**Reaction Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **Success Level** | **Awestruck/****Loyal/Friendly** | **Neutral** | **Unfriendly/****Hostile/Enemy** |
| Bad1 | Disaster! Reroll Attitude at -15. | Disaster! Reroll attitude at -15 with a minimum of a drop to Unfriendly. | Immediate attack or challenge if enemy. Hostile/Unfriendly treat as Poor and reroll Attitude at -30 with no chance of upgrading category. |
| Poor2-3 | Greatly offended! Reroll attitude at -10. | Greatly offended. Reroll attitude at -10 with a minimum of a drop to Reserved Neutral. | Immediate and irrevocable hatred and anger. Enemy will attack if pressed further. Hostile and Unfriendly treat as Close and reroll Attitude at -10 with no chance of upgrading category.  |
| Close4-5 | Left cool at suggestion. Provides little or no help. Reroll Attitude at -5. | Not inclined to aid and will not continue to interact without a reason to do so. Reroll Attitude at -5. | Openly Hostile. Rude or contemptuous. May seek to goad a fight, but will not attack. Enemy attitude is to hatch a plan to harm character. Hostile and Unfriendly reroll Attitude at -5. |
| Routine6-13 | Friendly. Provides minor assistance without being asked. Will provide more if asked. | Completely neutral. Will provide assistance only if paid reasonable fee. | Will not continue to interact without a reason to do so. Any aid will be rendered only with the payment of an exorbitant fee. Enemy will attempt to cause aid to backfire on character. |
|  Good14-17 | Very Friendly. Provides major assistance without being asked. Loyal and Friendly reroll attitude at +5, but will not drop in category in any event. | Neutral, but will provide assistance with reasonable fee and may provide some small assistance gratis. | Will provide assistance only if paid at least double a reasonable fee. Again, Enemy will attempt to turn aid to harm by double dealing if possible. |
|  Superior18-19 | Will provide aid enthusiastically to the best of ability. Awestruck will die if necessary. Loyal and Friendly reroll attitude at +10, but will not drop in category in any event. | Friendly. Provides minor assistance without being asked. Will provide more if paid. Assuming good treatment, reroll Attitude at +10, with no chance of dropping a category. | Will provide assistance only if paid a reasonable fee. Reroll Attitude with a +5 and no chance of dropping in category. |
| Excellent+20 | If Awestruck, unshakable love/devotion. Can never be forsworn other than through magical means. Loyal attitude becomes Awestruck. Friendly reroll attitude at +15 with minimum result of becoming Loyal. Otherwise as Superior. | Very Friendly. Provides major assistance without being asked, but will need to be paid. Reroll attitude at +30 with a minimum improvement to Friendly. | Will provide assistance with reasonable fee and may provide some small assistance gratis. Reroll Attitude with a +10 and no chance of dropping in category. |

**Initial Attitude Table**

|  |  |  |
| --- | --- | --- |
| **D20 Die Roll** | **Attitude** | **Description** |
|  1 | Enemy | Harbors a vendetta. May attempt to fake friendliness, but usually only manages a chilly politeness. He takes delight in making and executing plans to harm his enemy. |
| 2-3 | Hostile | Will not hesitate to harm a character if it benefits the NPC. May pretend friendliness, but likely will not bother to do so. |
|  4-5 | Unfriendly | A live and let die attitude. Will take advantage of a character without openly harming. Will deceive, act friendly, to gain advantage, but is not trustworthy |
| 6-7 | Neutral, Reserved | As neutral, but is a bit leery of the character. |
| 8-13 | Neutral | Minor acquaintances or strangers with no reason to distrust. Live and let live type attitude.  |
| 14-15 | Neutral, Friendly | As neutral, but is inclined to be friendly. |
|  16-17 | Friendly | Bond of friendship through association. Will provide minor favors in exchange. Will not take major risks for character without good reason. |
|  18-19 | Loyal | Quiet love/Strong friendship. Belief in character/cause of character. Will take great risks for character. |
|  20 | Awestruck | Loves/Hero worships character. Will die for character. |

|  |  |
| --- | --- |
| **Modifiers to Reaction Check** | **Modifiers to Attitude Check** |
| +1 — Careful to use correct etiquette | -1 to -4 — Members of Hostile Faction |
| -1 to -4 — Rude, boorish, discourteous | +1 to +4 — Members of Friendly Faction |
| -1 — Previously on hostile terms | -2 — Dirty, ill-kept, inappropriate, dress, etc. |
| +1 — Previously on friendly terms | +2 — Making a point of correct appearance and dress |
| +1 to +6 — Good offer made | -1 to -2 — Obviously armed |
| -1 to -6 — Inappropriate or niggardly offer made | -3 to -5 — Weapons drawn and ready |
| + effect number — Use of appropriate art, setting, etc to set tone of meeting | + effect number — Use of appropriate art, setting, etc to set tone of meeting |