

# DRAW STEEL

The Heroes are Negotiating with

STARTING ATTITUDE

STARTING INTEREST

STARTING PATIENCE

IMPRESSION

## Patience



One hero shares NPC's native language (non-Caelian): **Patience +1**

Three or more heroes share NPC's native language (non-Caelian): **Patience +2**

**Patience 0:**  
NPC Makes Final Offer

## Interest

◇ 0

NPC Ends Negotiation

◇ 1

**Hero is famous to NPC:**  
Edge on tests using Flirt, Lead, or Persuade

◇ 2

◇ 3

◇ 4

◇ 5

NPC Makes Final Offer

**Hero is infamous to NPC:**  
Edge on tests using Brag, Interrogate, or Intimidate

## NEGOTIATING NPC

MOTIVATIONS

### Uncover Motivation

Power Roll + Reason, Intuition, or Presence:

≤ 11

The NPC's patience decreases by 1.

12-16

The hero learns no information regarding the NPC's motivations or pitfalls.

17 +

The hero learns one of the NPC's motivations or pitfalls (their choice).

PITFALLS

Arguments that use a pitfall automatically fail:  
**-1 Interest, -1 Patience**

SKILLS AND LANGUAGES

Might

Agility

Reason

Intuition

Presence

## ARGUMENTS

Argument

Used Motivation?

◇

◇

◇

◇

◇

◇

### Appeal to Motivation

Power Roll + Reason, Intuition, or Presence:

≤ 11

The NPC's patience decreases by 1.

12-16

The NPC's interest increases by 1, and their patience decreases by 1.

17 +

The NPC's interest increases by 1, and their patience doesn't change.

If the heroes attempt to appeal to a motivation that's already been appealed to, the NPC's interest remains the same and their patience decreases by 1.

### No Motivation or Pitfall

Power Roll + Reason, Intuition, or Presence:

≤ 11

The NPC's patience decreases by 1, and their interest decreases by 1.

12-16

The NPC's patience decreases by 1.

17 +

The NPC's interest increases by 1, and their patience decreases by 1. (On a natural 19 or 20, the NPC's patience remains the same.)

If the heroes try to use the same argument without a pitfall or motivation twice, the test automatically gets a tier 1 result.

## RESPONSE AND OFFERS

INTEREST 0

No, and...

INTEREST 1

No.

If the NPC still has patience, they can ask for a better deal.

INTEREST 2

No, but...

INTEREST 3

Yes, but...

INTEREST 4

Yes.

If the NPC still has patience, they can prompt the heroes to ask for a better deal.

INTEREST 5

Yes, and...

## OVERVIEW

BACKGROUND

PARTIES INVOLVED

IF THE HEROES SUCCEED

IF THE HEROES FAIL

## TITLES AND REWARDS

Supporting Character

Stat Block / Characteristics

**Skills and Languages:**

Interest

Patience

Impression

**Motivations and Pitfalls:**

Supporting Character

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**Motivations and Pitfalls:**