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| Motivation | Strategy | Sequence of Actions |
| Knowledge 1 | Deliver item for study 1 Spy 2 Interview NPC 3 Use item on field 4 | <get> <give> <goto> spy <report> <goto> listen <report> <get> <goto> use <give> |
| Comfort 2 | Obtain luxuries 1 Kill Pests 2 | <get> <give><goto> <defeat> <report> |
| Reputation 3 | Obtain rare items 1 Kill enemies 2 Visit dangerous place 3 | <get> <give><goto> <defeat> <report> <goto> <report> |
| Serenity 4 | Revenge, Justice 1 Capture Criminal 2  Check on NPC (1) 3 Check on NPC (2) 4 Recover lost/ stolen item 5 Rescue NPC 6 | <goto> <defeat> <report> <goto> <capture> <report> <goto> listen <report> <goto> take <give> <get*>* <give><goto> <rescue> <report> |
| Protection 5 | Attack threatening entities 1 Capture Criminal 2 Treat or Repair (1) 3 Treat or Repair (2) 4 Create Diversion (1) 5 Create Diversion (2) 6  Assemble fortification 7 Guard Entity 8 Recruit 9 | <goto> <defeat> <report> <goto> <capture> <report><get> <goto> use <report> <goto> repair <report><get> <goto> use <report> <goto> damage <report> <goto> repair <report> <goto> defend <report> <goto> listen <report> |
| Conquest 6 | Attack enemy 1 Steal stuff 2 Recruit 3 | <goto> <defeat> <report><goto> <steal> <give><goto> listen <report> |
| Wealth 7 | Gather raw materials 1 Steal valuables for resale 2 Make valuables for resale 3 | <goto> <get> <give><goto> <steal> <give> <goto> repair <give> |
| Ability 8 | Assemble tool for new skill 1 Obtain training materials 2 Use existing tools 3 Practice Combat 4 Practice skill 5  Research a skill (1) 6 Research a skill (2) 7 | <goto> repair use <get> use <goto> use <goto> damage <goto> use <get> use <get> experiment |
| Equipment 9 | Assemble 1 Deliver supplies 2 Steal supplies 3 Trade for supplies 4 | <goto> repair <give> <get> <give> <steal> <give> <get> <goto> exchange |