

I WANT [something] ..
AND I'M WILLING TO [promise]
AND IF NOT [threat]

MOVE / STOP x
GIVE / TAKE x
DELIVER / RETRIEVE x
KILL / SAVE x
ATTACK / DEFEND x
HELP / HINDER x
ENSURE / PREVENT x
GRANT / REVOKE x
PROTECT / DESTROY x
HIDE / REVEAL x
CONTACT / STAY AWAY x

YES, AND ALSO [more]
YES, BUT CAN YOU [in return]
NO, BUT WHAT IF [else]
NO, I'M SORRY

I like this
person.

Example disposition

I WANT [something] ..
AND I'M WILLING TO [promise]
AND IF NOT [threat]

MOVE / STOP x
GIVE / TAKE x
DELIVER / RETRIEVE x
KILL / SAVE x
ATTACK / DEFEND x
HELP / HINDER x
ENSURE / PREVENT x
GRANT / REVOKE x
PROTECT / DESTROY x
HIDE / REVEAL x
CONTACT / STAY AWAY x

YES, AND ALSO [more]
YES, IF [in return]
NO, UNLESS [else]
NO, AND INSTEAD [threat]

I have no
opinion of
this person

Example disposition

I WANT [something] ..
AND I'M WILLING TO [promise]
AND IF NOT [threat]

MOVE / STOP x
GIVE / TAKE x
DELIVER / RETRIEVE x
KILL / SAVE x
ATTACK / DEFEND x
HELP / HINDER x
ENSURE / PREVENT x
GRANT / REVOKE x
PROTECT / DESTROY x
HIDE / REVEAL x
CONTACT / STAY AWAY x

YES, BUT [in return]
NO, UNLESS YOU [demand]
NO, AND INSTEAD [threat]

I dislike this
person.

Example disposition

I WANT _____

AND I'M WILLING TO _____

AND IF NOT _____

MOVE / STOP _____

GIVE / TAKE _____

DELIVER / RETRIEVE _____

KILL / SAVE _____

ATTACK / DEFEND _____

HELP / HINDER _____

ENSURE / PREVENT _____

GRANT / REVOKE _____

PROTECT / DESTROY _____

HIDE / REVEAL _____

CONTACT / STAY AWAY _____

YES, AND ALSO _____

YES, IF _____

NO, UNLESS _____

NO, AND INSTEAD _____

I WANT to enter the town

AND I'M WILLING TO _____

AND IF NOT the lord will be unpleased

MOVE / STOP town

GIVE / TAKE _____

DELIVER / RETRIEVE _____

KILL / SAVE _____

ATTACK / DEFEND _____

HELP / HINDER _____

ENSURE / PREVENT _____

GRANT / REVOKE _____

PROTECT / DESTROY _____

HIDE / REVEAL cart

CONTACT / STAY AWAY _____

YES, AND ALSO _____

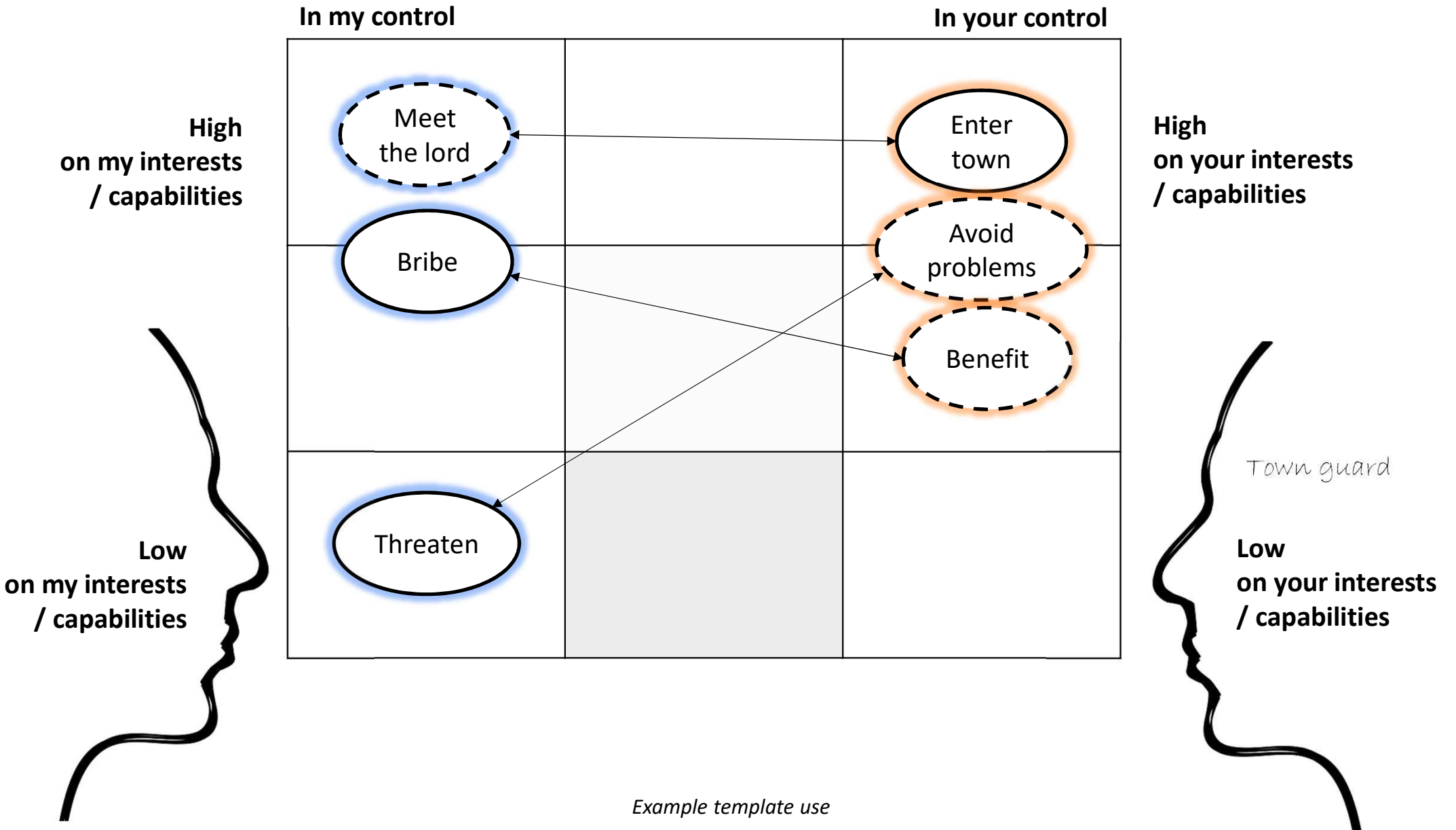
YES, IF reveal what you have your cart

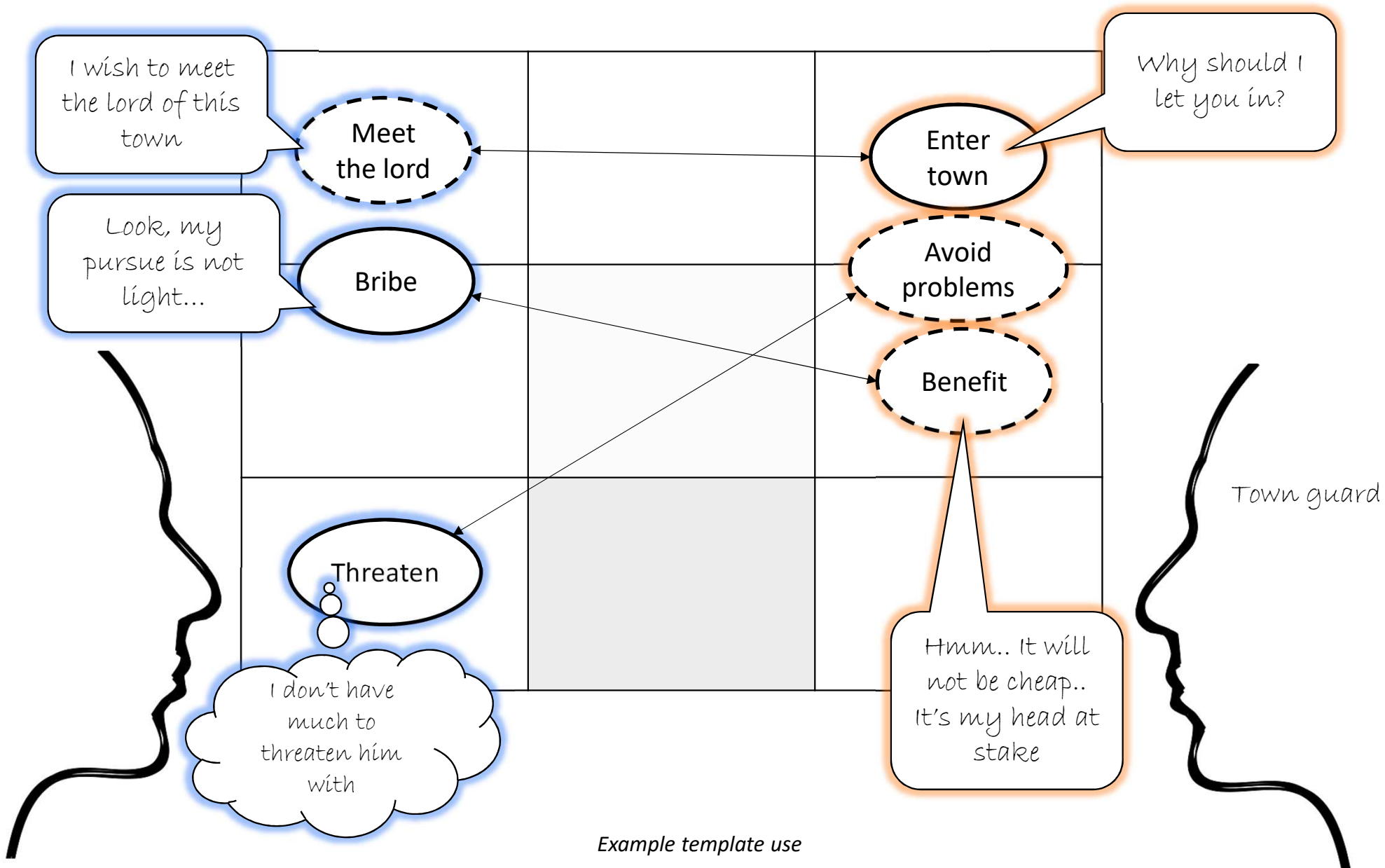
NO, UNLESS _____

NO, AND INSTEAD _____

Town guard
Suspicious of the PC
wants to gain from encounters

Example template use





Example template use