

BARBARIAN

Contempt

Offend an NPC of importance with your brutish ways.

Gigantic Melancholy

Let a problem escalate while you brood, drown your sorrows, or express your disgust.

Gigantic Mirth

Cause trouble for your allies by indulging in revelry, romance, or celebration.

Honor

Keep an oath that you have made to an NPC.

Pride

Refuse an order or request that is beneath you.

DRUID

Cultivation

Help an NPC learn, grow, or improve themselves.

Detachment

Act (or refuse to do so) in a way that harms an ally or bystander.

Heritage

Unnerve another with your strange ways and stranger rites.

Preservation

Convince others to protect something of the natural world.

Restoration

Deface, destroy, or bury a symbol or artifice of civilization.

RANGER

Companionship

Alienate someone by putting your animal companion's desires above theirs.

The Hunt

Slay a creature of considerable might or cunning.

Liberty

Free someone from bondage, figuratively or literally.

Tenacity

Doggedly pursue a course of action, to your or your allies detriment.

Wonder

Show someone a place or thing of natural beauty that they have not seen before.

IMMOLATOR

Exuberance

Cause widespread destruction or collateral damage.

BARD

Fame

Ensure that others will spread word of your name or deeds.

Drama

Provoke conflict between others.

Romance

Share a passionate moment with another.

Wisdom

An NPC acts on your advice.

Wonder

Expose someone else to a thing of beauty, majesty, or awe.

FIGHTER

Challenge

Provoke a fight with a notable enemy, just you and them.

Glory

Show off in front of NPCs who can go on to tell your tale.

Peace

Settle a dispute or end a fight without bloodshed.

Pride

Put someone in their place (or their grave) for disrespecting you.

Vengeance

Avenge a wrong or hurt done to you or your allies.

THIEF

Defiance

Stand up to a bully or tyrant.

Conscience

Forego comfort or advantage in order to do the right thing.

Excitement

Cause trouble for your allies by taking an unnecessary risk.

Greed

Increase your wealth or power at someone else's expense.

Trickery

Get someone to act on false information

Fervor

Spread a dangerous new idea.

Provocation

Spur another into unplanned decisive action.

CLERIC

Ambition

Gain recognition from or hold a debt over an NPC of importance.

Charity

Bring relief to an NPC who is suffering.

Evangelism

Instruct an NPC in the tenets of your faith.

Inquisition

Reveal the failings or falsehoods of another.

Orthodoxy

Start trouble (for yourself or others) by adhering strictly to doctrine.

PALADIN

Courage

Lead another to act despite fear or doubt.

Doubt

Question the tenets of your faith, the law, or your order.

Mercy

Forgive a helpless enemy and set them free.

Justice

Capture or punish a criminal or evildoer.

Sacrifice

Suffer pain and hardship so that someone does not need to.

WIZARD

Curiosity

Cause trouble by touching, opening, or tinkering with something.

Cunning

Set up a ploy and then take advantage of it.

Eccentricity

Alienate an NPC with your strange behavior.

Mystery

Deflect or evade an inquiry into your doings.

Obeisance

Get an NPC to acknowledge your superiority.

Hunger

Wantonly consume a limited resource.

Vehemence

Sacrifice an unwilling victim to the flames.