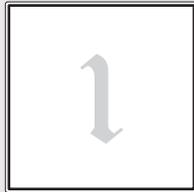
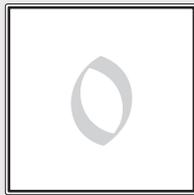


## INTEREST



## PATIENCE



STARTING ATTITUDE	● INTEREST	■ PATIENCE
Hostile	1	2
Suspicious	2	2
Neutral	2	3
Open	3	3
Friendly	3	4
Trusting	3	5

Infamous party: -●

Famous party: +■

1 native language speaker: +■

3 native language speakers: +■ ■

## MOTIVATION

- Benevolence
- Discovery
- Freedom
- Greed
- Higher Authority
- Justice
- Legacy
- Peace
- Power
- Protection
- Revelry
- Vengeance
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

## PITFALL

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▲ Motivations can be successfully appealed to once.

### GET A READ ON THEM

Make an Insight check.

- 11 or lower: -■
- 12 or higher: The NPC is hard to read!
- 17 or higher: Learn one Motivation or Pitfall.

### APPEAL TO A MOTIVATION

Make a Persuasion or Intimidation check.

- 11 or lower: -■
- 12 or higher: +●-■
- 17 or higher: +●

### APPEAL TO A PITFALL

Automatic failure: -●-■

### APPEAL TO NEITHER A MOTIVATION NOR PITFALL

Make a Persuasion or Intimidation check.

- 11 or lower: -●-■
- 12 or higher: -■
- 17 or higher: +●-■

### TELL A LIE

Instead of Persuasion or Intimidation, make a Deception check. If your argument fails to get +●, then you get -●, in addition to any decrease imposed by the failure.

### ACCEPT AN OFFER

Ask the NPC to make an offer, determined by their current Interest level. This is considered the NPC's final offer, but you aren't obliged to accept.