly clad & fat/lush
5. Shirtless/Scantly clad pale
6. Shirtless/Scantly clad flabby
7. Shirtless/Scantly clad dark
8. Shirtless/Scantly clad and ripped
9. Histrute
10. Think
11. Thick
12. Average
13. Speaks with halting cadence
14. Angry
15. Hairy chest
16. Crooked teeth
17. Dirty fingernails
18. Bad acne
19. Rough skin
20. Shiny hair

Physical Trait Table 3

1. Penguin toed
2. Sways
3. Wears glasses/monocle
4. Hair covers eyes
5. Missing 1d4 fingers
6. Missing ear
7. Tall
8. Big
9. Short
10. Narrow
11. Wide
12. Athletic
13. Hunched
14. Sickly
15. Unibrow
16. Nice smile
17. Greasy hair
18. Toned/fit
19. Tan
20. Colored hair

Physical Traits Table 4

1. Smells of coconut
2. Smells of shit
3. Smells of smoke
4. Wiry
5. Wide set eyes
6. Large ears
7. Bushy brows
8. Wrinkled skin
9. Scrawny
10. Narrow face
11. Ponytail
12. Heavy beard
13. Large eyes
14. Goatee
15. Buck teeth
16. Gaps in teeth
17. Deaf
18. Blind
19. Eye-patch
20. Sideburns

Physical Trait Table 5

1. Thin hair
2. Burn scars
3. Lazy eye
4. Limps
5. Cough
6. Invents words
7. Eye twitch
8. Muscle twitch
9. Obese
10. Clean cut
11. Flat affect
12. Loud
13. Poor personal boundaries
14. Round
15. Scabbed
16. Psoriasis
17. Warts
18. Lice
19. Chews lip
20. Bites nails

Physical Trait Table 6

1. Forgetful
2. Narcolepsy
3. Has oral herpes
4. Short attention span
5. Sweats profusely
6. Mouth breather
7. Crazy eyes
8. Out of control hair
9. Nappy hair
10. Stringy hair
11. Raspy voice
12. Cataracts
13. Scars
14. Tattoo, Facial
15. Tattoo, Chest
16. Fragile
17. Socially Awkward – annoying
18. Fast talker
19. No teeth
20. Blinks

Townsfolk Physical Traits 1-10

Physical Trait Table 7

1. Grimy
2. Slurs
3. Tense
4. Sighs frequently
5. Nasal voice
6. Snorts
7. Has fangs
8. Has horns
9. Hard of hearing
10. Sarcastic
11. Fastidious
12. Talks to self
13. Know-it-all ("Actually")
14. Swollen hands
15. Curly hair
16. Shrill voice
17. Deep voice
18. Quiet voice
19. Pinched expression
20. Zoned out

Physical Trait Table 9

1. Manly/Butch
2. Large hands
3. Missing fingernails
4. Extended neck
5. Very tiny feet
6. Large ears
7. Wide ears
8. Long/Large earlobes
9. Pointed ears
10. Long nose hair
11. Chin hairs
12. Winged eyebrows
13. Afro
14. Freckles
15. Cheek freckles
16. Body freckles
17. Ginger
18. Missing tooth
19. Chipped tooth
20. Club foot

Physical Trait Table 10

1. Gout
2. Birthmark, small
3. Birthmark, large
4. Jowls
5. Red cheeks
6. Red nose
7. Thin eyebrows
8. Bulbous nose
9. Button nose
10. Square jaw
11. Jutting jaw
12. Overbite
13. Underbite
14. Stutter
15. Flips hair
16. Constantly twirls hair
17. Handsome/pretty
18. Jaundiced
19. Nasty cough
20. Sleepy

Physical Trait Table 8

1. Complainer
2. Negative attitude
3. Frequently spits
4. Wheezes
5. Handlebar mustache
6. Attractive
7. Barefoot
8. Smooth
9. Rugged
10. Smelly breath
11. Strange accent
12. Wears heavy makeup
13. Wears war paint
14. Clothes are stained with paint
15. Clothes are stained with blood
16. Lisp
17. Mole
18. Missing thumb
19. Large gums
20. Thin lipped

Townsfolk Physical Traits 1-10

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Physical Trait Table 11

1. Shaved head with top knot
2. No nose
3. Wears armcuffs
4. No nose (prosthetic replacement)
5. Sings to self
6. Wears wolfskin
7. Smells of pine
8. Wearing bearskin
9. Exceptionally hairy
10. Wearing a full animal mask
11. Wearing animal headress
12. Hands covered in dried blood
13. Wears ostentatious rings
14. Carrying a chicken
15. Covered face with metal plate
16. No eyebrows
17. Appears frustrated/distracted
18. Extremely intense
19. Very long fingernails
20. Claw-like nails

Physical Trait Table 12

1. Speaks of self in 3rd person
2. Adds Mr/Mrs and Sieur/Madam
3. Oppositional/Defiant
4. Borderline/Attention Seeking
5. Narcissistic/Violent @ criticism
6. Excessively long hair
7. Ostentatious neck jewelry
8. Nose piercing – Bar
9. Nose piercing – Hoop
10. Labret piercing
11. Missing eye
12. Metallic skin
13. Spiky hair
14. Welts/bites all over
15. Clawed hands
16. Foppish
17. Says the same one or two phrases, repeatedly
18. Hyper-hydrosis
19. Runny nose
20. Flips coin

Physical Traits Table 13

1. Constant itching
2. Rash
3. Scaly skin
4. Flatulent
5. Obsequious
6. Necklace of coins
7. Necklace of finger bones
8. Necklace of teeth
9. Wears tights and curled toes
10. Has metal lightning bolts over ears
11. Wears eye mask
12. Has jaunty green hat
13. Has golden hemispheres on side of head
14. Wears colored cape
15. Goiter
16. Elongated skull
17. Stone in forehead
18. Withered limb
19. Prominent birthmark
20. Back is currently out

Physical Trait Table 14

1. Has a small pet dog
2. Has a pet ferret
3. Hums constantly
4. Mute
5. Calls everyone honey
6. Extends sibilants when speaking
7. Eye is slightly off center
8. Slightly cross eyed
9. Dreadlocks hair
10. Patching balding
11. Left handed
12. Head half shaved
13. Hair extensively braided
14. Otherworldly ancestor
15. Bad, rotten teeth
16. Piercing violet eyes
17. Albino
18. Sexy
19. Excellent skin
20. Round. 'jolly' looking

Adventurer Physical Traits 11-18

Physical Traits Table 15

1. Is in drag
2. Speaks in cliches
3. Eyebrows painted on
4. Constantly clearing throat
5. Painfully shy
6. Uses legit when speaking
7. Fidgets
8. Monotone
9. Mousy
10. Wearing a single color
11. Jive talker
12. Heterochromia
13. Ponytails
14. Has terrible grammar
15. S-s-t-t-t-utters
16. Well-dressed
17. Hair in a bun
18. Interrupter
19. Clears throat
20. Large breasts

Physical Traits Table 17

1. Cleans nails with a dagger
2. Shuffles feet
3. Bright white teeth
4. Incongruous tattoo
5. Extra finger on hand
6. Touches people when talking
7. Lazy Eye
8. Scowls constantly
9. Pointed teeth
10. Pants too loose
11. Wears unusual medical device (Brace)
12. Ill fitting clothes
13. Talks slowly and loudly
14. Loses focus
15. One breast larger than other
16. Food stains on clothing
17. Smells like vomit
18. Smells like outdoors
19. Ruddy face
20. Normal

Physical Traits Table 19

1. Wearing only leather
2. Green thumb, literally
3. Moss growing on them
4. Blue skin
5. Is a construct
6. Extra eyeballs
7. Bone piercing
8. Forked tongue
9. Hunchback
10. Oversized cranium
11. Transparent skin
12. Colored streak in hair
13. One eye larger than other
14. Carries a large egg. Talks to it.
15. Arrow stuck in part of body
16. Vertical pupils
17. Green (or oddly colored) skin
18. Rhymes/Riddles when talking
19. Smoke comes out of ears
20. Teeth are black

Physical Trait Table 16

1. Sneezes constantly
2. Makes up words
3. Uses words very incorrectly. Confrontational about it.
4. Swears
5. Looks like prominent political figure
6. In oversized clothes
7. Bad vision
8. Anemic
9. Curly hair
10. Old
11. Young
12. Dandyish
13. Gold teeth
14. Greying hair
15. Haggard
16. Ugly
17. Tiny eyes
18. Torn clothing
19. Malnourished
20. Makes odd noises

Physical Traits Table 18

1. Seems a little off
2. Laid back
3. Relaxed
4. Smoking a pipe
5. Smoking a cigarette
6. Wearing a fancy cape
7. Wearing a heavy cloak
8. Has a dashing hat
9. High voice
10. Low voice
11. Underdressed
12. Overdressed
13. Flowery Speech
14. In undersized clothes
15. Eunuch
16. Petite/frail
17. Pockmarked skin
18. No hair follicles
19. Lab coat
20. Dips snuff

Weird Stuff 19-20

Physical Traits Table 20

1. Hair Waves like flames
2. Prosthetic limb
3. Has a tail
4. Covered in animal hair
5. Wearing an animal head
6. Eyes glow
7. Has insect eyes
8. Has eyes of dragon
9. Cloven hooves for feet
10. Face tattoo
11. Has wings
12. Part of body covered in carapace
13. Is made of wood, speaks though brass fixture
14. Child's body
15. Tourist (outer plane)
16. Teeth replaced by tentacles
17. Made from energy (fire, water etc.)
18. In bondage gear
19. Tongue is replaced by worm
20. Has 7 toes and fingers on extremities

Personal Trait Tables

Personal Trait Table 1

1. Searching for a long lost twin
2. Having an affair with a married man/woman
3. Peeping tom, looking for a place to set up
4. Trying to conceive, badly wants a child
5. Was selling something illegal that is now missing
6. Low self-esteem over scars
7. Traitor of a nearby country
8. Loves his pet excessively
9. Saw parents murdered
10. Plagued by an ex
11. Actually a were-creature
12. Actually a well behaved undead
13. Suicidal, has a death wish
14. Heretical, angry at religion
15. Penitent, carries a heavy burden of irrational guilt
16. Curious about killing something
17. Physical fitness buff
18. Secretly royalty
19. Possesses strange mutation
20. Has drugs, wants to sell

Personal Trait Table 2

1. Is from something they call "the mother ship"
2. Loathes all mages, poor at hiding it
3. Vegetarian, fond of kale, tells everyone
4. Atheist, won't shut up about it
5. Believes they are the last of their kind, clearly not
6. Dreading an arranged marriage
7. Desperate for a date
8. Just looking for a friend to spend time with
9. Married to a relative of the player characters
10. Married to an enemy of the player characters
11. Constantly trying to guess the command word of players magic items
12. Killed one or both parents, pursued by the law
13. Killed one or both parents, guilty, tries to garner sympathy by saying parents are shitty
14. Sociopath, pleasant. Secretly kills small animals
15. Good work ethic
16. Constantly praising the gods. Talks about it given any opportunity
17. Has a song in his heart
18. Roll again, believes the person they are talking to has the trait rolled
19. Deals poorly with stress
20. Defiled temple and stole holy artifact. Hunted by priests, templars, knights

Personal Trait Table 3

1. Has demonic patron
2. Kleptomaniac
3. Aggressive teetotaler
4. Has a dream. . .
5. Liar, not very good at it
6. Obsessed with being prepared
7. Pyromaniac
8. Is at one with the universe
9. Illiterate, tells everyone
10. Looking for small loan
11. Has a rich uncle, looking for him
12. Only survivor of a shipwreck that they caused. Heard rumor someone else survived
13. Illiterate, tries to cover it up
14. Nice but secretly jealous of the player's character
15. Has severe phobia
16. Always hungry
17. Rebel at heart, despises authority
18. Has wellness anxiety (hypochondria)
19. Constantly sketching and drawing everything around him. Refuses to show it off
20. Believes he has secret magical ability

Personal Trait Table 4

1. Former gravedigger. Needing to repair shovel
2. Haunted by ghosts, or possibly schizophrenic.
3. Has several lovers in positions of power
4. Vermin control specialist, likes to talk about it
5. Recovering drug addict, today is a difficult day
6. Cursed, vomits birds, scarves fall from sleeve, first object removed from container is rabbit
7. Riddled with parasites
8. Devout missionary
9. Occasional hunger for human flesh due to a past experience with cannibalism ("longpig")
10. Always has something pleasant to say
11. No short term memory
12. Has a piece of property in a terrible place that they want to sell badly
13. Obsessive about war, fighting, and military history
14. Ex-military, dissatisfied with civilian life
15. Has sex slave, constantly having slave do sex to them
16. Nihilist
17. Wants to save and protect vicious monsters
18. Is a ghostbuster
19. Out-of-depth, wishes he would stop running into players
20. Absent-minded, accident prone, fearless, and impulsive

Personal Trait Table 4

1. Sexually attracted to bizarre species. Asking about, seeking, questioning, etc. Playing with the idea of a relationship
2. Adventured once before. Mentions it often, refuses to elaborate
3. Actually possessed by a demon, bound to hide until his task is revealed
4. Encyclopedic lore on wands. Knows the makers, brands, effects, different makes/ models
5. Actually a polymorphed simple animal, fearful of wizards due to fear of being changed back (into pig/toad, etc.)
6. Zen master, always reverses saying ("he who questions training only trains himself at asking questions")
7. Knows how to speak the language of oozes, currently having an argument with a mold. Minimizes this
8. Possesses wild talent. Manifests for first time during this conversation
9. Currently in a relationship with relative or significant other of a player's character
10. Wants to be a good solider, feels obsolete (due to age, infirmity, etc.)
11. Blood has secretly been replaced with another substance. Currently bleeding
12. Reputation as greatest something. Challengers constantly appear.
13. Found half a treasure map, knows where other half is. Looking for help to find 'treasure'.
14. Law abiding citizen made nervous by any activity that might be breaking a local law or statute
15. Wants to start an orphanage, not selective about the origin of orphans
16. Has pica. Obsessed with eating a strange thing (lichen, spellbook pages)
17. Constantly creating new brilliant inventions. All are focused on the preparation of vegetables for cooking in easier and more tasty ways
18. Talks to all inanimate objects as if they were intelligent
19. Directly related to a player, or by marriage if that's not possible
20. Desires fame and fortune of adventuring life, repulsed by hard work and danger

Personal Trait Table 5

1. Talks about death and killing. Tactical ignoramus and coward.
2. Chaste, wants desperately to have sex
3. Completely asexual, curious about sexuality
4. Eternal optimist
5. Likes to be alone in the forest. Regrets interactions
6. Currently setting trap
7. Moody, labile during the conversation
8. Artist, seeking to create new pigments
9. Has a monster as a servant. Fanatically loyal
10. Racist. Intolerant of others who are not also racist
11. Thespian, recruiting for play
12. Somewhat daft, but prone to bursts of strange insight
13. Owns a ship
14. Cursed by gods, fearful of the results it will take
15. Believes that all gold is false, proponent of the silver standard
16. Recently polymorphed into a primate. Speaks fine
17. Has disgusting religious practices.
18. Looking to betray players. Due to blackmail.
19. Rich polygamist, always looking for more partners
20. Cries at the drop of a hat

Personal Trait Table 6

1. Looking for way to blackmail players. Nosey.
2. Secretly a cultist. Recruiting.
3. Openly a cultist. Refuses to discuss cult.
4. Answers all questions, with a question?
5. Wanting to open up a business, talks about it.
6. Interested in minutia
7. Committed the theft of a valuable treasure, currently seeking a safe place to store it and a place to sell it
8. Psychokinentic, uncontrolled. Objects occasionally levitate, etc.
9. Has mark of someone named in prophecy
10. Highly allergic to common substances
11. Has been turned invisible, won't wear off
12. Impressed by player, wishes to learn from/ train under them
13. Fidgets with wand, defensive about it.
14. Talks tough, acts violent, complete coward
15. Fond of eating raw onions and turnips
16. Bored. Complains. Expects others to entertain them
17. Undercover for some other agency
18. On a quest to eat the flesh of all creatures
19. Lawman on the run from his responsibilities.
20. Can read auras

Personal Trait Table 7

1. Super-serious about a different topic every time the players interact with him
2. Claims to not care about his appearance, but constantly checking and adjusting his clothing
3. Terrible gossip, highly opinionated about issues, only makes them worse
4. Wants to avenge fathers death. Not sure how to go about it, father died from plague
5. Has a garden, recently lost it to pest infestation (antlion, ankheg), seeking suggestions for new flowering plants to use
6. Clothing sexually inappropriate. Surprisingly not assaulted by opposite gender
7. Has difficulty remembering the current topic of conversation, denies that this is a problem
8. Short temper, gets wildly angry about inconsequential things
9. Nervous about any suggestion or plan when presented by the players. Momentarily makes the same suggestion and thinks it's a great idea
10. Knows an incredible amount about poison, impulsively asking questions about deadly plants. Congenially denies this to be the case.
11. Continually mentions physical ailments ('ole wrist is actin up.' or 'I have the vapors again').
12. Exhausted. Deflects any comments about his yawns or nodding off
13. Is expert or master of useful skill the player wishes he knew
14. Offers to share magic item. Cursed to do so, item is fine
15. Tells extravagant lies. Is just joking though. Wants to be a scout.
16. Nervous. Breaks down crying if pressed for answers, likely to flee in stressful situations
17. Sheepishly admits his power comes from the fact that he Doesn't cut/doesn't have hair.
18. Believes he has the plague. Uses makeup and paint to put plague marks on his body
19. Constantly belching and farting, smoke comes out, refuses to discuss it
20. Has trouble understanding any word with more than two syllables

Personal Trait Table 8

1. Smuggler, has sick mother. Doesn't give her money, otherwise trustworthy
2. Hates the weather no matter what it is. Pontificates on it if questioned
3. Loves bananas. Wants one. Even if he has one. Doesn't eat them, they go bad
4. Raised in a tribal culture. Still uncomfortable with civilized ways
5. Asks everyone for a hair sample. Says "no reason" if asked why.
6. Claims he was once a golem that was given a living form
7. Interested in different styles of buckles and stitching. Examines clothing closely
8. Difficulty focusing. Doesn't listen when asked questions, interrupts. Very apologetic.
9. Accidentally summoned a demon, won't leave him alone
10. Believes other people treat them poorly because they don't have an education
11. Master locksmith and accomplished lockpicker, swears he won't ever do it again, carries around new unused tools
12. Mechanically talented. Wants to design a robot. Vague on reason why
13. Exceedingly polite, interest in civility and manners. Knows many antiquated customs and shares. Not a dick about it.
14. Brave to a fault. Aggressive. Surprisingly backs off before starting a fight
15. Claims he once was a paladin, in service to the god of sandwich. Likely untrue
16. Inquisitive, asks questions. Constantly. Cries if reprimanded
17. Constantly touches members of the same gender in minimally socially appropriate ways. (Slapping ass, side hugs, neck rubs). If redirected, just grins.
18. Carries (or drags) a large cage. If asked claims he's a hunter and he's going to catch it. If asked what 'it' is, becomes evasive.
19. Interjects conversation with non-sequiturs, as if the answers suddenly occurred to him ("A broadsword! of course!" or "Brilliant! It was the Green tea!"). Denies that this occurs.
20. Claims that he's given up all food and can survive on air. Eats with group normally. Claims this is an illusion he casts to make everyone feel at ease.

Personal Trait Table 9

1. Has a puppet, treats it as a living creature
2. Has a puppet, is actually a Raggamoffyn
3. Has a marionette, treats it as a living creature
4. Has a marionette, is actually a miniature golem
5. Will only speak via puppet or marionette
6. Reads while talking to the players
7. Has pet snake
8. Has a hand that is a lobster claw
9. Patronizing, offers candy. Candy is really good.
10. Is obsessed with status in strange subculture
11. Is actually the servant of his nearby animal companion
12. Claims he is a master chef. Is.
13. Helpful. Useful. Not pushy
14. Won many tournaments/beauty pageants
15. Overly friendly, genuinely helpful
16. Overly friendly, provides good opportunity to poison player
17. Nice person. Frustrated. Doesn't understand why this isn't attractive
18. Constantly hyper-vigilant against attack
19. Very interested in magic. Never learned, great potential
20. Working on a novel. Hasn't written anything.

Personal Trait Table 10

1. Carries ferret in pouch. Claims it is his cousin who has been ensorceled
2. Currently in the process of hurting themselves
3. Phobia of horses. Claims they threaten him.
4. Obsessed with documenting mundane tasks
5. Sings/hums off key
6. Drunk. Doesn't care
7. From a barbaric culture. Excellent hunter.
8. Spits, but as an art form.
9. Likes meat uncomfortably raw
10. Randomly assigns tolls to things
11. Thinks the gods are constantly watching him
12. Lease is up, running out of time to find a new place to live
13. Must get money for a family that is much too large
14. Lunk, Dim but tries to be nice.
15. Adopted, searching for birth parents
16. Has pet dog, often mistaken for dangerous breed. Touchy about accusations
17. Desperately wants to be an actor
18. Wants to kill a close relative
19. Martyr, looking for a cause
20. Nearsighted and in denial about it
21. Extols the health benefits of water. Never drinks it.

Personal Trait Table 11

1. Obnoxious prankster
2. Mourning the death of a pet
3. Loves sex. Wants to have it. Attractive
4. Just finished committing a felony
5. Scars on arm. Self inflicted
6. Feline affectations
7. Carries quiver of umbrellas
8. Unnerving grin, obsessed with humor
9. Acts like a cowboy
10. Keeps "Accidentally" setting fire to things
11. Late for a very important date.
12. Heard of the players, gets every fact wrong
13. On drugs, not particularly interested in talking about it.
14. Hardened. Professional dueler
15. Desperately looking to return a book to the library
16. Says he is a mythic champion under a geas
17. Just divorced
18. Preparing for own funeral
19. Dumping syndrome, needs to go to the bathroom suddenly and urgently
20. Terrible cook. Demands you eat terrible food, angry if you refuse

Personal Trait Table 12

1. Ailment, believes only cure is flesh of dragon heart
2. Actually a shape changed dragon
3. Needs a bath, refuses to take one
4. Anarchist, breaks only inconsequential rules
5. Speaks very knowledgeably about subjects, making it all up
6. Constantly moving where they stand, claims it's for geomagnetic reasons
7. Dressed like a lion (or other large animal like rhino) refuses to discuss it.
8. Has been Hearing animals talk. Nervous around them
9. Doesn't like to get involved
10. Likes bad puns
11. Feral
12. Seeking someone to provide him a challenge
13. Really completely pleasant
14. Despises adventurers, because they are lazy.
15. Obsessed with death, talks about it constantly
16. Religious icon. Wants nothing to do with it
17. Thinks they are the chosen one. Isn't
18. Dry skin, picks at scabs. Has tons of money
19. Member of "secret" order of warriors. Shares this information immediately. They don't exist
20. Member of Masonic order, plays it down

Personal Trait Table 13

1. Believes they are a were-creature, tells everyone, actually not
2. Diviner, constantly lapsing into trance and predicting the future. Futures so vague as to be useless
3. Eats moldy bread. Says its for health. Secretly will try to eat spellbook paper
4. Claims to be a master Druid. Looks like it. Wants to be. Isn't.
5. Knows a lot about the underworld/under dark. Talks about the coming invasion constantly
6. Constantly inventing vendettas over minor things the perpetrators don't even remember
7. Understands nothing, even when explained to him
8. Makes nicknames for everything, forgets them instantly
9. Excellent archer. Believes it is physical expression of philosophy
10. Tendency to mumble, everyone else seems to understand them fine
11. Obsessed with leapfrog as a metaphor, constantly asking for a game
12. Fearful of magic, possessed near spells and magical fields, eyes turn black
13. Has an unhealthy obsession with Piedmontese wine and fava beans
14. Missing eye, replaced by snake. Claims that the snake allows him to detect lies
15. Believes he's in a pawn in a game controlled by an outer realm being. Breaks 4th wall
16. Charismatic, very well liked, horrible drug problem
17. Makes poor decisions, refuses to accept responsibility for consequences. Always someone else's fault
18. Carries around a bag with bondage gear. Willing to talk with interested party
19. Pleasant, but consistently unhelpful and distracted. Always completes tasks poorly
20. Only eats creatures he kills himself. Will not shut up about it

Personal Trait Table 14

1. Always comments on how any suggestion is a bad idea and lists problems with it. If confronted, throws hands up and says "it don't make me no nevermind"
2. Mediator, always trying to fix problems, act as matchmaker
3. Viciously and callously murderous to the core, yet completely devoted to his friends, willing to sacrifice anyone's life for them
4. Practices on a horn, constantly. Doesn't know how to play
5. Cannot make normal or simple decisions, rolls dice or flips coin for them.
6. Master assayer, can assess value on sight. States this, must be cajoled to perform
7. Hates vegetarians. Believes he is manifestation of green mother goddess.
8. Melodramatic, claims to hate drama
9. Claims to cast magic spells, actually just shouting gibberish
10. Loudly announces every action
11. Talks badly about everyone, confused about why they are so unpopular
12. Never pays full price for anything. Always mentions how he has what you have, but it was cheaper
13. Easygoing, always assumes that other people are angry with him
14. Concerned only about drinking, partying, and the eventual destruction of all mankind
15. Has dissociative identity disorder (multiple personalities)
16. Claims royal ties, treats everyone like peasants
17. Physically against type (smart but weak barbarian, tough and strong wizard etc.)
18. Constantly makes widely incorrect and inaccurate assumptions
19. Not very emotional, works from a perspective of pure logic
20. Thinks they have the authority of the gods, uses it wisely

Personal Trait Table 15

1. Seeking an individual to settle a debt
2. Is lost. No sense of place or direction
3. Hotheaded, likes to argue, hates to fight
4. Makes tasteless jokes about dead monster babies
5. Mounted on an unusual beast (umber hulk, wyvern, etc.)
6. Likes hats. Wearing an interesting one
7. Fashionista. Makes own clothes.
8. Constantly fidgeting and touching face
9. Exhausted, insomniac, sleepwalks
10. Carries trash and refuse. Believes it is treasure
11. Misogynist
12. Always tells the truth, especially when not wanted or needed
13. Contactphobe, fearful of germs
14. Will only wear the fur of creatures he's killed
15. "Back in my day. . . "
16. Astrologer, believes all things are caused by the positions of planets in the sky
17. Has been to outer planes, acts like it
18. Makes sound effects during conversation
19. Stern and judgmental with high standards, wishes he wasn't, rationalizes
20. Betrayed nearby lord, on run

Personal Table 16

1. Vomits frequently, minimizes it
2. Condescends, bit of a fascist. Not bright
3. Enamored of mouth organs
4. Athletic, physical, sexually promiscuous
5. Helpful, has good insight
6. Picks one character will only talk to them and no others
7. Always making unfunny jokes
8. Wants to be a unicorn breeder
9. Has imaginary best friend. Actually invisible stalker
10. Has amnesia
11. Wants a unicorn
12. Paranoid
13. Ex-slave, possesses brand
14. Slaver, pleasant, cultured, convinced of the inferiority of slave classes
15. Has terminal cancer. Doesn't know it. Obvious growths on skin
16. Cautious, carefully considers anything they say
17. Provincial, has never left home. Curious about it.
18. Dislikes sun, wears protective gear
19. Wants to be liked, tries too hard
20. Impulsive, then verbally berates self for behavior

Personal Table 18

1. Single mother trying to have it all
2. Prone to logorrhea, very friendly otherwise
3. Always provides reasonable suggestions with a smirk
4. Wears an elaborate uniform, sans pants. Refuses to wear pants
5. Bets on everything. Has no money.
6. A connoisseur of fine dwarven rock brandies
7. Swears dramatically
8. Astounding ignorant of other races habits. Makes incorrect assumptions
9. Says things that make no sense constantly
10. Disguised poorly, completely convinced the disguise is foolproof
11. Comes up with terrible plans. Insists they will work
12. Wearing a toupee or other false hairpiece (merkin, et. al.)
13. Attractive, disdainful of people who react nicely
14. Bisexual, promiscuous
15. Considers humanoid flesh a delicacy
16. Annoying, does not respond to social cues
17. Is suuuper intense about everything! Very macho
18. Hates metal. Carries wooden sword
19. Preens and postures constantly
20. Hated by animals, has stings/bite marks

Personal Trait Table 19

1. Assumes everything is their fault. Apologizes constantly, doesn't know why
2. Appearance completely hidden. Pleasant. Enforcer of dark powers
3. Foreigner, constantly misuses idioms
4. Secretly a devil from the lower planes. On vacation.
5. Earthy barefoot nature type
6. Almost completely inaudible
7. Has aphasia
8. Brave, extremely tough, poor judgement
9. Thinks they are the best pickpocket ever, isn't. Tries often
10. Tattletale
11. Demands voting on all decisions
12. All property is theft unless it's their stuff
13. Obsessively opens doors
14. Constantly speaks in animal onomatopoeia
15. Can never think of the right word, forgets
16. Constant one-upmanship
17. Terrified of someone not likening them
18. Terrified of interaction,
19. Thinks they are a vampire, are not
20. Sensitive to sounds no one else can hear

Personal Trait Table 20

1. Incredibly sensitive about birthmark
2. Incredibly lost whaler
3. Big game hunter
4. Laughs at everything
5. Incredibly queasy at the discussion of blood or violence
6. Torchbearer, lost party
7. Can't tell people of the same race apart
8. Winks constantly as if everything was suggestive
9. Easily and strongly offended
10. Patronizing, mothering
11. Talks backwards
12. Never finishes a sentence before trailing off into another thought
13. Always lies
14. Hipster
15. Only speaks in imperatives
16. All question are asked in a high pitched voice
17. Retires in two days, doomed to not make it
18. Terrible at giving directions, doesn't realize it.
19. Believes they can influence the minds of the players, they can't
20. Carrying/dragging around a coffin

Bonus

1. Is a fanboy of a different race
2. Can read all minds, surprised by nothing
3. Paladin who has lost their powers
4. Dresses in Tricolour clothes. Viciously insults players. Threatens them. If attacked, immediately surrenders
5. Lived entire life with player character, knows lots about them. Player has no memory of this
6. Is actually a deity in human form
7. Actually an alien
8. Carries a bag of wadded up paper. Throws it at people yelling "LIGHTNING BOLT, LIGHTNING BOLT"
9. Was a deckhand on a Spelljammer
10. Is just down here larping

Combat Commentary

Sometimes during battle monsters will be more vocal and speak in strange and unnerving ways. What follows is a list of various types of Combat Commentary. This idea originally can be found at Telecanter's Receding Rules, found at:

http://recedingrules.blogspot.com/2011/05/creepy-combat-commentary.html

1. Action Quipper "You'll get a *charge* out of this!" [casts Lightning bolt]
2. Apologizer "I'm so sorry!"
3. Calculator "Two hits to kill the wizard. Possibly a wand of curing on his belt worth 1,800 gold."
4. Cheerleader "Keep hitting me, you're doing good!"
5. Complainer "Why are you bothering me?"
6. Confused "Why am I being attacked?!"
7. Counter "That's your fifth hit!"
8. Counts Downer "Only 3 more hits till death!"
9. Curious "What will acid do to his eyes?"
10. Detached Analyzer "The lightly armored one is a wizard, possibly an illusionist by his spell choice."
11. Engaged Analyzer "Oh, that hit was pretty good! It's not likely you'll get me before I take you out though."
12. Hallucinator "AHH! SPIDER-MEN!"
13. Irrelevant Commentator "Now we'll have to clean the floor."
14. Revenger "I'll kill you for killing our guards."
15. Laugher "AHHahahHAHAHAhahaha."
16. Masochist "Cut me. CUT ME!! Yessss!"
17. Master Planner "You get hurt this round, then I'll attack the wizard."
18. Meta-commentor "You must be after treasure. Were you told that we were evil? That's the only justification for your aggression."
19. Monologuer "I got up this morning and found myself in combat with these interlopers. Here comes a blow from the fighter now!"
20. Optimist "We're going to win!"
21. Pessimist "We're going to lose!"
22. Predictor "That wizard is going to save her spell. We'll just have to kill the rogue and they'll withdraw"
23. Preternaturally Personal "Why do you think you can win [Player X], you will never accomplish [Player X goal] by fighting me!
24. Previewer "Six reinforcements are on the way."
25. Promisor "I'll grant you real power if you surrender."
26. Self-Cheerleader "I can do it!"
27. Threatener "I'll kill you!"
28. Unfazed Reminiscer "I killed 4 monks in the war!"
29. Warner "I'm killing you to protect you from the power below!"
30. Nonsense "Meep. MEEEP!"

What are those monsters up to?

Roll or select from these tables for the activity the encounters are engaged in. The general table (roll 2d4) applies to all types of encounters. The following ten tables are more specific activities. The first 10 entries in the specific group activity tables are more general then the second 10 in each category. Feel free to roll a d10 and d20 for a random result in any encounter. To avoid the weird stuff table (Table 10), have results of 1 and 0 both refer to the table of non-intelligent monster activities (Table 1) which should be applicable to all encounters.

General wandering monster activities

2. Lost
3. Resting/wounded
4. Exploring
5. Hunting
6. Eating
7. Sleeping
8. Fleeing

1. Non-intelligent monster activities

1. Acting crazy
2. Lost
3. Confused
4. Hurt
5. Trapped
6. Tracking prey
7. Sleeping
8. Eating
9. Sick
10. Lying in ambush
11. Playing with food
12. Bored
13. Dying
14. Mating
15. Returning to lair
16. Starving
17. Defending lair
18. Standing perfectly still
19. Aggressive
20. Fleeing

2. War party activities

1. Patrolling
2. Standing guard
3. Preparing for battle
4. Tracking wounded combatant
5. Fighting (roll second encounter)
6. Plotting/planning an attack.
7. Shaking down opponent
8. Sharpening weapons/repairing armor
9. Hurt and retreating from battle
10. Escorting captives
11. Arguing over treasure distribution
12. Stripping and looting bodies
13. Fighting for leadership
14. Setting an ambush
15. Reading a map
16. Separated from their leader
17. Setting up camp
18. Camping with guard set
19. Drinking heavily and singing
20. Interrogating captives

3. Merchant activities

1. Traveling laden with goods
2. Traveling in search of trade
3. Resting
4. Inventorying goods in camp
5. Repairing vehicle/equipment
6. Cooking up a delicious meal
7. Engaged in trade (roll second encounter)
8. Snoring
9. Drinking some ale
10. Setting up camp
11. Drinking some coffee
12. Singing
13. Crafting basic tools/goods
14. Wandering in search of trade
15. Painting an advertisement
16. Handing out fliers
17. Balancing books
18. Perusing manuals
19. Adjusting outfit
20. Announcing goods

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4. NPC adventurers

1. Listening at a door
2. Making a plan
3. Fixing a map
4. Lighting or dousing light sources
5. Breaking down a door
6. Picking a lock
7. Fighting a monster (roll another encounter)
8. Healing up after a battle
9. Casting a spell
10. Threatening their henchmen
11. Sneaking down a hall
12. Debating the next course of action
13. Interrogating a prisoner
14. Detecting magic on treasure
15. Adjusting their equipment and encumbrance
16. Standing around while the mage uses Wizard Eye/ESP
17. Searching for secret doors
18. Disarming a trap
19. Waiting for some unknown event
20. Reading a treasure map

5. Mindless Undead

1. Milling about
2. Standing silently
3. Swaying back and forth
4. Moving inexorably forward
5. Eating a corpse
6. Standing slack-jawed
7. Walking against a wall
8. Tilting their head
9. Cornering a wild animal
10. Mindlessly building something
11. Crawling around on the ground
12. Covering objects in slime
13. Breaking free from crypts/graves
14. Attempting to look like normal dead bodies
15. Trying to put themselves back together
16. Mocking the movements of the living
17. Dancing a ghastly jig
18. Setting off a trap
19. Creeping down a hallway
20. Patrolling an area

6. Cultists

1. Chanting in a ceremony
2. Chanting while they travel
3. Engaged in ritual self-flagellation
4. Committing a ritual sacrifice
5. Eating from the vat of body part stew
6. Waiting around for the appearance of the high priest
7. Attempting to convert others
8. Having a giant orgy
9. Doing powerful drugs
10. Building an altar to their dark god
11. Engaged in a spastic dance as they are touched by their god
12. Listening to a sermon
13. Engaging in cannibalistic communion with their god
14. Attempting to heal others with the power of their faith
15. Engaged in profitable evangelism for other dungeon monsters
16. Purifying corrupted members
17. Attempting to re-acquire runaways
18. Attacking those who speak poorly of the cult
19. Engaged in a lecture of confusing cult doctrine
20. Actually receiving message from their deity

7. Other

1. Drumming in a circle
2. Dancing with wild abandon
3. Cooking a victim in a pot
4. Running around with spears
5. Deciding which way to go
6. Delivering a package
7. Discovering a secret door/switch, etc.
8. Putting out a fire
9. Sitting around drinking
10. Drilling through a door
11. Trying to dig through a wall
12. Dueling with another creature
13. Attempting to elude capture from another creature
14. Evacuating an area that is on fire
15. Attempting to evict another creature from an area
16. Attempting to rescue a friend from a (pit) trap
17. Hanging a piece of art on the walls
18. Inspecting an area to see if it meets standards
19. Jaring preserves, possibly of human origin
20. Attempting to jimmy a lock

8. Other

1. Counting coins into a bag
2. Masturbating
3. Urinating
4. Defecating
5. Bathing/washing self
6. Trying to quiet crying baby
7. One accusing another of theft
8. Beating a smaller creature
9. Gnawing on a bone
10. Playing keep away
11. Carrying a valuable treasure
12. Instructing his minions
13. Composing a song on the lute
14. Giving a pep talk to a companion
15. Counting coins in a bag of gold
16. Crouching down, trying to remain unseen
17. Doing an unnatural jig
18. Arguing over division of goods
19. Playing catch with a ball against the wall
20. Putting a collar on another creature

9. Other

1. Tagging the walls with graphitti
2. Throwing rocks at a scared animal
3. Having a fight with their significant other
4. Practicing combat techniques
5. Angry and storming around looking for someone to smash
6. Maiming a defeated opponent
7. Meditating peacefully
8. Quietly observing an area
9. Peering through a peephole
10. Playing cards or dice
11. Screaming loudly
12. Shaving hair off their body
13. Trying to reset/build a trap
14. Ruining food
15. Examining the Flora
16. Taming an animal
17. Reading a book
18. Playing marbles
19. Walking and talking
20. Exercising with a friend

10. Weird stuff

1. Sitting around playing a complicated game
2. Attempting to reassemble it's body
3. Chasing its eyeballs down the hallway
4. In the process of cutting off a part of it's body
5. Attempting to clean up a bloody mess
6. In the middle of a successful divine intervention of a chaotic deity
7. Trying to pacify a summoned elemental (lord)
8. Recently acquired an artifact and is trying it out
9. Is being forced to perform sexual acts
10. Getting dressed into bondage gear
11. Creating a piece of art
12. Trying a new drug for the first time and having a very bad trip
13. Engaged in a dark ritual to summon a god
14. Cleaning or repairing a section of the dungeon
15. Transforming into something else
16. Making new monsters
17. Constructing or setting up a dungeon trick
18. Tearing a hole in the planar fabric
19. Merging different dimensions
20. Gaining enlightenment

Personality Tables

Personality table 1

1. Accusative
2. Active
3. Adventurous
4. Affable
5. Aggressive
6. Agreeable
7. Aimless
8. Aloof
9. Altruistic
10. Ambiguous
11. Analytical
12. Angry
13. Animated
14. Annoying
15. Anxious
16. Apathetic
17. Apologetic
18. Apprehensive
19. Argumentative
20. Arrogant

Personality table 2

1. Articulate
2. Attentive
3. Bigoted
4. Bitter
5. Blustering
6. Boastful
7. Bookish
8. Bossy
9. Brash
10. Brave
11. Bullying
12. Callous
13. Calm
14. Candid
15. Cantankerous
16. Capricious
17. Careful
18. Careless
19. Caring
20. Casual

Personality table 3

1. Catty
2. Caustic
3. Cautious
4. Cavalier
5. Charming
6. Chaste
7. Chauvinistic
8. Cheeky
9. Cheerful
10. Childish
11. Chivalrous
12. Clueless
13. Clumsy
14. Cocky
15. Comforting
16. Communicative
17. Complacent
18. Condescending
19. Confident
20. Conformist

Personality table 4

1. Confused
2. Conscientious
3. Conservative
4. Contrary
5. Cooperative
6. Courageous
7. Courteous
8. Cowardly
9. Coy
10. Cranky
11. Creepy
12. Critical
13. Cruel
14. Cultured
15. Curious
16. Cynical
17. Daring
18. Dashing
19. Deceitful
20. Deceptive

Personality table 5

1. Deep
2. Defeated
3. Defensive
4. Defiant
5. Deliberate
6. Deluded
7. Despondent
8. Depraved
9. Discreet
10. Dishonest
11. Disrespectful
12. Distant
13. Distracted
14. Distraught
15. Docile
16. Dogmatic
17. Dominating
18. Dramatic
19. Drunkard
20. Dull

Personality table 6

1. Dumb
2. Earthy
3. Eccentric
4. Elitist
5. Emotional
6. Energetic
7. Enigmatic
8. Enthusiastic
9. Epicurean
10. Evil
11. Expressive
12. Extroverted
13. Faithful
14. Fanatical
15. Fastidious
16. Fatalistic
17. Fearful
18. Fearless
19. Feral
20. Fierce

Personality table 7

1. Fierce
2. Flamboyant
3. Flippant
4. Flirtatious
5. Foolhardy
6. Foppish
7. Forgetful
8. Formal
9. Friendly
10. Frightened
11. Frivolous
12. Frustrated
13. Furtive
14. Garrulous
15. Genial
16. Gentle
17. Giddy
18. Gloomy
19. Goofy
20. Gossip

Personality table 8

1. Gracious
2. Grave
3. Gregarious
4. Grouchy
5. Groveling
6. Gruff
7. Gullible
8. Happy
9. Harsh
10. Hateful
11. Heartbroken
12. Helpful
13. Honest
14. Hopeful
15. Hostile
16. Humble
17. Humorless
18. Humorous
19. Hurt
20. Idealistic

Personality table 9

1. Imaginative
2. Imitative
3. Impatient
4. Impetuous
5. Implacable
6. Impractical
7. Impulsive
8. Inattentive
9. Incoherent
10. Indifferent
11. Individualist
12. Indolent
13. Industrious
14. Inept
15. Inquisitive
16. Inexpressive
17. Insecure
18. Insensitive
19. Insulting
20. Instructive

Personality table 10

1. Intellectual
2. Intolerant
3. Introverted
4. Irresponsible
5. Irreverent
6. Irritable
7. Jaded
8. Jealous
9. Jocular
10. Joking
11. Jolly
12. Joyous
13. Judgmental
14. Jumpy
15. Kind
16. Know-it-all
17. Languid
18. Lazy
19. Lethargic
20. Lewd

Personality table 11

1. Liar
2. Likable
3. Lippy
4. Listless
5. Loquacious
6. Loving
7. Loyal
8. Lust
9. Madcap
10. Magnanimous
11. Malicious
12. Maudlin
13. Mean
14. Melancholy
15. Melodramatic
16. Merciless
17. Merry
18. Meticulous
19. Mischievous
20. Miscreant

Personality table 12

1. Miserly
2. Modest
3. Moody
4. Moralistic
5. Morbid
6. Morose
7. Mournful
8. Mousy
9. Mouthy
10. Mysterious
11. Naïve
12. Narrow-minded
13. Needy
14. Nefarious
15. Nervous
16. Nettlesome
17. Neurotic
18. Noble
19. Nonchalant
20. Nurturing

Personality table 13

1. Obdurate
2. Obedient
3. Oblivious
4. Obnoxious
5. Obsequious
6. Obsessive
7. Obstinate
8. Obtuse
9. Odd
10. Ornery
11. Optimistic
12. Organized
13. Ostentatious
14. Outgoing
15. Overbearing
16. Paranoid
17. Passionate
18. Pathological
19. Patient
20. Peaceful

Personality table 14

1. Pensive
2. Persuasive
3. Pessimistic
4. Philanderer
5. Philosophical
6. Phony
7. Pious
8. Playful
9. Pleasant
10. Poised
11. Polite
12. Pompous
13. Pondering
14. Pontificating
15. Practical
16. Prejudiced
17. Pretentious
18. Preoccupied
19. Promiscuous
20. Proper

Personality table 15

1. Proselytizing
2. Proud
3. Prudent
4. Prudish
5. Prying
6. Puerile
7. Pugnacious
8. Quiet
9. Quirky
10. Racist
11. Rascal
12. Rash
13. Realistic
14. Rebellious
15. Reckless
16. Refined
17. Repellent
18. Reserved
19. Respectful
20. Responsible

Personality table 16

1. Restless
2. Reticent
3. Reverent
4. Rigid
5. Risk-taking
6. Rude
7. Sadistic
8. Sarcastic
9. Sardonic
10. Sassy
11. Savage
12. Scared
13. Scolding
14. Secretive
15. Self-effacing
16. Selfish
17. Selfless
18. Senile
19. Sensible
20. Sensitive

Personality table 17

1. Sensual
2. Sentimental
3. Serene
4. Serious
5. Servile
6. Sexist
7. Sexual
8. Shallow
9. Shameful
10. Shameless
11. Shifty
12. Shrewd
13. Shy
14. Sincere
15. Slanderous
16. Sly
17. Smug
18. Snobbish
19. Sober
20. Sociable

Personality table 18

1. Solemn
2. Solicitous
3. Solitary
4. Sophisticated
5. Sour
6. Spiteful
7. Stern
8. Stingy
9. Stoic
10. Strict
11. Stubborn
12. Submissive
13. Sultry
14. Superstitious
15. Surly
16. Suspicious
17. Sybarite
18. Sycophantic
19. Sympathetic
20. Tactless

Personality table 19

1. Taciturn
2. Tactful
3. Tawdry
4. Temperamental
5. Tempestuous
6. Thorough
7. Thrifty
8. Timid
9. Tolerant
10. Transparent
11. Treacherous
12. Troublemaker
13. Trusting
14. Truthful
15. Uncommitted
16. Understanding
17. Unfriendly
18. Unhinged
19. Uninhibited
20. Unpredictable

Personality table 20

1. Unruly
2. Upset
3. Vague
4. Vain
5. Vapid
6. Vengeful
7. Vigilant
8. Violent
9. Vivacious
10. Vulgar
11. Wanton
12. Wasteful
13. Weary
14. Whimsical
15. Whiny
16. Wicked
17. Wisecracking
18. Wistful
19. Witty
20. Zealous

APPENDIX C: SPELLS AND MAGIC ITEMS

Animal Friendship: This sets the bond between the caster and the animal to **Companion**.

Charm Monster: As *Charm Person*.

Charm Person: This spell changes the current reaction to Helpful. It also raises the bond to Friendly (providing no bond penalty or bonus). This reaction can be modified as normal and lasts for the regular duration of the spell. Note that this changes the modifier for **Negotiations** with a neutral opponent that has never been met before from a -4 to a +4.

Charm Person or Mammal: As *Charm Person*.

ESP: Provides a +1 bonus when attempting any social action.

Forget: This spell can be used to 'undo' an unsuccessful **Demand**, **Insult**, **Joke,** **Threat** or **Negotiation**.

Friends: Increases in charisma apply to all current and future interactions seemlessly.

Hypnotism: Once cast, this spell predisposes the subjects to whatever **Negotiation** or **Demand** is subsequent. It provides a non-typed +4 bonus on the next **Negotiation** or **Demand** made. It also eliminates any penalties that affect the roll, but does not affect the bonuses which apply normally.

Mass Charm: As *Charm Person.*

Mass Suggestion: As *Suggestion.*

Remove Fear: This will remove all **Subdual** damage.

Suggestion: On a failed save this spell causes the creature to automatically be subject to any easy, difficult, or challenging **Negotiation**. Impossible offers remain rejected. You may **Bluff** the person with a +4 bonus. Only one suggestion may be made, but the effects last 1 hour plus 1 hour per level.

Speak with Animals: This allows you to engage animals as if they were of human intelligence and communicate with them as non-player characters instead of monsters.

Speak with Plants: This allows you to engage plants as if they were of human intelligence and communicate with them as non-player characters instead of monsters.

Speak with Monsters: This will allow the caster to engage with any creature, possessing language or not, as if they were of human intelligence and communicate with them as non-player characters instead of monsters.

Philter of Persuasiveness: Grants a +2 bonus on all rolls, and can use *Suggestion* (as above) once a turn.

Philter of Love: As charm. Enamored means that the bond granted stays past the duration of the potion.

General Illusion spells are covered in the Social Combat section on page 24. Spells that produce direct effects such as *Confusion*, *Fear*, and *Scare*, bypass these rules and produce their effects. *Charmed* Player's Characters can be affect by social rolls as non-player characters by their party members.

APPENDIX D: ADVICE & OTHER DETRITUS

Feel free to develop deep, unusual, and or interesting encounters and place them on your encounter table. Feel free to have other things besides monsters on the table also.

Never describe your non-player characters physical traits so the players can use their imagination to picture what they look like.

Always describe a physical trait of your non-player characters and provide illustrated handouts of them so the players can have something to remember the non-player character by.

Set out 3″ × 5″card folded in half with the non-player characters names, pictures or drawings, and some information about them on the table.

In a hurry for a good non-player character? Do your best impersonation of a character you liked in a film.

The system here is an aid to play, to help with objective neutral adjudication. Many times it will not be necessary to track every action. There is no need to always slow down play tracking actions and following its structure.

Non-player characters are often best introduced not directly, but framed by other players and characters! Consider making some of your locks triggers for the non-player characters to discuss other non-player characters. We primarily learn about people not by direct questions, but instead by gossip, rumor, and talking to other people.

Use locks to do more then just affect the non-player character. Have them relate to information about other non-player characters, the world, or other plot threads and quests. Also, feel compelled to change some of the locks around each time you encounter a non-player character.

Verisimilitude is overrated. Often if the non-player characters want to talk about something,or have conversational options about things they know about; making those explicit to the players can really enhance play. If you're concerned about this taking some sort of 'player skill' out of the game because 'they didn't think of it', remember both that actions when interacting with non-player characters are limited and that player skill is about making informed choices, not remembering something they heard from three sessions ago. Your players are more concerned with remembering to buy gas and not get fired from their job to remember a plot thread to question a non-player character about.

DISENGAGING FROM AN ENCOUNTER OR FIGHT

Two options are available. The first is a defensive withdrawal, and the second is fleeing. If characters make a defensive withdrawal they give up $^1/_2$ their movement and may leave combat safely. If there is no one available to stop the pursuit of the monsters, then the monsters will advance and strike using their full attack routine. Fleeing melee combat grants your opponent a complete attack routine against your rear and begins fleeing an encounter. You start the next round at your movement rate distance from the monster.

Misdirection (Darkness, Fog Cloud, etc.) will prevent melee opponents from making their attack in response to flight.

Fleeing an encounter

Monsters and humanoids with reaction roll results of 2-9 will generally pursue any target that flees, the exception being monsters weaker than the party. Once in pursuit, monsters will continue to pursue as long as they still hold out hope of catching the pursued party.

Hope tends to diminish if the party is far away and in sight at the end of the round, or if out of sight and somewhat distant, or if pursuit has continued for a turn (10 rounds) or longer. Far away is approximately double the monsters movement rate, somewhat distant is about equal to the monsters movement rate.

Evading

Dropping food for unintelligent monsters or treasure for intelligent opponents will give a 1-3 on a d6 (50%) chance of ending pursuit. Creating a hazard will end pursuit on a 1-4 on a d6 (66%), unless the hazard is impassable for the creature, in which case pursuit is automatically ended. Hiding in a room behind a door that is spiked shut gives a 1-4 on a d6 (66%) to stop pursuit per round. The monster will attempt to bash open the door until then with the same 1-2 on a d6 chance as characters have. Caltrops cause monsters who fail a save vs Paralyzation to reduce their speed by $^1/_2$. Looking around, asking questions, and taking actions reduce your speed by half during the round.

Mapping

While fleeing all traps are triggered if crossed (i.e. no 2 in 6 chance) and directions given consist of left, right, and ahead choices. If the answer is not given in a timely manner, the direction is decided randomly OR the monsters catch the party, players choice. No mapping or referencing a map may occur.

ENHANCED WANDERING MONSTER PROCEDURES

Most wandering monster tables have far too many entries. In a session, you will be lucky to have 3 encounters. Most sessions will have 1, maybe 2. So if a table has 12 entries, you could play for months and still not get an entry more than once. A bell curve of 2d3 or 2d4 creates an environment where certain encounters are more common, representing actual populations of monsters.

Random encounters need not be random. Consider creating a selection of specific entries for a certain type of monster like Gnolls, so there might be one of a gnoll matriarch and guards seeking slaves, and another of a war party looking for a lost member carrying treasure, and another of a hunting party being chased by a monster.

It is also a good idea to have non-monster encounters on the table, in a dungeon finding rubble or having a wind gust through the corridor can provide atmosphere and function as an effective 'encounter'.

To take an idea from The Retired Adventurer blog, by John Bell, you can expand on that and design the table with several separate columns. Each monster encounter is six entries. Have the monster, along with their lair, spoor, tracks, and two types of traces. When you roll up 'giant spiders', roll a d6. On a 1 you encounter the monster, a 2 gives you the lair, a 3 means you encounter the spoor, a 4 means the players encounter tracks, and a 5-6 mean you discover traces. It is important that each monster in the table have unique entries (unless you want to engender confusion). Encounters should be much more frequent using this system, being that you encounter monsters only 1 in 6 times. Roll 1d6 in the wilderness for each encounter period, or 1d8 in a megadungeon type area with results of 7 and 8 meaning no encounter.

Each monster should have two distinct **traces**. These are sounds, prints, debris, smells, and other signs of a certain type of monster.

Tracks indicate the location of the monster without needing to see it. These can be footprints or signs of passage but also mating calls and other noises.

Spoor is direct creature sign. This can be an abandoned lair, a shed skin, victims or even a dead body of a creature. If the spoor is fresh, it can make it more likely that the monster appears. Older spoor can make it less likely.

Lair is the home of the beast. They are not necessarily home, but the encounter with a lair gives the players an immediate choice to engage or flee from the monsters. It also means you are likely to discover whatever treasure the monster has collected.

More information about how to use this encounter system can be found at http://retiredadventurer.blogspot.com/2013/05/a-procedure-for-wandering-monsters.html

ON THE ROLE OF THE ROLL

Social mechanics don't replace role-playing with "roll playing", they are role-playing.

Role playing is not talking in a funny voice, thespianism or taking on the personality of a fictional character, although those can certainly be a component of play.

It literally means to 'take on the role of another person'. This is done in play by making decisions as if *you* were the person who's role you take. Not based on who they are or their perspective or their personality, but what *you* would do if you were in that situation. You are taking on a role.[1]

It doesn't reduce social reaction to just a roll of the dice any more than a combat challenge or an in-game puzzle situation does. It simply provides a mechanical interface to accomplish what your character wishes to accomplish.

And it certainly is possible to avoid the use of this system entirely because you can use your *personal* charisma and skill at the table without the use of dice. Or conversely, you can create a system that is entirely dependent on *character* development and skill (diplomacy/bluff/sense motive) to obviate the need of this system. These are both valid methods of play that are highly satisfactory.

But this system is to address two specific needs. How to make situations involving non-player characters dependent on *player* skill and how to handle non-player character reactions objectively and not subjectively. Nothing more.

Many people object to social mechanics based on their experience of immersion. There are several issues with this, foremost that immersion is an intensely personal and subjective experience that is not concretely defined. We can not speak objectively about what causes or doesn't cause immersion because it is not something we can quantifiably measure by anything other than self-report, and what causes it is unique to each individual.

Adding rolls to social interaction makes it more like an experience of combat. The rolls do not seem to affect immersion too adversely there, based on my personal experience. In many cases the stakes are even higher in social situations, or anyone who is being stared down by a dragon will tell you.

This broadly covers the objections raised against social mechanics. It should allow for actual clear discussion over what is desired in play with a clear understanding of the stylistic differences of each option. Enjoy.

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1. I realize that many people do create fictional personas for their characters, and some games are heavily focused on considering what that fictional persona would do. This system works equally as well in that case.

A FINAL WORD

How do you use this book? How do you know what an non-player character is like? How do you know what's fair when deciding what a non-player character wants or will accept? What does a 'friendly' dragon want? How does a 'hostile' shopkeeper act?

If you find yourself trying to look through this book for the answers to these questions, stop.

The answer to all these questions is "You make it up."

You decide if a monster will talk to the players or not. You decide what a non-player character is like. You look inside and check your motivation to determine the fairness of your non-player character design. You decide what friendly means. You decide what a hostile shopkeeper is like. You decide if the duke goes to war. You decide if a meteor strikes the castle. You don't even need to roll for reaction - you could just make up every response to anything the player says without any guide or rule and everything will be just fine.

I know this advice seems obvious. But it isn't. Spending time trying to figure out how to do it the 'correct' way takes away from thinking about how you want it to work at your table. Did you forget a move, or give the players an extra one? Great! Move on.

This is a useful tool for addressing a complex topic with a lot of pitfalls with a method that is objective and fair. But that's all it is — a tool. Don't carry it around like a hammer. Use it when needed.

The 2d6 roll is your friend. It's a bell curve, meaning that there's a good blend between average, good and bad, with the occasional "Well that went astoundingly well/terrible!" Do you like combat? Have neutral results indicate combat! You decide when to have the monster react in some way besides attacking the player characters. Are they talking too much and trying to break the system? Have the monsters gain a surprise segment if they start to parley!

I'm not suggesting the game is Dungeon Master versus player. I'm certainly not suggesting that you sit down with a specific outcome in mind that you should force to occur. (Don't do that!) What I am saying is that you can be fair and objective, and you can still decide things. That is your job as the Dungeon Master. There is a difference between fiat and a decision.

Dungeon Master Fiat is authoritative and arbitrary. What you decide is hopefully neither.

I hope these tables and ideas inspire you to fill your games with non-player characters that capture the imagination of your players enough so that they stay alive for many sessions.

Table V: Social Action Reference Card

Action	Time	Target	Result	Failure
Attack *	–	Initiative	Combat	N/A
Bluff	1 R.	6 + HD	Believes lie	Lowers Reaction
Converse	1 T.	6	Reaction to Neutral or +1d4 actions	-2 actions
(Orate/Perform)	1 T.	9+	Improves reaction to Friendly 5<	Lowers Reaction
Demand	1 R.	Morale +1/3/5	Grant demand, -1 on rolls	Hostile, -1 on rolls
Drink	1 T.	6+ or 9+	All rolls +2	All rolls -1
Gamble	1 T.	9+	Gambles, quits on Morale failure	Refuses
Grovel	1 R.	6+	Improves reaction	Lowers Reaction
Honor	1 R.	Current Reaction	Improves reaction	All rolls -1
Avoid*	1 T.	6+	Wanders off	Angered if hostile
Insult**	1 R.	12 - Morale	Lowers reaction of target. Raises reactions of others	All rolls -1
(Shame)	1 R.	12 - Morale	-2 Morale, +2 next roll	All rolls -1
Joke	1 R.	9+	+1 on all rolls	On 5< -2 on all rolls
Negotiate †	1 R.	6+/9+/11+	Accepts	On failure of 3< Counter-offer, otherwise -1 on rolls
(Request)	1 R.	9+/11+	Accepts	As Negotiate above
Pray	1 T.	6+/9+/11+	Begins conversion	Possible -1 to rolls
Question*	1 R.	N/A	Answers question	N/A
Threaten	1 R.	9+[1] and Morale[2]	-4 morale, improve reaction, +2 to next roll	[1]Lower Reaction or [2]Drops reaction to 2
Trade	1 T.	9+	Accepts trade	Refuses
Sneak Attack**	1 R.	Surprise roll	Grants surprise actions	Attack as normal
Hire	1 T.	9+	Joins party	Fails
Gift	1 T.	Current Bond	Improves Bond	Nothing
Relax	1-6 H.	Current Bond	Improves Bond	Nothing
Seduce **	1-6 H.	2d6 + Int. mod + $\frac{1}{2}$ Hit Dice	Improves Bond Temporarily 1d4+1 levels	Nothing
Haggling	1 T	6+	6+ Moves 10% to player price 9+ Moves 25% to player price 12+ Agrees to Player Price	2, Refused to sell 3+ Refuses to Budge on price

* No modifiers, ** Modified by Charisma only ,† Additionally modified by bond

X/X/X indicates simple, difficult, and challenging task values

Default modification is Charisma + Current Reaction

Request requires a reaction of Friendly or better

1
1. Accusative
2. Active
3. Adventurous
4. Affable
5. Aggressive
6. Agreeable
7. Aimless
8. Aloof
9. Altruistic
10. Ambiguous
11. Analytical
12. Angry
13. Animated
14. Annoying
15. Anxious
16. Apathetic
17. Apologetic
18. Apprehensive
19. Argumentative
20. Arrogant

2
1. Articulate
2. Attentive
3. Bigoted
4. Bitter
5. Blustering
6. Boastful
7. Bookish
8. Bossy
9. Brash
10. Brave
11. Bullying
12. Callous
13. Calm
14. Candid
15. Cantankerous
16. Capricious
17. Careful
18. Careless
19. Caring
20. Casual

3
1. Catty
2. Caustic
3. Cautious
4. Cavalier
5. Charming
6. Chaste
7. Chauvinistic
8. Cheeky
9. Cheerful
10. Childish
11. Chivalrous
12. Clueless
13. Clumsy
14. Cocky
15. Comforting
16. Communicative
17. Complacent
18. Condescending
19. Confident
20. Conformist

4
1. Confused
2. Conscientious
3. Conservative
4. Contrary
5. Cooperative
6. Courageous
7. Courteous
8. Cowardly
9. Coy
10. Cranky
11. Creepy
12. Critical
13. Cruel
14. Cultured
15. Curious
16. Cynical
17. Daring
18. Dashing
19. Deceitful
20. Deceptive

5
1. Deep
2. Defeated
3. Defensive
4. Defiant
5. Deliberate
6. Deluded
7. Despondent
8. Depraved
9. Discreet
10. Dishonest
11. Disrespectful
12. Distant
13. Distracted
14. Distraught
15. Docile
16. Dogmatic
17. Dominating
18. Dramatic
19. Drunkard
20. Dull

6
1. Dumb
2. Earthy
3. Eccentric
4. Elitist
5. Emotional
6. Energetic
7. Enigmatic
8. Enthusiastic
9. Epicurean
10. Evil
11. Expressive
12. Extroverted
13. Faithful
14. Fanatical
15. Fastidious
16. Fatalistic
17. Fearful
18. Fearless
19. Feral
20. Fierce

7
1. Fierce
2. Flamboyant
3. Flippant
4. Flirtatious
5. Foolhardy
6. Foppish
7. Forgetful
8. Formal
9. Friendly
10. Frightened
11. Frivolous
12. Frustrated
13. Furtive
14. Garrulous
15. Genial
16. Gentle
17. Giddy
18. Gloomy
19. Goofy
20. Gossip

8
1. Gracious
2. Grave
3. Gregarious
4. Grouchy
5. Groveling
6. Gruff
7. Gullible
8. Happy
9. Harsh
10. Hateful
11. Heartbroken
12. Helpful
13. Honest
14. Hopeful
15. Hostile
16. Humble
17. Humorless
18. Humorous
19. Hurt
20. Idealistic

9
1. Imaginative
2. Imitative
3. Impatient
4. Impetuous
5. Implacable
6. Impractical
7. Impulsive
8. Inattentive
9. Incoherent
10. Indifferent
11. Individualist
12. Indolent
13. Industrious
14. Inept
15. Inquisitive
16. Inexpressive
17. Insecure
18. Insensitive
19. Insulting
20. Instructive

10
1. Intellectual
2. Intolerant
3. Introverted
4. Irresponsible
5. Irreverent
6. Irritable
7. Jaded
8. Jealous
9. Jocular
10. Joking
11. Jolly
12. Joyous
13. Judgmental
14. Jumpy
15. Kind
16. Know-it-all
17. Languid
18. Lazy
19. Lethargic
20. Lewd

11
1. Liar
2. Likable
3. Lippy
4. Listless
5. Loquacious
6. Loving
7. Loyal
8. Lust
9. Madcap
10. Magnanimous
11. Malicious
12. Maudlin
13. Mean
14. Melancholy
15. Melodramatic
16. Merciless
17. Merry
18. Meticulous
19. Mischievous
20. Miscreant

12
1. Miserly
2. Modest
3. Moody
4. Moralistic
5. Morbid
6. Morose
7. Mournful
8. Mousy
9. Mouthy
10. Mysterious
11. Naïve
12. Narrowminded
13. Needy
14. Nefarious
15. Nervous
16. Nettlesome
17. Neurotic
18. Noble
19. Nonchalant
20. Nurturing

13
1. Obdurate
2. Obedient
3. Oblivious
4. Obnoxious
5. Obsequious
6. Obsessive
7. Obstinate
8. Obtuse
9. Odd
10. Ornery
11. Optimistic
12. Organized
13. Ostentatious
14. Outgoing
15. Overbearing
16. Paranoid
17. Passionate
18. Pathological
19. Patient
20. Peaceful

14
1. Pensive
2. Persuasive
3. Pessimistic
4. Philanderer
5. Philosophical
6. Phony
7. Pious
8. Playful
9. Pleasant
10. Poised
11. Polite
12. Pompous
13. Pondering
14. Pontificating
15. Practical
16. Prejudiced
17. Pretentious
18. Preoccupied
19. Promiscuous
20. Proper

15
1. Proselytizing
2. Proud
3. Prudent
4. Prudish
5. Prying
6. Puerile
7. Pugnacious
8. Quiet
9. Quirky
10. Racist
11. Rascal
12. Rash
13. Realistic
14. Rebellious
15. Reckless
16. Refined
17. Repellent
18. Reserved
19. Respectful
20. Responsible

16
1. Restless
2. Reticent
3. Reverent
4. Rigid
5. Risk-taking
6. Rude
7. Sadistic
8. Sarcastic
9. Sardonic
10. Sassy
11. Savage
12. Scared
13. Scolding
14. Secretive
15. Self-effacing
16. Selfish
17. Selfless
18. Senile
19. Sensible
20. Sensitive

17
1. Sensual
2. Sentimental
3. Serene
4. Serious
5. Servile
6. Sexist
7. Sexual
8. Shallow
9. Shameful
10. Shameless
11. Shifty
12. Shrewd
13. Shy
14. Sincere
15. Slanderous
16. Sly
17. Smug
18. Snobbish
19. Sober
20. Sociable

18
1. Solemn
2. Solicitous
3. Solitary
4. Sophisticated
5. Sour
6. Spiteful
7. Stern
8. Stingy
9. Stoic
10. Strict
11. Stubborn
12. Submissive
13. Sultry
14. Superstitious
15. Surly
16. Suspicious
17. Sybarite
18. Sycophantic
19. Sympathetic
20. Tactless

19
1. Taciturn
2. Tactful
3. Tawdry
4. Temperamental
5. Tempestuous
6. Thorough
7. Thrifty
8. Timid
9. Tolerant
10. Transparent
11. Treacherous
12. Trouble-maker
13. Trusting
14. Truthful
15. Uncommitted
16. Understanding
17. Unfriendly
18. Unhinged
19. Uninhibited
20. Unpredictable

20
1. Unruly
2. Upset
3. Vague
4. Vain
5. Vapid
6. Vengeful
7. Vigilant
8. Violent
9. Vivacious
10. Vulgar
11. Wanton
12. Wasteful
13. Weary
14. Whimsical
15. Whiny
16. Wicked
17. Wisecracking
18. Wistful
19. Witty
20. Zealous

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