LET'S TALK!

STAND-ALONE NPC DIALOGE SYSTEM FOR SOLO ROLEPLAYING

Pan'ya-chan approves!

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2022

GETTING STARTED

LET'S TALK! is a stand-alone dialogue system for solo roleplaying designed to be used with any other RPG ruleset. This system has been inspired by the classic tree-dialogue videogame system; to be precise, it's based on those games where dialogue options are represented by just a word, short phrase, or even an icon. Luckily, this won't be one of *those* games where the writer put words in the mouth of your character that you never, ever, would use, or even worse, mislead you...because in this case *you* would be the one selecting those words!

Dialogue rules, on the other hand, stop being useful when they get in the way instead of help, and those times you just should be ignoring them. I.e.: you don't need to stablish what's the topic of a dialogue nor the mood of an NPC when you just continuing a previous and recent conversation and mood when you're continuing a conversation. Also, when an NPC is a member of your party, you don't have to start a Dialogue every time you want that NPC to say something...nor when you want to answer. One of the funny parts of having people travelling with you is hearing their comments here and there, after all (sometimes talking between themselves instead of to you)...even if there are times they may get up on your nerves! So just keep this Dialogue mechanics for the important moments.

WHAT YOU NEED

To use this system, you'll need two 10-side dice...or probably just one: the only time you need to roll two dice is when selecting the column and the row of *one* certain table, so you can do that step-by-step instead in just one go! Also, you need the Tone cards included at the end of this document: you use them to create a Tone Deck at the beginning of each Dialogue...but which cards you can include in this deck (and which one you can`t) depends on your relationship with that particular NPC, as you'll see soon.

In addition, you need a way to stablish how's your relationship with an NPC at any given time: a concept that's treated from a purely narrative point of view in some systems, but mechanically in others. In the former case, thus, you just need to assign one attitude levels (more on that in a moment) by following the guidelines of your game (or just your gusts if there're no guidelines); in the latter case, you should choose the attitude the better fit the original trait, descriptor, level, or whatever, from the system you're using.

LOST IN TRANSLATION

This Dialogue system is the stand-alone version of the one that can be found in the $V_IS_OR_{PG}{}^Z$ (available in https://ucmeumm.blogspot.com/p/visorpg-videogame-ish-solo-roleplaying.html) To be fair, even if it was an already quite 'stand-alone'-ish system to begin with, it nevertheless included some mentions to other mechanics. Thus, you'll find text boxes like this one to explain how you should apply the mechanics of the game you're using in its place.

By Dr. Gerald Ravenpie, 2022

Let's make it brief(er) this time: do whatever you want with the text in this document, except making money or doing something illegal or immoral. Yeah, that's the same that for the full game these rules are based on, to no one surprise!

To summarize this system in a nutshell, a Dialogue with an NPC has the following stages:

- **Greetings.** Where the initial attitude of the NPC (both regarding *you* and their general mood) and the reasons behind that Dialogue are stablished.

- **Exchanges.** Where you resolve the talky part, by selecting specific *Tones* and getting a *Reaction* based on that Tone, how friendly was the NPC to begin with, and a bit of randomness.

- **Aftermath.** Where you decide if the Dialogue has some effect in your relationship with that NPC…or of things got so ugly that you now must fight, or something like that.

GREETINGS

NPCs are polite enough to greet you before introducing any other matters (even if that politeness may take the form of just a '*Hey, listen!*', '*You, N'wah!*' or '*Grah, interloper!*') and you should do the same when you're the one who starts the dialogue. So, the first step in any dialogue is this **Greetings** part, where you establish what's the NPC initial **Attitude**, the dialogue's **Topic,** and the NPC's **Mood.** The starting ones, at least, as they could change before the end.

ATTITUDE

Even before it begins, a Dialogue will look quite different if the NPC you're talking to already has a metaphorical (or literal!) knife-between-teeth when seeing you, or they is your BFF. Thus, before anything else, you must stablish what's the Attitude of that NPC, from one of the following levels: *Very unfriendly, Unfriendly, Neutral, Friendly, Very Friendly*. You can use your previous story with that NPC if they is one you already have met, or just use the most appropriate for the current situation if they is a totally stranger.

Note that the Attitude '*I hate or fear you so much that I don't want to talk to you, ever*' may also be on the table…but, in this case, you can't expect a proper Dialogue with that NPC: they will probably attack you, insult you or flee before you can even say, '*Hi!*'.

TOPIC

So, it's been stablished that the NPC at least want to talk with you. But now the question is…about *what*? If you were the one approaching the NPC, you just decide the Topic…even if it's something as simple as just wanting to say '*Hi!*'. On the other hand, if the NPC is approaching you to have a little talk,

you just make a d10 roll to decide *why* and check the result in the **Topic Roll Table**.

MOOD

Regardless of who is approaching who, you use the **Mood Roll Table** to know the initial Mood of that NPC: just roll 1d10 to select the row and another one for the column. In theory, this should only affect how that NPC greets you, but you can also use it as a guide for how the rest of the dialogue would go. Also, this result can give you some clues about the nature of those news, reminders, petitions, demands or opportunities they bring with them. In case of strangers, you can use the result to summarize their *full* personalities, instead of just how they're feeling at *that* moment! Or, as an alternative, if you already know the personality of a NPC, you may just randomly select how is that NPC feeling at that specific moment based on this (e.g., if you know that one NPC is a bit *Cowardly* but also quite *Curious,* you could randomly select which of these two aspects dominates at any given time).

Note that the columns in this table are quite biased, being the first the most negative in nature, and the last one the most positive. You may consider this to *select* the column instead of *randomizing* it, if you expect that the mood of a specific NPC should tend towards the positive/negative/neutral side.

TONES & REACTIONS

There are eleven possible Tones (plus two optional ones), each one with a card associated to it. Below, you can find the meaning of each Tone…but, as it can be seen, there's plenty of room for interpretation in most cases.

The following nine tones are the default ones you always include in the Tone Deck.

	Aggressive: You speak in a demanding or threatening way, or in a violent way if you *really* dislike the NPC.
	Charming: You try to look cool or talk about something you find cool.
	Friendly: You talk about something heartwarming, offer your help, etc.
	Humorous: You talk about something funny, tell a joke or use a light tone.

😕	**Questioning:** You express doubts or talk about something you find strange.
😒	**Rude:** You talk about something unpleasant, in a sarcastic or dismissive tone, etc.
😭	**Sad:** You talk about something sad, express condolences, etc.
😲	**Surprised:** You talk about something baffling or surpassing.
😰	**Worried:** You talk about something that worries or even scare you.

The following two tones, on the other hand, have some special rules regarding their availability. You only include them in the Tone Deck if the NPC you are talking to pass their respective requisites. Each of these tones, regardless the reaction, can't be used again with the same NPC for a time, so you wouldn't include that specific card in the Tone Deck again for that NPC until then.

😘	**Flirting:** You can only add this tone to the deck when talking with an NPC with an Attitude '*Unfriendly'* or better.
🥰	**Romantic:** You try to have a special moment with your partner. You can only add this tone to the deck when you're talking with an NPC you have a romance with.

Finally, the next two tones are only used with some of the advances options described in the following section. Note that the first one doesn't even have an associated card!

🤔	**Err…humm:** You found yourself with nothing to say, because you can't use any of the three tone cards you got!
🃏	**Wildcard.** This tone is, in fact, equivalent to another one. Just wait and see.

Regarding the NPCs, there are sixteen possible different reactions, being as versatile as tones, and which also depend on the context: a good friend may react to a good joke with a loud laugh, while an enemy may just limit to an '*okay, that was funny*' comment.

🙄	**Disagreement:** The NPC objects your words or actions, but not vehemently.
😘	**Flirting:** The NPC is receptive, and flirts with you in turn!
😡 #@!	**Furious:** The NPC is really pissed off. The Dialogue immediately ends…badly.
😁	**Happy:** The NPC likes *a lot* what you are saying.
😇	**Helpful:** The NPC tries to help you (answering your questions, soothing your worries, etc.).
😡	**Hostile:** The NPC is now angry. Chances are, they is angry with *you*.
😈	**Malevolent:** The NPC feels satisfied… at your expense; expect plenty of *schadenfreude*, with the *schaden* pointing in your direction!
😐	**Neutral:** The NPC feels unimpressed, indifferent, or just tries to temporize.

	Questioning: The NPC wants to know more about what you're saying.
	Reject: Uh, oh...wrong moment (or, in some cases, wrong person).
	Romantic: Your partner is also looking for a special moment.
	Rude: The NPC doesn't give a damn about what you're saying, don't like it, or (at best) share your anger.
	Sad: The NPC feels sad for your words.
	Satisfaction: The NPC likes what you are saying or, at least, agree with it.
	Surprised: The NPC is surprised by your words or share your surprise.
	Worried: The NPC feels perturbed, worried, or uneasy by your words.

EXCHANGES

Dialogues are solved by doing three Exchanges, tops. That should be enough to carry our any dialogue, as each one goes beyond a simple 'A says, B says': it can be (and usually is) a longer 'A says, B says, A says, B says...', until you decide to jump to the next exchange. But don't cheat: the full exchange must reflect the tone you selected and the reaction you got, so don't change its nature out of nowhere!

A) First Exchange. Once the greeting part is finished, deal three Tone cards from the Tone Deck and select one of them, which will represent your tone in this exchange. Once your Tone is set, and to know the nature of the NPC's answer, you make a 1d10 roll and check the result in the **Reaction Roll Table**. Based on the result and the Attitude of the NPC, the Reaction will be: (1) positive, (2) somewhat positive, (3) somewhat negative, or (4) negative. Once done that, the **NPC Reaction Table** will tell you what specific Reaction corresponds to your used Tone, in that order: the positive Reaction

would be the first shown one, the somewhat positive would be the second, and so on. Beware than there are some Tone & Attitude combinations which are not compatible, so if you deal the corresponding Tone card, that dialogue option won't be available (i.e., in a videogame, it would be 'greyed out') and you'll have to choose between the other two cards (or the only one, in the most extreme case!).

B) Second Exchange. If you want to keep talking, you repeat the previous step by dealing three new tone cards from your already reduced Tone Deck. Except if the NPC was *Furious*, because in that case the dialogue is over...and maybe fists start talking.

C) Third Exchange. You want more? Okay, no problem, deal another three tone cards from your now nearly exhausted Tone Deck, and repeat the process. But try to tie everything up because this's the *last* exchange!

AFTERMATH

Once the dialogue ends, you should ask yourself if something has been said (or done) that could change the nature of the relation with the NPC. Of course, you should considerer that poor chosen words (or well chosen, when that's your goal!) can quickly sour a relationship...but some pretty words, even if they can be welcomed, rarely are enough to improve it.

Also, if the Dialogue ends because the NPC gets Furious, *maybe* it's time to put the Dialogue rules aside and dust off the Combat rules from the system you're using. Just saying.

PERSUADING

If you want to persuade an NPC, ask for something, etc., you can use one of the following options:

- Make the Exchange to represent the petition, and then use the 'persuasion' system of the game you're playing, giving it a bonus (or malus) depending on how well (or bad) the exchange went.

- Once the Dialogue finish, make a final check in the **Reaction Roll Table**, modifying the initial Attitude of the NPC for worse or better depending on how that dialogue went. Just interpret a (1) result as a *Yes*, a (2) like a *Yes, but*, a (3) like a *No, but*, and a (4) as a *No*.

LYING

If you want to lie during a Dialogue, you just play your Tone card and then you use one of the following options:

- Use any action resolution system based on the game you're playing (as your classical skill roll) to check if the NPC believes you or not.

- Base it just on the result in the Reaction Roll, so you'll fully believed if the reaction is positive, barely believed if it's somewhat positive, or caught lying if it's somewhat negative or negative.

In any case, if you're caught lying, the reaction of that NPC will be *Rude* instead of the usual one for the tone you used, or *Hostile/Furious* if it was already one of those.

THREE-SIDED DIALOGUES

Now that you know how to talk to one NPC, let's see what happens when you're talking to *more* than one! Or, to be previse, to two: in theory, you could have a dialogue with even more characters, but it would be a little difficult fitting all their graphics in the screen, so let's avoid doing that. These three-sided conversations work like a normal dialogue, with just some little differences: each NPC may have different Attitudes, Topics and Moods and will make a different Reaction Roll to check their specific reaction. Also, if their Attitudes are different, they may have a different reaction even when they got the same result in the roll!

As expected, things could get a little convoluted…but the good news is that the dialogue is still limited to three exchanges; the bad news is

that you'll have to cram every line on dialogue in them as best as you can.

The combination of this optional rule with others more complex ones, as the *Advanced Moods* rule (specially this one, in fact), is left as an exercise to the reader. Ahem.

READING THE ROOM

By default, you check the Mood of an NPC during the Greetings phase of the Dialogue, but you use this little change instead: before doing it, make an appropriate skill roll, test, or whatever would fit the game system you're playing:

If you success: You check the Mood of the NPC before the Dialogue starts.

If you barely success: Make a Mood Roll, selecting two different Moods from the same column. You won't know which one is the right one until you have played your first Tone card.

If you fail: You just get a general idea of how good or crappy is the NPC Mood: make a Mood Roll, but just to check the column. Don't roll for the row until you have played you first Tone card.

If you totally fail:: Nope, you read nothing. Don't make the Mood Roll until you have played your first Tone card.

WILDCARD TONE

By default, this system gives equal chances to all Tones being dealt from the deck, regardless the PC personality, social skills or how good (or bad) has been their day. Cue the *Wildcard tone* optional rule, which gives more weight to one specific Tone and also has some additional nifty effects. To be precise, 'Wildcard' is NOT a new Tone by itself, but a new card that you include in the Tone deck as usual and represents a second instance of another Tone card. Except the *Err..hmm…* one, if you're using that soon to be described optional rule too: that just would be silly.

WILDCARD SELECTION

There're three ways to select which existing tone is linked to the Wildcard one:

How you are. With this option, you select your Wildcard tone during the creation of the PC, based on their background, personality, etc. Note that the same '*specialty Tone*' can mean different things for different characters, and not always for good: if you select '*Sad*' as your Wildcard, this may mean that you're a bit of a crybaby…or a very empathic person; '*Rude*' can mean

that you're quite grumpy or a total jerk, etc. As a narrative tool, you can decide changing your Wildcard Tone during the game if the events during it point to a dramatic change in your heart, for good or ill. You can even spend some time without a Wildcard tone just to reflect that those changes take time. In fact, you could assign the *Err…hmm..* tone to the Wildcard until then, and in this case it wouldn't be silly at all, but dramatic: it would represent your inner emotional conflicts and stuff.

How you feel. Who said that a PC couldn't feel as moody as NPC? With this option, before starting the Dialogue, you select the nature of the Wildcard tone based on how you should feel at that moment, but before you roll the Mood of the NPC.

Both. You can combine the two previous options by selecting two or three tones as your more usual ones, and randomly (or wittingly) choosing one of them as your Wildcard tone for each specific Dialogue based on the current situation. Again, you must do it before rolling the Mood of the NPC.

THE WILDCARD IN ACTION

You treat the Wildcard tone as a duplicate of another tone card, which may allow you using the same tone twice in the same dialogue if you deal it in different exchanges (more on this in a moment). On the other hand, if you're lucky (?) and deal both the Wildcard Tone and the copied Tone in the same Exchange, you <u>must</u> use that tone and skip the part where you make a Reaction Roll: just apply the Reaction you want among the four available! So yes, that means that *maybe* you as a player weren't too eager of using that Tone…but you as the PC don't have any other option. Fair warning: if this means that you're forced to use a Tone, but you *can´t* use because it's not available for that NPC…well, time to apply that funny *Err…hmm… Tone* optional rule.

Note that you can select the *Flirting* or *Romantic* Tone as your Wildcard, but you still apply both their requisites and limitations…so, if you can't include the original tone in the Tone Deck for whichever reason (the NPC doesn't pass the requisites, you've already used that tone with that NPC recently, etc.), you can't neither include the Wildcard one. Also, you can try being romantic or flirt twice in the same Dialogue if you deal the corresponding cards in different Exchanges, but only if the first time you use it gives you a *somewhat positive* or *somewhat negative* Reaction: if things worked really god or really bad the first time, there would be no place for a second!

ERR…HMM… TONE

This rule is an escape clause (or, to use programming lingo, an exception handler!) for those situations where you find yourself with three Tone cards in your hand during an Exchange and you *can't*

use any of them. That shouldn't happen with the RAW system, as the worst-case scenario (i.e., talking with a *Very Unfriendly* NPC and getting both the Charming and Friendly Tones in the same exchange) still leaves you with one usable Tone…but once optional rules start piling-up, as hinted just above, you may find out in one of those awkward situations. So, if this happens, just use the *Err…hmm…* tone as a default which, as expected, will make you look a bit silly.

If you're using the *Advanced Moods* & *Read the room* rules, there's another situation you would apply this rule: you use the Err…hmm... tone if you try to play a Tone card that ends up being unusable once the NPC Mood is revealed (because it's a restricted tone for that Mood, or because it's restricted by the modified level of the NPC Attitude). And, once again, you look a bit silly.

ADVANCED MOODS

By default, an NPC Mood is a narrative tag that helps you when you want to roleplay that NPC during a Dialogue. This optional rule, on the other hand, gives a mechanical effect for every possible Mood. Yes, all 50 of them; it may sound a bit overkill, but remember that you'll only have to apply *one* Mood each time, and their effects follow a similar formatting…so it should not be too overwhelming. Nevertheless, don't forget the roleplaying part of the whole deal: these mechanical effects are meant to *add* to it, not just *replace* it!

Below, you'll find the description of the different mechanical effects of each Mood. As you would see, some effects are applied for the full Dialogue, while others have a limited duration; regardless the case, all the mentioned durations applies to *all* the included effects in that Mood. Also, for those cases where the effects applies until getting (or after getting) some specific reaction from that NPC, note that a) those reactions can come from any Tone, and not just those affected by that specific Mood, and b) any change will be applied in the *next* Exchange, and not the current one. E.g., if you get a Satisfaction reaction from an Angry NPC, that NPC wouldn't be Angry any more…but this only takes effect in the *following* Exchange, not in the one you got this.

Finally, don't expect too much balance in these effects: there're some Moods that could be seen as 'better' than others…as it should be!

- **+1/-1 Modifier.** This effects improve in one step or worsen in one step, respectively, the Attitude of an NPC for specific tones, for all of them, etc. Thus, a Friendly NPC who gets a +1 would be treated as Very friendly, a Neutral NPC who gets a -1 would be treated as Unfriendly etc. If you get a +1 when the Attitude is already Very friendly*,* then you can ignore the Reaction Roll: just select what's the reaction of the NPC among the four possible outcomes. And if you get a -1 when the Attitude is

already Very unfriendly, then you automatically get the *Negative* reaction (i.e., the fourth and worst one of all!). Note that these bonus or penalties only apply in the Exchange they're activated, but they don't carry out to the next. E.g., if you use a Sad tone with an Empathic NPC, you treat their Attitude as one step better for *that* Exchange, but this doesn't apply to further ones.

- **Reshuffle.** When a Mood tells you to reshuffle a Tone, you include it again in the Tone Deck after you get it during a Dialogue once you resolve the Exchange (regardless of if you used that card or not), but only the first time this happens. This also applies to the Wildcard tone, if it's imitating the mentioned tone! On the other hand, if you just have played both the Tone and the Wildcard in one go, you just reshuffle the former but not the later.

- **Restrict.** A Mood may lock a Tone, making it unavailable during that Dialogue. Nevertheless, you still include its card in the Tone Deck, if it's one of the nine 'always present' Tones. Also, as mentioned, if you *must* use that tone because you get both its card and the Wildcard linked to it in the same exchange, you just use the *Err…hmm* tone instead.

- **Shift.** Improve or worsen in one step one of the four possible reactions, as in from *Positive* to *Somewhat positive,* or *Negative* to *Somewhat negative*. If you could select the reaction because you played both a Tone and its linked Wildcard, first select the reaction and then shift it.

- **Others.** There're Moods with effects that doesn't fit the already described ones. With a bit of luck, they'll be self-explanatory enough.

MOOD EFFECTS

Angry. -1 to every tone until getting a Flirting, Happy, Helpful, Romantic, or Satisfaction reaction.

Arrogant. -1 Rude & Restrict Charming until getting a Flirting, Happy, Helpful, Romantic, or Satisfaction reaction.

Bold. -1 Aggressive & -1 Rude for all the Dialogue.

Bored. -1 Charming & Restrict Surprised until getting a Flirting, Romantic or Surprised reaction.

Caring. +1 Sad & +1 Worried until getting a Furious, Hostile, or Rude reaction.

Charming. +1 Charming & +1 Flirting & +1 Romantic until getting a Furious, Hostile, Reject, or Rude reaction.

Chatty. +1 Questioning & +1 Surprised for all the Dialogue.

Clueless. +1 Worried & Restrict Questioning for all the Dialogue.

Defiant. -1 Rude *&* Restrict Friendly for all the Dialogue.

Diplomatic. Shift all *Somewhat negative* reactions to *Somewhat positive* until getting a Furious, Hostile, or Rude reaction.

Dreamy. +1 Friendly & +1 Charming until getting a Furious, Hostile, Reject, Rude, Sad, or Worried reaction.

Dubitative. -1 Charming & +1 Questioning for all the Dialogue.

Egotist. -1 Worried & Restrict Sad for all the Dialogue.

Empathic. +1 Sad & +1 Worried for all the Dialogue.

Envious. -1 Friendly & Restrict Charming for all the Dialogue.

Excited. Shift all *Somewhat positive* reactions to *Positive,* and all *Somewhat negative* reactions to *Negative* for all the Dialogue*.*

Fair. This mood doesn't give any effects. It's fair!

Fastidious. -1 Sad & -1 Worried until getting a Sad or Worried reaction.

Gossipy. +1 Questioning & Reshuffle Questioning for all the Dialogue.

Grumpy. -1 to all tones until getting a Flirting, Happy, Helpful, Romantic, or Satisfaction reaction.

Happy. +1 to all tones until getting a Furious, Hostile, Reject, Rude, Sad, or Worried reaction.

Harsh. -1 to all tones for the rest of the Dialogue after getting a Disagreement, Furious, Hostile, Reject, or Rude reaction.

Helpful. +1 Sad & +1 Worried until getting a Furious, Hostile, or Rude reaction.

Humble. +1 to all tones in the first exchange of the dialogue.

Impatient. -1 to all tones in the second and third Exchange.

Inquisitive. +1 Questioning for all the Dialogue.

Ironic: -1 for all tones until getting a Furious, Hostile, or Rude reaction.

Jokey. +1 Humorous & Reshuffle Humorous for all the Dialogue.

Negotiator. For all the Dialogue, -1 to every tone in the next Exchange after getting a *Negative* reaction &

+1 to every tone in the next Exchange after getting a *Positive* reaction.

Nitpicking. Shift all *Somewhat positive* reactions in the Dialogue to *Somewhat negative*.

Overwhelmed. +1 Rude & +1 Aggressive for all the Dialogue.

Pacific. +1 Rude & restrict Aggressive for all the Dialogue.

Patient. Shift all *Negative* reactions to *Somewhat negative* for all the Dialogue.

Placative. +1 Aggressive & +1 Rude until getting a Furious, Hostile, or Rude reaction.

Pleased. +1 to all tones until getting a Disagreement, Furious, Hostile, Reject, Rude, Sad, or Worried reaction.

Pragmatic. Shift the first *Positive* reaction during the dialogue to *Somewhat positive,* and the first *Negative* reaction to *Somewhat negative*.

Proud. -1 to every tone for the rest of the Dialogue after getting a Disagreement, Furious, Hostile, Reject, or Rude reaction.

Sad. +1 Sad & Restrict Humorous until getting a Flirting, Happy, Romantic, or Satisfaction reaction.

Sarcastic. -1 for all tones until getting a Flirting, Happy, Helpful, Romantic, or Satisfaction reaction.

Self-absorbed. -1 Sad & Restrict Worried until getting a Sad, Surprised, or Worried reaction.

Skeptical. -1 to all tones in the first exchange of the dialogue.

Sleepy. -1 Questioning & Restrict Surprised for all the Dialogue.

Somber. +1 Worried & Restrict Humorous for all the Dialogue.

Startled. +1 Surprised for all the Dialogue & Reshuffle Surprised.

Strict. Shift all *Somewhat negative* reactions to *Negative* for all the Dialogue.

Stubborn. -1 to all tones until the end of the Dialogue after getting a Disagreement, Furious, Hostile, or Rude reaction

Suspicious. In the first exchange of the Dialogue, shift a *Somewhat positive* reaction to *Somewhat negative*, and a *Positive* reaction to *Somewhat positive*.

Sympathetic. +1 Friendly & Reshuffle Friendly until getting a Furious, Hostile, or Rude reaction.

Tired. Automatically ends the Dialogue after the second Exchange.

Worried. +1 Worried & Reshuffle Worried for all the Dialogue.

TOPIC ROLL

1d10	TOPIC
1-2	The NPC just wants to say 'Hi!'
3-4	The NPC brings some news.
5-6	The NPC wants to remind you something.
7-8	The NPC has a petition / demand.
9-10	The NPC brings an opportunity.

MOOD ROLL

2D10	1-2	3-4	5-6	7-8	9-10
1	Angry	Bored	Chatty	Diplomatic	Caring
2	Arrogant	Dubitative	Gossipy	Bold	Charming
3	Defiant	Nitpicking	Impatient	Clueless	Empathic
4	Egotist	Overwhelmed	Ironic	Dreamy	Excited
5	Envious	Proud	Negotiator	Fair	Happy
6	Fastidious	Sarcastic	Self-absorbed	Humble	Helpful
7	Grumpy	Skeptical	Sleepy	Inquisitive	Pacific
8	Harsh	Startled	Somber	Jokey	Patient
9	Sad	Stubborn	Strict	Pleased	Placative
10	Suspicious	Worried	Tired	Pragmatic	Sympathetic

REACTION ROLL

1d10	Very unfriendly	Unfriendly	Neutral	Friendly	Very friendly
1-2	1	1	1	1	1
3-4	2	2	2	2	1
5-6	3	3	2	2	2
7-8	4	3	3	3	3
9-10	4	4	4	4	4

NPC REACTION

TONE	Very unfriendly	Unfriendly Neutral	Friendly Very Friendly
😡	😒 😡 😡 🤬	🙄 😒 😡 😡	😅 🙄 😒 😡
😎	-	😄 😮 🤨 😐	😁 😄 🤨 😐
😄	-	😁 😄 😐 🙄	😇 😁 😄 😐
😝	😄 🤨 😒 😡	😁 😄 😐 🙄	😁 😄 😮 🤨
🙄	🤨 😐 😈 😒	😇 🤨 😐 😈	😇 🤨 😮 😐
😒	🙄 😒 😡 🤬	😮 🙄 😒 😡	😮 🙄 😥 😒
😭	🤨 😐 😈 😒	😭 😮 🤨 😐	😇 😭 😮 🤨
😮	😮 😐 😈 😒	😮 🤨 😐 😈	😇 😮 🤨 😐
😥	🤨 😐 😈 😒	🤨 😮 😥 😐	😇 🤨 😥 😐
😊	-	😊 😄 😐 🙁	😊 😁 😄 🙁
🥰	-	🥰 😄 😐 🙁	🥰 😁 😄 🙁
🤔	😐 🙄 😈 😒	😮 😐 🙄 😈	😅 😮 😐 😈