



NPC Attitude

- Every NPC or group of NPCs has an **Attitude** that reflects their intent toward the whole PC party. Its starting value is set by the GM in secret from the players.
- Every time a PC does something that can improve or worsen an NPC's Attitude toward them, the GM can secretly shift the Attitude and communicate it through the NPC's future behavior, thus rewarding players for building relationships.
 - Convictions are resilient to change: The closer an Attitude is to Devoted or Nemesis, the stronger a cause it needs to shift in any direction.

An NPC's Attitude is the starting point of the party's interaction with them, not the destination. An antagonist might be Supportive of the party in general, but have a strong interest in a specific question (perhaps an artifact or a loved one), which contradicts the party's interests and outweighs the Supportive Attitude. Conceding to their wishes could improve their Attitude while standing in their way could worsen it. Likewise, a king who is generally Hostile toward the party could still be reasoned with. If he values his common interests with the PCs more than his personal animosity toward them, he will agree to cooperate on this matter. His Attitude might improve if the cooperation proves fruitful.

| Attitude | General intent toward the PC party |
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| Nemesis | Is driven to torture and kill the party with disregard for cost and consequences |
| Hateful | Desires to kill the party at any cost while ensuring own survival |
| Hostile | Wants to hinder the party within reasonable cost while ensuring own safety |
| Exploitive | Given opportunity sacrifices party's wealth and safety for personal interests |
| Distrusting | Given reason sacrifices some of party's wealth or safety for personal interests |
| Neutral | Is unsure whether to build trust or exploit the party for personal interests |
| Trusting | Takes small risks and expenses in the party's interests when pleaded |
| Supportive | Takes reasonable risks and expenses in the party's interests when called for |
| Backing | Is actively Supportive while ensuring own safety |
| Following | Risks all personal wealth and safety in the party's interests |
| Devoted | Is willing to sacrifice and compromise anything in the party's interests |