# Response Types

Response types are divided into categories. They allow players what response to choose from based on the context of the conversation.

* Normal: Generic response.
* Lie: Saying something totally not true or half true.
* Bluff: Attempt to deceive someone as to player’s abilities or intentions.
* Persuade: Cause someone to do something through logical reasoning or argument.
* Threaten: Attempt to take hostile actions to get something done or undone.
* Beg: Ask earnestly or humbly for something. Usually involves emotional appeal.
* Truth: Saying something that is true.
* Insult: Deliberately speak with disrespect.
* Flatter: Lavish insincere praise or compliments upon someone to further player’s interests.
* Harsh: Speaking in a hard tone to discipline another.
* Optimism: Staying positive in a midst of not so bright future or present.

# Advisor System

The player’s companion helps the player either to choose the best response or eliminate the worst one. In the case of choosing between good and medium responses, the companion will advise you on the **good response**. In the case of choosing between good, medium, and bad, the companion will advise you not to choose the **bad response**. Therefore, the player will still have to choose between the good and medium.

Conditions to use Advisor system:

* Can use it once every encounter.
* The companion must be alive.