

INTEREST	PATIENCE
<p>NO! AND...</p>	<p>NO!</p>
<p>NO! 1</p>	<p>1</p>
<p>NO! 2 BUT...</p>	<p>2</p>
<p>YES! 3 BUT...</p>	<p>3</p>
<p>YES! 4</p>	<p>4</p>
<p>YES! 5 AND...</p>	<p>5</p>

STARTING ATTITUDE	● INTEREST	■ PATIENCE
<i>Hostile</i>	1	2
<i>Suspicious</i>	2	2
<i>Neutral</i>	2	3
<i>Open</i>	3	3
<i>Friendly</i>	3	4
<i>Trusting</i>	3	5

Infamous party: - ●

Famous party: +■

1 native language speaker: +■

3 native language speakers: + ■ ■

MOTIVATION	PITFALL
<input type="checkbox"/>	Benevolence
<input type="checkbox"/>	Discovery
<input type="checkbox"/>	Freedom
<input type="checkbox"/>	Greed
<input type="checkbox"/>	Higher Authority
<input type="checkbox"/>	Justice
<input type="checkbox"/>	Legacy
<input type="checkbox"/>	Peace
<input type="checkbox"/>	Power
<input type="checkbox"/>	Protection
<input type="checkbox"/>	Revelry
<input type="checkbox"/>	Vengeance
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Motivations can be successfully appealed to once.

GET A READ ON THEM

Make an Insight check.

- 11 or lower: -■
 - 12 or higher: The NPC is hard to read!
 - 17 or higher: Learn one Motivation or Pitfall.

APPEAL TO A MOTIVATION

Make a Persuasion or Intimidation check

- 11 or lower: -■
 - 12 or higher: +● -■
 - 17 or higher: +●

APPEAL TO A PITFALL

Automatic failure: -•-■

APPEAL TO NEITHER A MOTIVATION NOR PITFALL

Make a Persuasion or Intimidation check.

- 11 or lower: -●-■
 - 12 or higher: -■
 - 17 or higher: +○-■

TELL A LIE

Instead of Persuasion or Intimidation, make a Deception check. If your argument fails to get +●, then you get -●, in addition to any decrease imposed by the failure.

ACCEPT AN OFFER

Ask the NPC to make an offer, determined by their current Interest level. This is considered the NPC's final offer, but you aren't obliged to accept.