# 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.