

Relationship Tracker Rules



The Relationship Tracker can be used to simplify tracking NPC relationships with your character - and add some heat to the relationship along the way! Follow the steps below when your character meets a new NPC:

1. Roll 2d6 to determine the NPC's starting score and record it. This number reflects the general attitude the NPC has towards your character. If the result of the roll is doubles, note that Heat is added to the relationship.
2. Using the table below, determine the NPC modifier and record it. Apply the modifier to any rolls when your character interacts with the NPC.

2d6	NPC Modifier
2-5	-1
6-8	0
9-12	+1

3. At the end of the interaction, determine if the result of the interaction was positive, negative, or neutral. Then take notes as needed.

If Positive - add 1 to the NPC score, and adjust the modifier if necessary.

If Negative - subtract 1 to the NPC score, and adjust the modifier if necessary.

If Neutral - no changes are made to the NPC score or modifier.

Relationship Heat

Doubles rolled in step 1 indicate heat within the relationship. When heat is added, it represents an attraction, a charge, a hatred, or something extra within that relationship.

If Heat is added, first roll a d6 on the Heat table on the following page. Refer to the Positive side if the NPC modifier is positive or to the Negative side if the NPC modifier is negative. If the NPC modifier is 0, note that the relationship has heat, but don't roll until the relationship becomes positive or negative. Then, refer to the keywords below for more information about how Heat affects the relationship!

Fast Friends - Something about this NPC just clicks! You enjoy spending time together, and feel like friends quickly.

Best Friends - A deeper and more meaningful friendship begins to develop with this NPC.

Flirt - This NPC is a huge flirt!

Romance - A deep romance begins with this NPC.

Partner - The NPC begins to see you as a partner. The terms of this partnership are up to you - it could be commercial, platonic, Victorian, sensual, sexual, or something else.

Lust - The relationship with this NPC is defined by an eager lust by both parties.

Rival - This NPC will show up to locations when you do, often trying to accomplish the same task.

Enemy - This NPC views you as a hated enemy, and will do everything in their power to usurp or destroy you at every turn.

Frenemy - This NPC is friendly to your face, but backstabs you when you are not around.

Arch-nemesis - This NPC will take steps to weaken your long-term goals, assets, or relationships.

Bully - When this NPC is at the same location as you, they go out of their way to bully you as much as possible.

Competitor - This NPC will compete against you as much as possible, but stay within the rules of whatever defines the competition.



Relationship Tracker



- Roll 2d6 to determine NPC starting score
- If doubles, roll d6 on the Heat Table

2d6	NPC Modifier
2-5	-1
6-8	0
9-12	+1

- Update NPC score based on each encounter

d6 Positive Heat

- Fast Friends
- Best Friends
- Flirt
- Romance
- Partner
- Lust

Negative Heat

- Rival
- Enemy
- Frenemy
- Arch-nemesis
- Bully
- Competitor

Score		Relationship
Mod	Name	Notes
Score		Relationship
Mod	Name	Notes
Score		Relationship
Mod	Name	Notes
Score		Relationship
Mod	Name	Notes
Score		Relationship
Mod	Name	Notes
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