

Dispute

A Basic Fantasy RPG Supplement

Release 3

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for resolving disputes between a PC and NPC under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

DISPUTE

A Dispute occurs whenever a PC tries to gain a favorable answer from an NPC via some kind of dialogue.

With the use of this supplement the GM gets a mechanical way to resolve these situations by following these steps:

1 – Goal

Whenever a Dispute starts the PC makes clear what they want from the NPC.

2 – Means of Persuasion

After having stated what their Goal is the PC shows by roleplaying the situation how are they going to convince the NPC.

Possible means of persuasion: Diplomacy, seduction, bribery, intimidation, etc.

3 – Initial Posture

Considering the NPC's nature and personality the GM chooses a Posture from the Dispute Table or randomly generates one by rolling 3d6 and adding whatever modifiers he wishes using the NPC Posture Table.

An initial posture can be: Close Minded, Reticent, Neutral, Flexible or Willing.

4 – Performance

The PC tries to convince the NPC with the player roleplaying the scenario.

5 – Efficiency Class

The GM chooses an Efficiency Class for the performance given by on the Dispute Table

A Performance can be: Amazing, Good, Average, Bad or Awful.

6 – Outcome

The GM makes a d20 roll against the value obtained by crossing the NPC's Posture and the PC's Efficiency Class. If the roll is equal or higher than the value then the NPC yields to the PC's request. A No or a Yes means that no roll is necessary.

NOTES

Although this supplement gives a mechanical resolution for any Dispute it's highly recommended that the GM still roleplays the NPCs on the Disputes and to not use the rolls instead of a roleplayed interaction.

Setting Established Postures

GMs can choose to make Postures a part of important NPCs, they can determine or roll each NPC Posture for different Means of Persuasion before game starts.

PC Postures

It's not recommended but a GM can use this mechanic on PCs by making each player roll his character Postures; note that this will lead to weird and even illogical Class/Posture mixing.

In order to help avoid these situations a PC Posture Table is given to be used on the Postures where the Class should be better than others.

In contrast, a GM wanting to accentuate a Class weakness towards a specific Persuasion can use the Weaker Posture Table.

A GM can use the PC Posture and Weaker Posture Tables for the NPC to help represent a concept if he wishes.

Mental Abilities on a Disputes

Normally a player will use his character's Charisma as a roleplaying guide, if the GM wishes it can be add to the Dispute Roll as a way of incorporating the PC's charm, or, if using the Dispute Table against them, to the value to be rolled against.

NPC POSTURE TABLE

3d6	Posture
3	Willing
4-7	Flexible
8-13	Neutral
14-17	Reticent
18	Close Minded

PC POSTURE TABLE

3d6	Posture
3-4	Flexible
5-8	Neutral
9-15	Reticent
16-18	Close Minded

WEAKER POSTURE TABLE

3d6	Posture
3-5	Willing
6-11	Flexible
12-16	Neutral
17-18	Reticent

DISPUTE TABLE

Posture	Efficiency Class				
	Awful	Bad	Average	Good	Amazing
Willing	15	11	7	3	YES
Flexible	17	13	9	5	YES
Neutral	19	15	11	7	3
Reticent	NO	17	13	9	5
Close Minded	NO	19	15	11	7

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