# 6.3. Character Relationships

And NPC Dispositions

This chapter presents some rules for defining and tracking relationships between players’ characters and NPCs.

**Author’s note:** As you’ll see, unlike most other rules in this book, these are less strict and are more on the descriptive side; many things are left open to interpretation. This is intentional, as I felt that too much mechanization and “gamification” in this area wouldn’t bring much benefit, but probably would hinder role-playing.

Relationship Levels:

The first and most important thing here are Relationship Levels (also called Dispositions; they are really just the numerical and descriptive side of the same coin). In essence, they are nothing more than simple predefined labels which we use to describe a relationship between two people (or two groups of people) in broad terms. They range from Friendly to Hostile, based on how a NPC sees a PC and what they would be willing to do for or against them.

Tracking Relationship Levels:

The table below describes possible relationship levels between an NPC and you (you as your in-game character). It is also applicable for relationships between two groups of people, and the GM and the players should decide for themselves whether they wish to track relationships individually, at the group level, or employ a mixed approach.

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| **Level** | **Disposition** | **Description: This person…** |
| +3 | Friendly | …considers you a friend and will often go out of their way to aid you. |
| +2 | Helpful | …has a positive attitude about you and will do you small favours. |
| +1 | Cordial | …likes you (at least superficially) and will help you if it’s convenient for them. |
| - | Indifferent | …doesn’t yet have a formed opinion about you, or simply doesn’t care. |
| -1 | Unfriendly | …doesn’t particularly like you but won’t get in your way if it’s onerous. |
| -2 | Antagonistic | …holds something against you and will often oppose you. |
| -3 | Hostile | …considers you an enemy and will actively work against or attack you. |

Feel free to interpret these descriptions loosely - be creative. For example, perhaps a person who is Friendly towards you doesn’t consider you a true friend so much as they respect your authority. Alternatively, maybe they owe you a favour, or simply believe in your cause and think helping you is the right thing to do.

That Special Someone:

For especially strong and significant relationships, we reserve two special categories: **More Than Friends** and **Nemesis**. The former is meant for the most loyal of friends, lifelong companions and lovers, and the latter for sworn enemies and others who have wronged and hurt you, and/or for whom you harbour a deep resentment.

In game terms, they function as “Friendly” and “Hostile” dispositions (albeit extreme versions of those) and have no special mechanics attached. However, we use More Than Friends and Nemesis to make it clearly known to everybody that these characters are special, and both the GM and the players should treat them as such when (role)playing the game.

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Asymmetrical Relationships:

Note that relationships don’t necessarily have to be symmetrical. For example, one person might consider another a friend, while the other one is indifferent. Maybe you’ll encounter an unreciprocated More Than Friends - well, what can you do…

Relationship Levels & Social Conflicts:

In the following chapter on resolving social conflicts, you’ll see that players will occasionally test skills like Consort and Sway to influence NPCs.

During those tests, you may use the number associated with the relationship between the NPC you’re talking with and yourself as a Circumstance Modifier, if appropriate.

<TODO>

Initial NPC Dispositions:

<TODO>

Roll d6:

* 1 = unfriendly
* 2-5 = indifferent
* 6 = cordial

Or GM decides

Changing Dispositions:

While there are a few rules and abilities which explicitly mention NPC dispositions, most of the time it will be up to the GM and the players to employ common sense and do it when appropriate.

For example, helping out an NPC in their time of need, or simply collaborating with them fairly and being polite is certain to get you on their good side. On the other hand, offending them will get you on their bad side, and if you hurt or kill somebody they love, you can bet that you’ll make a new enemy, or even a nemesis!

NPC Statuses:

Statuses are orthogonal to Disposition and can be combined freely. For example, it’s possible to offend someone even if they consider you a friend.

Receptive:

+1 or +2 CM to all interactions after a thoughtful proactive gesture. Trivial gestures (meaning those that had no chance of failing) usually don’t count.

Offended:

-1 or -2 CM to all interactions until amended.

Deeply Offended:

Won’t even talk to you until amended.