**Eternos:** Summoner, Divine Being, Referred to as God of time

**Claire:** Home Owner, Works at Local Tavern

**Lydia:** Alchemist, Creates Potions, Alchemy Shopkeeper.

**Claire (Intro)**: - Talk to Claire

**-Quest**

**-Help**

**-Talk**

**-go back**

**Help**

**-stats**

**-combat**

**-Claire**

**-go back**

**Talk**

**-friendly**

**-flirt**

**-funny**

**-go back**

**Stats**

**Player:** Can you explain how stats work?

**Claire:** Of course. There are six primary stats... and four additional ones.

**Player:** Alright. Let’s start with the primary.

**Claire:** Sure. First up—**STR**. That’s Strength. It boosts your physical power—like punching harder, lifting more.

**Claire:** Then there’s **DEX**—Dexterity. It’s about control and precision. Think accuracy, finesse, and aiming.

**Claire:** **VIT** is Vitality. It governs your health and toughness. More VIT, more hits you can take.

**Claire:** **END** stands for Endurance. That’s your energy pool—do more, last longer.

**Claire:** **INT** is Intelligence. It influences your magical abilities and how smart you are with spells.

**Claire:** And finally, **AGI**—Agility. It’s all about speed. Moving, dodging, striking faster.

**Player:** Got it. What about the other four?

**Claire:** Those are more... specialized. But still important.

**Claire:** **LUK** is Luck. It helps with rare item drops and chance-based events.

**Claire:** **WIS**—Wisdom. That affects your mana and how deep your magical understanding runs.

**Claire:** **CHA** is Charisma. It boosts your social interactions—talking, convincing, charming.

**Claire:** And lastly, **CTRL**—Control. That one affects how well you manage things like summons, constructs... advanced magic too.

**Player:** Sounds like there’s a lot of ways to grow.

**Claire:** Exactly. It’s not just about getting stronger. It’s about how you choose to grow.

**Player:** Can you explain how Health, Mana, and Energy work?

**Claire:** Sure. Let’s start with Health—it's the red bar, also called HP. If it drops to zero... you’re done. Game over.

**Claire:** Then there’s Mana—the blue bar, or MP. You’ll need that for casting spells and using magic.

**Claire:** And finally, Energy. It’s the purple bar, noted as EN. Think of it like stamina—you spend it on physical actions.

**Player:** So… if I run out of Energy?

**Claire:** You’ll be sluggish and useless. Resting or sleeping is the best way to recover it.

**Combat**

**Player: Can you explain how combat works?**

**Claire: Sure. First rule? Never go into a fight tired. Make sure you’re well-rested, healed, and not low on mana.**

**Claire: In combat, you and your enemies take turns. It’s turn-based—so think before you act.**

**Claire: Fewer enemies mean fewer incoming attacks. Always try to isolate your targets.**

**Claire: Once a fight starts, there’s no running. No one’s going to let you walk away after throwing the first punch.**

**Claire: Winning battles gives you XP, which helps you level up.**

**Claire: And each time you level, you get 10 stat allocation points. Use them wisely—they define who you are.**

**Claire: Oh, and stock up on potions. Healing, mana, energy—get what you can. They might just save your life.**

**Claire:** And don’t forget weapons and armor. Fighting bare-handed might sound cool, but it won’t get you far.

**Claire:** A good blade or staff can make all the difference. And armor? It’s the only thing standing between you and a painful defeat.

**Claire**

**Player: Can you tell me about yourself?**

**Claire: Of course. Let me start with my schedule.  
I usually work at the tavern around noon and in the evenings.  
In the mornings and at night, I’m in my room—so if you ever need to talk or ask something, that’s the best time.  
Just... maybe don’t show up at midnight. The doors will be locked, and I’ll be fast asleep by then.**

**Claire: I’m not originally from this world, you know.  
Like you, my soul was brought here by Eternos after I passed away in my old world.  
But my role here is different. I don’t need to fight or grow stronger like you do.  
My job is to help guide souls like yours—to make sure you’re on the right path.**

**Claire: And... if someone’s really going down the wrong road, I report that to Eternos. But don’t worry—  
I’d much rather help than judge.**

**Player: That sounds... a little scary.**

**Claire: Hey, stay on my good side, and we’ll get along just fine.  
Actually, since I work at the tavern, I could help you get a job there too.  
You can drop in and work whenever you like.  
The pay depends on your skills, but just so you know—no one gets more than 50 coins.  
It’s a cozy little tavern, not a treasure vault.**

**Friendly Chat 1**

**Player:** Hey Claire, do you have a minute? I kinda wanted to talk.

**Claire:** Oh, hey! Of course. What’s on your mind?

**Player:** Nothing serious. Just… figured I should get to know the person who’s helping guide my soul and all.

**Claire:** *laughs softly* Fair enough. Well, I’m all yours—ask away.

**Player:** Alright then. What’s your usual day like?

**Claire:** Let’s see… I work at the tavern around noon and into the evening. Mornings and late nights, I’m usually in my room upstairs.  
That’s the best time if you ever want to chat or need something.

**Player:** And midnight?

**Claire:** *grinning* Midnight? Don't even try. Doors locked. Lights out. I'm deep in dreamland by then.

**Player:** Got it. Respect your sleep. Check.

**Claire:** *smiling* Good. I like you already.

**Player:** You mentioned before that you’re not from this world either… same as me?

**Claire:** Yeah… I used to live somewhere else. Different time. Different place.  
After I passed, Eternos brought me here—just like you.

**Player:** But you’re not a fighter?

**Claire:** Nope. My role's different. I don’t need to battle monsters or level up.  
I’m here to guide others… souls like yours. Help you find your footing, point you in the right direction.

**Player:** Sounds like a lot of responsibility.

**Claire:** It is. But I don’t mind. I like helping people.  
Though… if someone goes too far off the path, I do have to report that to Eternos.

**Player:** Huh... That part sounds kinda ominous.

**Claire:** *teasingly* Then just make sure you stay on my good side, and you’ve got nothing to worry about.

**Player:** Deal. So... any tips for surviving here?

**Claire:** *laughs* Plenty. But here’s one: if you ever need extra coins, I can help you get work at the tavern.  
You can stop by anytime. They’ll pay you based on how well you do.

**Player:** Sounds good. How much does the job pay?

**Claire:** No more than fifty coins a shift, even for the talented ones.  
It’s a tavern—not a royal treasury.

**Player:** *chuckling* Fair enough. Thanks, Claire. I’m glad you’re here.

**Claire:** Me too. Really. And hey—whatever you need, I’m around.

**Flirt Chat 1**

**Player:  
*smiling casually* You know, I’ve been thinking… you’ve got a lot on your plate with guiding souls, but if you ever need a break, I’d be happy to keep you company.**

**Claire:  
*chuckles softly* That’s kind of you to say. But I’m afraid I’m really dedicated to my work here. It keeps me busy enough that I don’t have time for much else.**

**Player:  
*grinning slightly* I understand. Just thought I’d offer—might be nice to have someone around to chat with every now and then.**

**Claire:  
*smiling gently* I do appreciate the thought. But I’m more comfortable with my role as a guide. It’s what I’m meant to do here.**

**Player:  
*shrugging with a friendly smile* Fair enough. I can’t blame you for focusing on what’s important.**

**Claire:  
*playfully* You’re a good sport about it. Maybe once you’ve got everything sorted out, we can have a proper conversation without distractions.**

**Player:  
*chuckles softly* That sounds good to me. I’m sure I’ll be back for a chat when I’m not so caught up with everything.**

**Claire:  
*smiling warmly* I’ll be here whenever you need advice or just someone to talk to. Just don’t expect anything more than that, alright?**

**Player:  
*nods with a friendly grin* Understood. I can work with that.**

**Funny Chat 1**

**Player:  
*grinning* Hey, here’s a joke for you. You know when a slime asks another slime out on a date? It's called a... valenslime!**

**Claire:  
*pauses, blinking* Uh… *slightly awkward smile* That’s… uh, an interesting one. I guess it’s kind of clever? But… not really my kind of humor.**

**Player:  
*chuckling* What? Come on, I thought it was a good one!**

**Claire:  
*shaking her head gently* I’m sure it’s funny in some universe, but I don’t think that one’s going to get me laughing anytime soon.**

**Player:  
*grinning* Oh, come on! You’re killing me here.**

**Claire:  
*softly, with a smile* Maybe just… no more slime jokes for now? I can only take so much slime-related humor in one day.**

**Player:  
*chuckling* Fair enough. I’ll save the rest of my slime material for another time.**

**Claire:  
good call. You’ll keep me from turning into one of them if you do.**

**Claire Quest 1-1**

**Claire:  
*smiling slightly* Hey, I’ve got a task for you. Could you go and pick up a package from Lydia? She’s the alchemist who runs the potion shop downtown. Some people even call her a witch.**

**Player:  
*raising an eyebrow* A witch, huh? Sounds interesting. What’s in the package?**

**Claire:  
*shrugs* It’s just some potions. Nothing too special, really. I’m sure Lydia’s got a ton of them lying around.**

**Player:  
*slightly confused* Why do I have to run errands for you?**

**Claire:  
*smiling mischievously* Well, you’re staying here rent-free, aren’t you? At the very least, you can do whatever I ask. Consider it a small favor in exchange for all the room and board I’m providing.**

**Player:  
*grinning* Fair enough. I’ll get the package for you. No hesitation.**

**Claire:  
*smiling warmly* Appreciate it. Lydia’s shop is on the main street, you can’t miss it. Thanks for helping out.**