

## On the Non-Player Character: Solving the Social Trap—Quick Reference

REACTION ROLL (p.3)		
2d6 Roll	Result	Modifier
2	Attack	Attack!
3-5	Hostile	-2
6-8	Neutral	0
9-11	Friendly	+2
12	Helpful	+4

SOCIAL (p.8)
Result
Failure
Rejection
Undecided/Counter
Success
Total Success

MONSTER (p.6)	
Monster Feels Stronger	Monster Feels Weaker
Attack!	Flee!
Attack!	Flee!
Threaten	Freeze
Ignore	Friendly/offer aid
Accept help/aid	Grovel

Characters can add Charisma bonuses to the Reaction roll.

- Also modify by bond (p.17), context, and modifiers of rank and class if appropriate.
- Let the DM roll one die, and the players roll the other, so players do not know the result.

BASIC ENCOUNTER ORDER (p.4)	SOCIAL ENCOUNTER ORDER (p.7)
<ol style="list-style-type: none"> <li>1. Does an encounter occur? (1 on 1d6)</li> <li>2. What kind of monster? (From encounter list)</li> <li>3. How many monsters? (From encounter list)</li> <li>4. Anyone surprised?</li> <li>5. How far away? (2d6 x10 feet) [Decide direction]</li> <li>6. <i>What do players do?</i> (unless surprised)</li> <li>7. Roll reaction.</li> <li>8. Resolve encounter.</li> </ol>	<ol style="list-style-type: none"> <li>1. Choose Stance (<i>optional</i>)</li> <li>2. Roll Reaction</li> <li>3. Result rolled=number of interactions</li> <li>4. Result rolled=initial monster reaction</li> <li>5. Interact, each interaction takes 1 action</li> </ol> <p><b>Stances:</b> Neutral, Hostile, Friendly, Obsequious. Modifies roll by up to +2 or -2. (p. 4)</p>

DISENGAGING FROM AN ENCOUNTER OR FIGHT (p.52)	RELATIONSHIPS AND BONDS (p.17)		
<p><b>Disengaging.</b> Give up ½ move and pull back. Monsters can still charge and attack unless distracted or prevented.</p> <p><b>Fleeing.</b> Foes get a free attack. Foes with reaction of 2-9 will usually pursue unless weaker than the one fleeing. Then, pursuit continues until the foe can no longer hope to catch up, or for 10 rounds. “Far away” is double the monster’s move, “distant” is equal to the monster’s move.</p> <p><b>Distraction.</b> Dropping food or treasure, creating hazards (caltrops or traps), or hiding are all options to discourage pursuit. Misdirection (magic or fog) or allies engaging foes can prevent pursuit.</p>	Bond Level	Bond Name	Modifier
	2	None	-4
	3	Stranger	-2
	4	Acquaintance	-2
	5	Associate	-2
	6	Pal	0
	7	Colleague	0
	8	Friend	0
	9	Companion	+2
	10	Partner	+2
	11	Loved/Kin	+2
	12	Lifebond	+4

## APPENDICES

- Physical Trait Tables (p. 32) Table 1d10 for townfolk, 10+1d8 for adventurers. Tables 19 and 20 for “Weird Stuff.” 1d20 on each table.
- Personal Trait Tables (p. 36) d20 tables, d20 entries per table.
- Combat Commentary (p. 42) d30 suggested themes.
- “What are those monsters up to?” (p. 43) 2d4 or 1d10 for the table, customize. 1d20 on each table.
- Personality Tables (p.46) d20 tables, d20 entries per table.
- Spells (p.50) Answers questions of how spells interact with the social system.
- Enhanced Wandering Monster Procedures (p. 53) Advice for making alternative encounter tables.
- Descriptors (p. 57) d20 tables, d20 entries per table.

### SOCIAL ACTION QUICK REFERENCE (p. 56) Descriptions (p.10-16) Difficulties and Morale Benchmarks (p.9)

ACTION	Time	Target	Success	Failure
<b>Attack*</b>	-	Initiative	Combat	N/A
<b>Bluff</b>	1 round	6+HD	Believes lie	Lowers reaction
<b>Converse</b>	1 turn	6	To Neutral, or +1d4 actions	-2 actions
<b>(Orate/Perform)</b>	1 turn	9+	Improves reaction to Friendly	5> Lowers reaction
<b>Demand</b>	1 round	Morale +1/3/5	Grant demand, -1 on rolls	Hostile, -1 on rolls
<b>Drink</b>	1 turn	6+ or 9+	All rolls +2	All rolls -1
<b>Gamble</b>	1 turn	9+	Gambles, quits on Morale fail	Refuses
<b>Grovel</b>	1 round	6+	Improves reaction	Lowers reaction
<b>Honor</b>	1 round	Current reaction	Improves reaction	All rolls -1
<b>Avoid*</b>	1 turn	6+	Wanders off	Angered if hostile
<b>Insult**</b>	1 round	12 – Morale	Lowers reaction of target, raises reaction of others	All rolls -1
<b>(Shame)</b>	1 round	12-Morale	-2 Morale, +2 next roll	All rolls -1
<b>Joke</b>	1 round	9+	+1 on all rolls	On 5< -2 on all rolls
<b>Negotiate***</b>	1 round	6+/9+/11+	Accepts	Fail by 3< counter-offer, or -1 on rolls
<b>(Request)</b>	1 round	9+/11+	Accepts	As “Negotiate”
<b>Pray</b>	1 turn	6+/9+/11+	Begins conversion	Possible -1 to rolls
<b>Question*</b>	1 round	N/A	Answers question	N/A
<b>Threaten</b>	1 round	9+ OR Morale	-4 Morale, improve reaction OR +2 to next roll	Lower reaction OR drop reaction to 2
<b>Trade</b>	1 turn	9+	Accepts trade	Refuses
<b>Sneak Attack**</b>	1 round	Surprise roll	Grants surprise actions	Normal attack
<b>Hire</b>	1 turn	9+	Joins party	Fails
<b>Gift</b>	1 turn	Current Bond	Improves Bond	Nothing
<b>Relax</b>	1d6 hours	Current Bond	Improves Bond	Nothing
<b>Seduce**</b>	1d6 hours	2d6 + Int. mod + ½ HD	Bond 1d4+1 levels (temporarily)	Nothing

\* No modifiers.

\*\* Modified by Charisma only.

\*\*\* Additionally modified by bond.

X/X/X is for simple/difficult/challenging tasks

Default modification is (Charisma + Current Reaction)

“Request” requires a reaction of Friendly or better.

*Gift, Relax, and Seduce are for “Agent” NPCs only.*

**“ON THE NON-PLAYER CHARACTER: SOLVING THE SOCIAL TRAP” BY COURTNEY C. CAMPBELL**

### CREATING A NON-PLAYER CHARACTER (p. 20)

- Decide name and function.
- Pick two traits, and a physical trait (to taste)
- Assign up to (+/- 2) for some player stances.
- Assign “keys” or automatic reactions to some social actions.
- Create a reaction track with an action for each step: *hatred, hostile, neutral, friendly, helpful.*