

Player to NPC Relationship Charts

Here are two simple systems for tracking the relationships a Player has with an NPC, specifically how an NPC feels about a PC. This system can then be used in a variety of ways to customize the interactions the Player has with NPCs based on their previous decisions.

Full System

The NPC Base score is determined by assigning a rough score to the NPC in six areas: Like, Respect, Loyalty, Trust, Admiration and Love.

NPC Personality Chart

Positive Descriptor	Scale													Negative Descriptor
	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	
Love	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Hate
Admiration	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Contempt
Trust	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Mistrust
Loyalty	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Disloyal
Respect	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Disrespect
Like	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Dislike

The rough score in each of the 3 categories is added up, and an average is determined. This then becomes the NPC's Base Score. The area in gray is the suggested range of values that should be assigned to any NPC for a specific interaction.

Calculating the NPC Personality Values

Positive Descriptor	Value	Negative Descriptor
Love	-2	Hate
Admiration	-1	Contempt
Trust	1	Mistrust
Loyalty	2	Disloyal
Respect	-2	Disrespect
Like	-2	Dislike
Generalized Value	-4	

This is a table that represents the base personality that an NPC could be assigned. This would represent an NPC who has a general dislike of other people.

Player Relationship Modifier

Positive Descriptor	Scale													Negative Descriptor
	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	
Love	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Hate
Admiration	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Contempt
Trust	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Mistrust
Loyalty	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Disloyal
Respect	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Disrespect
Like	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	Dislike

This is the chart that represents the maximum values that can be assigned for each category according to each Player. Each Player has a default of null in each category, and it is only through interactions with the NPC that these values are modified. For example, if a player successfully completes a difficult task for the NPC, they may receive an additional positive point in both the Like and the Trust categories.

Calculating the Player to NPC Relationship Value

Category	NPC Personality	Player Relationship Modifier	Player to NPC Relationship Value
Love(Hate)	-2	+3	1
Admiration(Contempt)	-1	+2	1
Trust(Distrust)	1	-2	-1
Loyalty(Disloyalty)	2	0	2
Respect(Disrespect)	-2	-1	-3
Like(Dislike)	-2	-4	-6
Generalized NPC to Player Relationship Value			-6

This charts shows an example of how the Player to NPC relationship value is generated, and how these specific categories are added together to generate a generalized relationship value.

Generalized NPC to Player Relationship Value

Score Range	Descriptor
25 to 36	Adores
10 to 24	Amiable
9 to -9	Neutral
-10 to -24	Strained
-25 to -36	Despises

This chart shows the values and their meanings behind the generalized NPC to Player Relationship Value. These categories are guidelines behind understanding the relationship, and these values can be tested instead of more specific category tests.

Simplified System

Allows for easier implementation, and quicker customization. Some depth is lost, but the variety of possible relationships remains fairly high.

NPC Personality

Positive Descriptor	Scale																				Negative Descriptor	
Like	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	Dislike
Trust	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	Distrust
Respect	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	Disrespect

The rough score in each of the 3 categories is added up, and an average is determined. This then becomes the NPC's Base Score. The area in gray is the suggested range of values that should be assigned to any NPC for a specific interaction.

Like(Dislike) - This represents the emotional feelings that an NPC has towards the Player. An NPC may increase their like(dislike) value for the following reasons: the Player listens, and provides good council; the Player does favors for the NPC; the Player compliments the NPC; the Player helps others in times of need, etc. An NPC may decrease their like(dislike) value for the following reasons: the Player lies to the NPC; the Player refuses to help the NPC; the Player displays cruelty to the NPC; or the Player performs selfish actions which hurt others.

Trust(Distrust) - This represents the amount of responsibility that the NPC would place on the Player. An NPC may increase their trust(distrust) value for the following reasons: The Player successfully completes a task that the NPC assigned to them; The Player keeps her word, and does not reveal private information to other NPCs; the Player demonstrates honesty in her relationship to the NPC. An NPC may decrease his trust(distrust) value for the following reasons: The Player receives a task for the NPC but does not complete it; the Player breaks a confidence, or reveals private information about the NPC; the Player lies to the NPC.

Respect(Disrespect) - This represents the amount of admiration the NPC has for the player's abilities. An NPC may increase their respect(disrespect) value for the following reasons: The player has developed a high skill level in a skill that the NPC values; the player provides meaningful help or services to other NPCs that this NPC knows; when the player has to make a decision, it is one that is harmonious with the NPC's worldview. An NPC may decrease their respect(disrespect) value for the following reasons: The Player has no skills that an NPC values; the Player has avoided helping other NPCs that this NPC knows; the Player makes decisions that are discordant with the NPC's worldview.

Calculating the NPC Personality Values

Positive Descriptor	Value	Negative Descriptor
Like	-2	Dislike
Trust	1	Mistrust
Respect	-2	Disrespect
Generalized Value	-3	

This is a table that represents the base personality that an NPC could be assigned. This would represent an NPC who has a general dislike of other people.

Player Relationship Modifier

Positive Descriptor	Scale																				Negative Descriptor	
Like	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	Dislike
Trust	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	Distrust
Respect	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	Disrespect

This is the chart that represents the maximum values that can be assigned for each category according to each Player. Each Player has a default of null in each category, and it is only through interactions with the NPC that these values are modified. For example, if a Player successfully completes a difficult task for the NPC, they may receive an additional positive point in both the Like and the Trust categories.

Calculating the Player to NPC Relationship Value

Category	NPC Personality	Player Relationship Modifier	Player to NPC Relationship Value
Like(Dislike)	-2	-2	-4
Trust(Distrust)	1	2	3
Respect(Disrespect)	-2	-1	-3
Generalized NPC to Player Relationship Value			-4

This chart shows an example of how the Player to NPC relationship value is generated, and how these specific categories are added together to generate a generalized relationship value.

Generalized NPC to Player Relationship Value

Score Range	Descriptor
19 to 30	Adores
6 to 18	Amiable
5 to 5	Neutral
-6 to -18	Strained
-19 to -30	Despises

This chart shows the values and their meanings behind the generalized NPC to Player Relationship Value. These categories are guidelines behind understanding the relationship, and these values can be tested instead of more specific category tests.