NPC 1: “I don’t understand why people look down on us.” “The government-whatever’s left of it-is dead to me.”

NPC 2: “I’m here, just trying to make ends meet.” “Everyone’s been on edge… we don’t know when the next bomb will strike.”

NPC 3: “Nothing beats the heat and sweat of farming! “Things are usually peaceful around here; it’s only when folks make a fuss that these parts get hectic.”

NPC 4: “Farming is all I know, and it’s all I want to know. “I refuse to submit to the oppressiveness of the rich.”

For reducing monotony on multiple playthroughs, I think have each npc have about 3 lines to choose from/rotate would be cool. I can certainly whip some lines up quickly should we want to do this.