

# POCKETBOOK OF RELATIONS

Parties and characters interact with the world around them, entertaining various relationships with the many NPCs. For a Dungeon Master, this can quickly become a nightmare to keep an overview of, especially because *each* character can have a different relation with *each* NPC.

This pocketbook is designed to help DMs keep track of all these relationships and help create a more tangible and interactive world, where players realize that their actions really do matter - the way they treat that NPC will affect all future dealings they have with them, and good favor can translate directly into mechanical boons.

## HOW IT WORKS

The centerpiece of this system is a spreadsheet on which the DM can note all current "relations", meaning, how an NPC feels towards a specific character.

### RELATIONS

Attitude	Favors to level	Discount	Behavior
Exalted	-	50% +	Offers full access to personal resources.
Revered	22	40%	Offers full access to special services.
Honored	12	25%	Offers access to special services.
Friendly	6	10%	Engages in friendly discussion.
Neutral	3	0%	Does business.
Unfriendly	3	-30%	Refuses to do business or interact.
Hostile	6	-60%	Might attack.
Hated	22	-	Attacks on sight.

### INTRA-PARTY RELATIONS

Note that the party members should be able to set their own relations with the other characters. Let your players do this at the start of the game, and let them either edit it or change the values yourself whenever they ask for it. The system shouldn't be as rigid with characters, it should just be a quick way for the players to visualize and remember how their characters are feeling with whom, and roleplay accordingly.

Note that the characters also have a state of mind referring to themselves. The default would be the best (Exalted), because most people have the most trust in themselves. However, this can also be a good way for insecure or self-hating characters to show their feelings, and for mysterious ones to show just how unknown their mindset is.

### FAVORS

The way to improve an NPC's Attitude is through favors. After completing a certain amount of favors for an NPC as shown in the table above, the NPC's mindset improves by one and the favor count resets.

Services that improve favor can always be shared: if multiple characters participate in a discussion or accomplish a quest, all their favor scores go up by the normal amount.

That state of mind is initially determined by the DM when the party meets them and can be changed afterwards through social interaction and favors.

Each state of mind has a certain "Discount" value, given in percent. This can mainly be used when selling or renting specific items, such as gear or guards, but can be applied to more miscellaneous situations, such as [social combat](#).

Additionally, the table below shows how an NPC would interact with a character. It can be used as a quick way to define their behavior, but this shouldn't be used as a set rule: the game would become predictable and somewhat boring if all NPCs with the same Attitude acted in exactly the same way every time. Instead, they could have different things on their mind, such as an urgent problem for which they absolutely need the party's help or a love affair that makes them disinclined to talk. Mix it up!

Note that you don't need to set an attitude for each and every relation between NPCs and players. Instead, feel free to use the *Unknown* attitude, roleplaying the character as you feel like and maybe setting the attitude at a later date.

A favor is a minor service. This can go from quickly helping out in business to even just a successful interaction. You can also play this as [social combat](#), allowing a character to improve favor by 2 or decrease it by 1 after a quick joust.

Alternatively, a character can fulfill quests for the NPC. Award favor relative to the effort required, granting more if it was of special service to the NPC. Give around 3 for an easy encounter, and up to 10 for deadly ones.

### WORSENING ATTITUDE

It is of course possible to lose favor points and worsen attitude. Failed social encounters, not helping out an NPC in need, or directly working against them can all lessen the favor. In this case, don't wait until the characters next meet the NPC: if they let the goblins raid the village, decrease favor immediately so you don't forget. Players will remember to ask for improved favor at their next meeting, but you might not.

### RESOURCES

Access the [relations spreadsheet](#) on the [digital library](#) or use this [direct link](#). Feel free to download and alter as you need.

This resource was created by the [Many Isles](#), a fantasy community. See you around! :)

