

Social actions	
Attack	Begins combat
Bluff	Attempt to tempt, lie or misdirect
Converse	Small talk, improves hostile reaction and provides bonus to further actions
Demand	Make an aggressive demand offering nothing in return, influence by enemy Morale
Drink	If accepted, improves future rolls this encounter
Gamle	If successful, offers game of chance
Grovel	Improves reaction. Does not mix with Demand , Insult or Threaten , -2 to/from Negotiate .
Honor	Rerolls reaction, success if higher result is rolled.
Avoid	Attempts to end the encounter.
Insult	Lowers reaction of target, may raise reaction of other groups. May lower Morale.
Joke	Success; +1 bonus to future rolls this encounter. Failure; -2 penalty.
Negotiate	Make an offer or request, or attempt to manipulate someone into an action.
Pray	Preaches and begins conversion of subject.
Question	Ask a question, which is answered. Helpfulness is determined by Reaction.
Threaten	Success worsens Morale and boosts Demand. Failure worsens Reaction.
Trade	Opens trading on success, if NPC:s have anything they are willing to trade.
Sneak Attack	Attempts to initiate a surprise round.
Hire/follow	Attempt to recruit the NPC.

2D6	Result
≤2	Failure
3-5	Rejection
6-8	Undecided (Counter-offer)
9-11	Success
≥12	Total success



2D6	NPC	Mod	Stronger Monster	Weaker Monster	
≤2	Attack	-	Attack	Flee*	
3-5	Hostile	-2	Attack	Flee*	
6-8	Neutral	0	Threaten	Freeze	
9-11	Friendly	+2	Ignore	Friendly / Offer aid	
≥12	Helpful	+4	Accept help/aid	Grovel	
Modifiers	Charisma bonus (if a character chooses to parley)			NPC	+/-
	Characters are intruders (into home/lair/territory)			All	-2
	Known prior behavior in area or dungeon			NPC	+2/-2
	Earlier encounter with same creature(s)			Same level	

* If cornered or encountered in its lair, aggressive monsters will instead Threaten

Encounter sequence			
1	Surprise	Surprised sides are passive in stage 3	
2	Distance	Smoke, fog	1D6x10' (Nighttime: ½)
		Dense forest	2D6x10' (Nighttime: ½)
		Light forest	3D6x10' (Nighttime: ½)
		Scrubland	6D6x10' (Nighttime: ½)
		Open	6D6x20' (Nighttime: ½)
		Indoors, lit	Line of sight
		Darkness	Limit of sight
3	Response	Is a Reaction Roll called for? Immediate hostilities, ambush, nonresponsive/mindless monsters; no.	
4	Roll Reaction		
5	Resolution	PC:s may perform a base number of actions equal to the modified Reaction roll, unless an attack ensues or further actions affect this amount. After this, the NPC ends the encounter.	