

THE SAGA OF RYZOM
TABLE OF EMOTES

Negative Attitude 1/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/belligerent	PLAYER looks ready for a fight.	PLAYER is in obvious disagreement with himself.	PLAYER finds TARGET has a belligerent temperament.
/careless	PLAYER thinks someone was careless, but isn't naming names.	PLAYER shrugs carelessly.	PLAYER wants to know how TARGET could be so careless.
/condescending	PLAYER glances around, feeling superior.	PLAYER doesn't like condescending people.	PLAYER speaks very slowly at TARGET.
/contemptuous	PLAYER scowls contemptuously.	PLAYER holds everything in contempt.	PLAYER holds TARGET in bitter contempt.
/coward	PLAYER isn't a coward.	PLAYER trembles and looks for something to hide behind.	PLAYER calls TARGET a coward.
/crazy	PLAYER goes crazy.	PLAYER is crazy, but everyone knows it.	PLAYER believes TARGET is crazy.
/destructive	PLAYER looks ready to destroy something.	PLAYER throws things around, raises a fuss, and is in a destructive mood.	PLAYER warns TARGET to stay back.
/disdainful	PLAYER rolls his eyes.	PLAYER knows you all are beneath him.	PLAYER glares at TARGET distainfully.
/dismayed	PLAYER is dismayed. This wasn't how things were supposed to go.	PLAYER is dismayed at himself. This wasn't what he was expecting.	PLAYER looks dismayed at TARGET.
/embarrassed	PLAYER blushes, embarrassed.	PLAYER embarrasses himself.	PLAYER is embarrassed by TARGET.
/enraged	PLAYER is furious, watch out.	PLAYER fumes, enraged.	PLAYER seethes with rage at TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Negative Attitude 2/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/grumpy	PLAYER scowls, grumpy.	PLAYER isn't in a great mood. Are you sure you want to proceed?	PLAYER grumps at TARGET.
/guilty	PLAYER did it.	PLAYER confesses. "I did it."	PLAYER looks guilty at TARGET.
/haughty	PLAYER puts on haughty airs.	PLAYER isn't going to lower himself to your level.	PLAYER puts his nose up at TARGET.
/lonely	PLAYER could use some company.	PLAYER is so lonely he is talking to himself.	PLAYER keeps TARGET from being lonely.
/malevolent	PLAYER carries an expression of intense hatred.	PLAYER is quite capable of evil.	PLAYER studies TARGET malevolently.
/malicious	PLAYER seeks to cause trouble.	PLAYER really means to be that malicious.	PLAYER taunts TARGET maliciously.
/mean	PLAYER is so mean.	PLAYER is the meanest homin around.	PLAYER is mean to TARGET.
/mischievous	PLAYER is up to something.	PLAYER has trouble in mind, and a plan at hand.	PLAYER smiles mischievously at TARGET.
/nervous	PLAYER paces nervously.	PLAYER makes himself nervous.	PLAYER tells TARGET he is making him nervous.
/petulant	PLAYER gets insolent.	PLAYER is known for his ill sort of humor.	PLAYER goes on at TARGET petuantly over the topic.
/rebellious	PLAYER looks to incite a rebellion.	PLAYER decides to become a rebel, perhaps with a cause.	PLAYER tries to get TARGET to rebel.
/sad	PLAYER looks around sadly.	PLAYER could probably use some cheering up.	PLAYER shakes his head sadly at TARGET.
/scared	PLAYER trembles, just a bit scared.	PLAYER scares himself. Boo!	PLAYER is scared of TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Negative Attitude 3/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/sheepish	PLAYER looks suddenly sheepish.	PLAYER shuffles his foot and looks sheepish.	PLAYER looks sheepishly at TARGET.
/shy	PLAYER is not saying much.	PLAYER mumbles quietly about being very shy.	PLAYER glances shyly at TARGET.
/spiteful	PLAYER needs to get back at someone.	PLAYER is just being spiteful.	PLAYER does it to spite TARGET.
/stubborn	PLAYER glares around stubbornly.	PLAYER is stubborn, and you're not changing his mind.	PLAYER glares stubbornly at TARGET.
/suffering	PLAYER suffers, loudly.	PLAYER lets everyone know he is suffering.	PLAYER wants TARGET to know how much he makes him suffer.
/suspicious	PLAYER looks at everyone suspiciously.	PLAYER	PLAYER peers at TARGET suspiciously.
/whine	PLAYER is whining.	PLAYER whines to no one in particular, but knows it probably won't help.	PLAYER whines at TARGET.
/wicked	PLAYER has a wicked look.	PLAYER couldn't be more wicked if he tried.	PLAYER thinks that TARGET is positively wicked.
/wistful	PLAYER looks wistfully into the distance.	PLAYER sighs wistfully, lost in thought.	PLAYER looks wistfully at TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Negative Gesture 1/2

COMMAND	NO TARGET	SELF TARGET	TARGET
/aggressive	PLAYER looks ready to start something.	PLAYER isn't in the mood to back down.	PLAYER gets in TARGET's face.
/cold	PLAYER stares coldly.	PLAYER is cold as ice.	PLAYER eyes TARGET coldly.
/crude	PLAYER makes a crude gesture to everyone.	PLAYER makes a few crude comments to himself.	PLAYER makes a crude gesture at TARGET.
/cruel	PLAYER narrows his eyes, unleashing an unusual amount of cruelty.	PLAYER teases, torments, and taunts. How cruel!	PLAYER taunts TARGET cruelly.
/defensive	PLAYER is put on the defensive.	PLAYER defends himself.	PLAYER gets defensive at TARGET.
/die	PLAYER faces certain death. Onward!	PLAYER wants to have a little fun before he dies.	PLAYER checks TARGET's expiration date.
/disgusted	PLAYER is disgusted.	PLAYER is disgusted at himself.	PLAYER is disgusted at TARGET.
/evil	PLAYER rubs his hands together evilly.	PLAYER considers himself evil.	PLAYER grins evilly at TARGET.
/hysterical	PLAYER laughs hysterical.	PLAYER goes into hysterics.	PLAYER slaps TARGET, who has become hysterical.
/imploring	PLAYER is begging.	PLAYER isn't too proud to beg.	PLAYER implores TARGET to stop.
/mocking	PLAYER mocks the people around him.	PLAYER mocks himself, doing a perfect imitation.	PLAYER starts mocking TARGET, doing everything he does.
/painful	PLAYER ouches.	PLAYER is very wounded, and yes, it hurts.	PLAYER realizes this is painful, TARGET.
/panick	PLAYER panics.	PLAYER gets him/herself into a panic.	PLAYER panics, right in front of TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Negative Gesture 2/2

COMMAND	NO TARGET	SELF TARGET	TARGET
/provocative	PLAYER strikes a provocative pose.	PLAYER is fairly easy to provoke at the moment.	PLAYER attempts to provoke TARGET.
/rude	PLAYER snorts rudely.	PLAYER isn't paying attention to you. How rude.	PLAYER makes a rude gesture at TARGET.
/scolding	PLAYER looks ready to chew someone out.	PLAYER chastises himself. "Bad me."	PLAYER scolds TARGET. Bad TARGET!
/sigh	PLAYER sighs.	PLAYER sighs softly to himself.	PLAYER sighs loudly at TARGET.
/silence	PLAYER calls for silence.	PLAYER hasn't said anything.	PLAYER motions at TARGET. Shh.
/smack	PLAYER gets ready to smack someone.	PLAYER smacks himself, then realizes that hurts and stops.	PLAYER smacks TARGET around.
/sorry	PLAYER apologizes.	PLAYER is in a sorry mess.	PLAYER is sorry, TARGET. Please forgive him?
/squeamish	PLAYER squirms at something.	PLAYER is squeamish.	PLAYER squirms at TARGET.
/taunting	PLAYER taunts the crowd.	PLAYER taunts himself and is appropriately intimidated.	PLAYER taunts TARGET.
/terrified	PLAYER recoils in horror, terrified.	PLAYER tries to be terrifying to himself, and fails.	PLAYER widens his eyes at TARGET, visibly terrified.
/wounded	PLAYER staggers, wounded.	PLAYER has managed to wound himself. Heal?	PLAYER has wounded TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Negative Opinion 1/4

COMMAND	NO TARGET	SELF TARGET	TARGET
/angry	PLAYER frowns, clearly angry.	PLAYER can't believe he did that, and is so angry at himself.	PLAYER is quite angry at TARGET.
/annoyed	PLAYER is annoyed.	PLAYER annoys everyone, including himself.	PLAYER is annoyed at TARGET.
/arrogant	PLAYER can't believe people can be so arrogant.	PLAYER is unstoppable.	PLAYER detects a bit of arrogance in TARGET, perhaps?
/ashamed	PLAYER is ashamed of all of you!	PLAYER is ashamed of himself.	PLAYER is ashamed of TARGET.
/bitter	PLAYER is bitter.	PLAYER smiles bitterly.	PLAYER isn't bitter, TARGET, why do you ask?
/bored	PLAYER is bored.	PLAYER is bored with what he is doing.	PLAYER considers TARGET boring.
/chaotic	PLAYER finds all of this rather chaotic.	PLAYER revels in the chaos he has made.	PLAYER wonders if TARGET finds things just as chaotic as he does.
/cynical	PLAYER generally has a low opinion of the nature of homins.	PLAYER reaches new levels of cynicism.	PLAYER doesn't quite trust TARGET.
/depressed	PLAYER is depressed.	PLAYER could use a good listener.	PLAYER asks TARGET if he is depressed.
/despaired	PLAYER is filled with despair.	PLAYER despairs; things couldn't go worse.	PLAYER lets TARGET know things are hopeless.
/disappointed	PLAYER is clearly disappointed.	PLAYER is disappointed in himself, and sighs.	PLAYER lowers his head, disappointed at TARGET.
/disgruntled	PLAYER is just plain disgruntled.	PLAYER grumbles a lot, but proceeds.	PLAYER is disgruntled at TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Negative Opinion 2/4

COMMAND	NO TARGET	SELF TARGET	TARGET
/disillusioned	PLAYER isn't quite as hopeful as he used to be.	PLAYER is completely disillusioned.	PLAYER has his illusions shattered by TARGET.
/doubtful	PLAYER doubts it.	PLAYER isn't quite sure about things.	PLAYER doesn't believe TARGET.
/exhausted	PLAYER should probably take a break.	PLAYER is extremely exhausted and needs to rest.	PLAYER thinks TARGET is exhausted and should take a break.
/fearful	PLAYER looks around, eyes wide with fear.	PLAYER fears no one but possibly himself.	PLAYER fears TARGET.
/frustrated	PLAYER is visibly frustrated.	PLAYER is frustrated with himself.	PLAYER is frustrated with TARGET. Grrr.
/hopeless	PLAYER has no hope.	PLAYER wails. Things are doomed, it's hopeless!	PLAYER thinks TARGET is hopeless.
/indignant	PLAYER storms around indignantly.	PLAYER became indignant at the topic.	PLAYER can't believe you said that, TARGET.
/insecure	PLAYER could use assurance.	PLAYER isn't too sure about himself.	PLAYER feels so insecure around TARGET.
/jealous	PLAYER is deep green with jealousy.	PLAYER burns with jealousy.	PLAYER is jealous of TARGET.
/loathing	PLAYER hates you all.	PLAYER can't stand himself.	PLAYER regards TARGET with utter contempt and loathing.
/obnoxious	PLAYER gets obnoxious.	PLAYER is so obnoxious, he can barely stand himself.	PLAYER finds TARGET obnoxious.
/obscure	PLAYER has a mind for the obscure.	PLAYER knows some really obscure stuff.	PLAYER impresses TARGET with obscure facts.

Negative Opinion 3/4

COMMAND	NO TARGET	SELF TARGET	TARGET
/offended	PLAYER is definitely offended at the goings on here.	PLAYER will probably be offended.	PLAYER is so offended because of TARGET.
/pedantic	PLAYER refuses to use his imagination.	PLAYER keeps a narrow view, and likes it that way.	PLAYER lectures TARGET pedantically.
/perturbed	PLAYER has a perturbed scowl.	PLAYER is just not pleased.	PLAYER is perturbed at TARGET.
/pessimistic	PLAYER is everything but optimistic.	PLAYER knows it isn't going to work.	PLAYER doesn't think it'll work, TARGET.
/pitying	PLAYER pities you all.	PLAYER is in a self-pitying mood, don't mind him.	PLAYER gives TARGET a pitying look.
/regretful	PLAYER knows he is going to regret this.	PLAYER regrets what he did, immediately.	PLAYER knows TARGET is going to regret it.
/reluctant	PLAYER goes along, reluctantly.	PLAYER doesn't really want to do this, but does anyway.	PLAYER follows TARGET reluctantly.
/remorseful	PLAYER looks down, remorseful.	PLAYER shows signs of remorse.	PLAYER feels bad for TARGET.
/resigned	PLAYER resigns.	PLAYER is resigned to the inevitable.	PLAYER gives in to TARGET.
/revengeful	PLAYER takes revenge.	PLAYER will have his revenge! Just you wait!	PLAYER enacts his plan of revenge on TARGET.
/ridicule	PLAYER thinks things are getting ridiculous.	PLAYER makes fun of himself before someone else does.	PLAYER makes fun of TARGET.
/selfish	PLAYER thinks selfish thoughts.	PLAYER is selfish right now.	PLAYER considers TARGET selfish.
/shocked	PLAYER is shocking.	PLAYER is too shocked to respond.	PLAYER looks shocked at TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Negative Opinion 4/4

COMMAND	NO TARGET	SELF TARGET	TARGET
/”shut up”	PLAYER is having problems thinking clearly. Could everyone please shut up?	PLAYER mutters that he should probably shut up now.	PLAYER wants TARGET to shut up.
/silly	PLAYER finds this silly.	PLAYER is silly, and knows it.	PLAYER calls TARGET silly.
/tired	PLAYER is tired of this.	PLAYER is tired.	PLAYER is really tired of TARGET.
/troubled	PLAYER appears troubled.	PLAYER is deeply troubled.	PLAYER is troubled by TARGET.
/unhappy	PLAYER looks unhappy.	PLAYER is unhappy with himself.	PLAYER is unhappy at TARGET.
/unwilling	PLAYER stays put, unwilling.	PLAYER is unwilling. Try someone else.	PLAYER is unwilling to comply with TARGET.
/vengeful	PLAYER is eager for revenge.	PLAYER seeks to avenge himself.	PLAYER seeks vengeance for TARGET.
/worried	PLAYER worries, generically.	PLAYER worries about himself sometimes.	PLAYER worries about TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Neutral Attitude 1/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/absentminded	PLAYER seems like he is about to do something, but isn't sure what.	PLAYER forgot something. Just doesn't know what.	PLAYER forgot, TARGET.
/careful	PLAYER thinks caution is needed here.	PLAYER proceeds, carefully.	PLAYER warns TARGET to be careful.
/casual	PLAYER looks around casually.	PLAYER hangs out.	PLAYER asks TARGET what's up.
/clinical	PLAYER surveys the scene with clinical air.	PLAYER examines himself.	PLAYER observes TARGET taking notes.
/discreet	PLAYER looks about discreetly.	PLAYER is the very soul of discretion.	PLAYER asks TARGET to be discreet.
/distracted	PLAYER gazes off into the middle distance.	PLAYER isn't paying attention right now, can you come back later?	PLAYER is distracted by TARGET.
/dreamy	PLAYER stares off into the distance.	PLAYER has a dreamy look about him.	PLAYER gazes dreamily at TARGET.
/earnest	PLAYER looks intent.	PLAYER expresses the importance of being earnest.	PLAYER eyes TARGET seriously.
/emotional	PLAYER is overcome with emotion.	PLAYER could use some comfort.	PLAYER tries to comfort TARGET.
/emotionless	PLAYER shows no emotion.	PLAYER remains emotionless. There's nothing to be said or done.	PLAYER looks vacantly at TARGET.
/firm	PLAYER stands firm.	PLAYER is unbending.	PLAYER is firm on this, TARGET.
/"hard silence"	PLAYER gazes around in stony silence.	PLAYER is finding it hard to be silent.	PLAYER is giving TARGET the silent treatment.
/humble	PLAYER looks about modestly.	PLAYER is too humble to say how modest he is.	PLAYER has been unquestionable humbled by TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Neutral Attitude 2/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/hurried	PLAYER moves around in a hurried state.	PLAYER is already hurrying.	PLAYER is fairly hurried as is, TARGET.
/hurry	PLAYER doesn't have time to waste.	PLAYER hurries up, since people are waiting.	PLAYER asks TARGET to hurry up.
/innocent	PLAYER is innocent.	PLAYER adjusts his halo.	PLAYER looks at TARGET innocently.
/lazy	PLAYER lounges about.	PLAYER is being lazy at the moment, try later.	PLAYER calls TARGET lazy.
/loud	PLAYER gets loud and proud.	PLAYER pumps up the volume.	PLAYER says TARGET is too loud.
/lustful	PLAYER has a lusty look about him.	PLAYER lusts after himself, which helps his ego.	PLAYER gives TARGET a look up and down of pure lust.
/nostalgic	PLAYER gets nostalgic and wants to tell a story.	PLAYER reminisces quietly to himself.	PLAYER reminisces with TARGET.
/patient	PLAYER waits patiently.	PLAYER shows the patience worthy of a noble homin.	PLAYER is patient with TARGET.
/philosophical	PLAYER contemplates the meaning of many things.	PLAYER comes up with a few theories.	PLAYER waxes philosophical with TARGET.
/pompous	PLAYER struts about pompously.	PLAYER puffs up, thinking himself the greatest there is.	PLAYER calls TARGET a pompous showoff.
/powerful	PLAYER radiates power.	PLAYER is the most powerful in the area!	PLAYER knows TARGET is powerful.
/praying	PLAYER looks to the sky for guidance.	PLAYER appears to need devine intervention.	PLAYER seeks enlightenment for TARGET.

T H E S A G A O F R Y Z O M
T A B L E O F E M O T E S

Neutral Attitude 3/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/relaxed	PLAYER is perfectly relaxed.	PLAYER always finds a way to relax.	PLAYER is relaxed and thinks TARGET needs to relax, too.
/sarcastic	PLAYER smiles sarcastically.	PLAYER was being sarcastic.	PLAYER wonders if TARGET was being sarcastic.
/sedate	PLAYER is quite sedate.	PLAYER needs to be sedated.	PLAYER sedates TARGET.
/serious	PLAYER gets serious.	PLAYER straightens up and acts serious.	PLAYER tells TARGET to be serious.
/shifty	PLAYER shifts, perhaps suspiciously, or perhaps tectonically.	PLAYER looks around like a shifty sort.	PLAYER regards TARGET as shifty.
/uncertain	PLAYER just doesn't know.	PLAYER was sure, but is now not so certain.	PLAYER shrugs uncertainly at TARGET.
/wait	PLAYER waits around.	PLAYER yells, "Wait for me!"	PLAYER wants to wait for TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Neutral Gesture 1/2

COMMAND	NO TARGET	SELF TARGET	TARGET
/alert	PLAYER puts everyone on alert.	PLAYER notifies himself of something important.	PLAYER alerts TARGET.
/burp	PLAYER burps loudly.	PLAYER burps.	PLAYER excuses TARGET. That was a loud one.
/disoriented	PLAYER turns round and round and...	PLAYER looks in every direction, but is lost.	PLAYER finds TARGET's instructions a bit disorienting.
/dramatic	PLAYER strikes a pose.	PLAYER would make a great actor, don't you think?	PLAYER puts on a show for TARGET.
/drunk	PLAYER hiccups and gets another drink.	PLAYER staggers around, possibly drunk.	PLAYER hands TARGET another drink.
/fastidious	PLAYER fastidiously makes sure everything is in its place.	PLAYER brushes himself off.	PLAYER fastidiously brushes a bit of dirt off TARGET.
/goofy	PLAYER lets out a goofy laugh.	PLAYER acts pretty goofy sometimes. This is one of those times.	PLAYER smiles goofily at TARGET.
/"hold on"	PLAYER yells "Stop!"	PLAYER stops himself from doing something foolish.	PLAYER wants TARGET to stop.
/point	PLAYER points.	PLAYER points at himself. "Me."	PLAYER points at TARGET.
/"point back"	PLAYER points back there.	PLAYER points behind himself. "I was just over there."	PLAYER points behind himself. "Back there, TARGET."
/"point front"	PLAYER points straight ahead.	PLAYER points straight ahead. "I'm going there."	PLAYER points right in front of himself. "Straight ahead, TARGET."

THE SAGA OF RYZOM
TABLE OF EMOTES

Neutral Gesture 2/2

COMMAND	NO TARGET	SELF TARGET	TARGET
/point left	PLAYER points left. That way.	PLAYER points left. "I'm going that way."	PLAYER points left. "That way, TARGET."
/point right	PLAYER points right. This way.	PLAYER points right. "I'm going this way."	PLAYER points right. "This way, TARGET."
/quiet	PLAYER gets quiet.	PLAYER stays quiet.	PLAYER needs TARGET to be quiet.
/reckless	PLAYER charges onward recklessly.	PLAYER goes full speed ahead, without any thought.	PLAYER proceeds, without regard to TARGET.
/sleepy	PLAYER is becoming sleepy.	PLAYER yawns and stretches. Perhaps it's time for bed.	PLAYER wonders if TARGET is sleepy.
/smug	PLAYER looks smug.	PLAYER smirks.	PLAYER smirks smugly at TARGET.
/surprised	PLAYER looks surprised.	PLAYER is surprised.	PLAYER is surprised by TARGET.
/thirsty	PLAYER is thirsty. Drinks anyone?	PLAYER swigs down a drink.	PLAYER asks TARGET for something to drink.
/wary	PLAYER peers about warily.	PLAYER looks at himself warily.	PLAYER gives TARGET a wary look.
/wave	PLAYER attempts to start a wave. Everybody now!	PLAYER waves his hands in the air like he just doesn't care.	PLAYER waves at TARGET.
/yawn	PLAYER yawns noticeably.	PLAYER yawns. Could be bored, could be tired.	PLAYER yawns straight at TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Neutral Opinion 1/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/ambivalent	PLAYER doesn't have a preference.	PLAYER could go either way.	PLAYER indicates to TARGET it doesn't really matter.
/apathetic	PLAYER doesn't care.	PLAYER attempts to muster up some caring feelings, and fails.	PLAYER knows how TARGET feels, just doesn't seem to care much.
/confused	PLAYER ponders for a while, but ends up confused anyway.	PLAYER has managed to confuse himself.	PLAYER admits TARGET has him confused.
/curious	PLAYER is curious.	PLAYER wonders about himself sometimes.	PLAYER is curious of TARGET.
/dainty	PLAYER only looks dainty, trust him.	PLAYER fusses about in a dainty fashion.	PLAYER wonders how a dainty creature like TARGET can kill something so big.
/egoistic	PLAYER watches his ego soar.	PLAYER believes in himself, and his ego.	PLAYER pumps up TARGET's ego, not that he needs it.
/envious	PLAYER seethes with envy.	PLAYER is probably the envy of everyone now.	PLAYER wants to be just like you, TARGET.
/faithful	PLAYER is faithful to no one.	PLAYER is faithful only to himself.	PLAYER is faithful to TARGET, and TARGET alone.
/fanatical	PLAYER strongly believes in what he does.	PLAYER is a homin with a cause. To the death!	PLAYER has unswerving devotion to TARGET, and TARGET alone.
/forgive	PLAYER is in a forgiving mood.	PLAYER decides to act first, and ask forgiveness later.	PLAYER forgives TARGET.
/honest	PLAYER is honest, trustworthy and true.	PLAYER is always honest with himself.	PLAYER has been nothing but honest with TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Neutral Opinion 2/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/hungry	PLAYER could use some food.	PLAYER is hungry enough to eat his equipment.	PLAYER looks at TARGET like lunch.
/indifferent	PLAYER shrugs, indifferently.	PLAYER is impartial.	PLAYER tells TARGET things are neither good nor bad.
/indulgent	PLAYER smiles indulgently.	PLAYER indulges grandly.	PLAYER indulges TARGET, because its fun.
/logical	PLAYER looks for the logic here.	PLAYER makes perfect and logical sense to himself.	PLAYER finds TARGET to be very logical.
/megalomaniac	PLAYER is the best, without doubt.	PLAYER says, "I'm just the best. No doubt about it."	PLAYER claims TARGET is a megalomaniac.
/neutral	PLAYER is neutral.	PLAYER refuses to take sides.	PLAYER is neutral in this matter, TARGET.
/"no clue"	PLAYER hasn't a clue.	PLAYER is clueless.	PLAYER shrugs at TARGET, because he has no clue.
/none	PLAYER isn't in the mood to do anything.	PLAYER hasn't decided what to do.	PLAYER is in no mood for TARGET's antics.
/obsessed	PLAYER obsesses quietly over something... or someone.	PLAYER looks preoccupied, probably obsessed with something or other.	PLAYER is obsessed with TARGET.
/over	PLAYER says, "Get over it."	PLAYER tells himself to get over it.	PLAYER is over TARGET.
/puzzled	PLAYER is trying to figure something out.	PLAYER occasionally manages to even puzzle himself.	PLAYER eyes TARGET with a puzzled look.

T H E S A G A O F R Y Z O M
T A B L E O F E M O T E S

Neutral Opinion 3/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/shameless	PLAYER has no shame.	PLAYER struts shamelessly.	PLAYER wonders if TARGET has any shame whatsoever.
/sincerely	PLAYER means what he says.	PLAYER is sincere.	PLAYER nods sincerely to TARGET.
/thoughtful	PLAYER mulls it over.	PLAYER gave it a lot of thought.	PLAYER looks thoughtfully at TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Positive Attitude 1/2

COMMAND	NO TARGET	SELF TARGET	TARGET
/adventurous	PLAYER needs someone to adventure with!	PLAYER is off on another adventure!	PLAYER wants to go adventuring with TARGET.
/altruist	PLAYER provides for everyone.	PLAYER shares liberally without taking any for himself.	PLAYER is impressed at TARGET's generous nature.
/bloodthirsty	PLAYER charges.	PLAYER isn't afraid of a little blood, in fact, prefers it.	PLAYER wonders when TARGET got bloodthirsty.
/calm	PLAYER radiates serenity.	PLAYER is perfectly tranquil and calm.	PLAYER tries to calm TARGET.
/"calm down"	PLAYER attempt to calm everyone down.	PLAYER calms down. No sense getting worked up.	PLAYER looks concerned at TARGET and tells them to calm down.
/compassionate	PLAYER smiles sympathetically.	PLAYER takes care of himself.	PLAYER shows great compassion to TARGET.
/courageous	PLAYER summons up all his courage.	PLAYER goes first, as an example of courage.	PLAYER is inspired by the courageousness of TARGET.
/dutiful	PLAYER will do his duty.	PLAYER is unwavering in dedication to his duty.	PLAYER follows TARGET, as is his duty.
/eager	PLAYER is eager and ready!	PLAYER is self motivated.	PLAYER nods eagerly at TARGET.
/encouraging	PLAYER finds the situation encouraging.	PLAYER is encouraged.	PLAYER encourages TARGET.
/excited	PLAYER smiles, excited.	PLAYER is so excited!	PLAYER gets excited at TARGET.
/friendly	PLAYER is friendly to everyone.	PLAYER is considered friendly.	PLAYER is friendly to TARGET.
/funny	PLAYER tells a joke.	PLAYER laughs at himself.	PLAYER tells TARGET how funny he is.

THE SAGA OF RYZOM
TABLE OF EMOTES

Positive Attitude 2/2

COMMAND	NO TARGET	SELF TARGET	TARGET
/generous	PLAYER shares with everyone.	PLAYER distributes things not-so-evenly. One for you, one for me, two for you, one for you, one, two for me.	PLAYER shares generously with TARGET.
/helpful	PLAYER is here to be helpful.	PLAYER helps himself.	PLAYER tries to be helpful to TARGET.
/joyful	PLAYER makes a joyful noise.	PLAYER is overcome with joy.	PLAYER is overjoyed for TARGET.
/kind	PLAYER is kind to everyone. Why not?	PLAYER remembers kindness starts with being kind to yourself.	PLAYER smiles kindly at TARGET.
/merciful	PLAYER is merciful.	PLAYER takes mercy on himself.	PLAYER shows TARGET some mercy.
/pacific	PLAYER catches a wave. Surf's up, dudes!	PLAYER looks for a beach.	PLAYER tells TARGET to "Chill out, man. Watch the waves, fer sure."
/patriotic	PLAYER shows devotion to his home city.	PLAYER waves a flag.	PLAYER wonders if TARGET has any patriotism these days.
/playful	PLAYER is in a playful mood.	PLAYER toys with random objects idly.	PLAYER eyes TARGET playfully.
/polite	PLAYER waits politely.	PLAYER is much too polite to do anything to anyone.	PLAYER smiles politely at TARGET.
/tolerant	PLAYER is extremely tolerant.	PLAYER puts up with himself.	PLAYER tolerates TARGET to a point.
/"you and me"	PLAYER knows its just you and him out here.	PLAYER wonders if "it's just you and me", where everyone went.	PLAYER says, "It's just you and me, TARGET."

THE SAGA OF RYZOM
TABLE OF EMOTES

Positive Gesture 1/2

COMMAND	NO TARGET	SELF TARGET	TARGET
/bow	PLAYER bows respectfully.	PLAYER at no one in particular, but ends up touching his toes.	PLAYER bows to TARGET.
/cheer	PLAYER cheers everyone on.	PLAYER cheers. Yay!	PLAYER cheers TARGET on. Go TARGET!
/courtly	PLAYER bows deeply.	PLAYER proceeds in a regal fashion.	PLAYER flourishes at TARGET in a most courtly bow.
/dance	PLAYER gets this party started!	PLAYER is poetry in motion.	PLAYER extends a hand. Would TARGET like to dance?
/dignified	PLAYER maintains composure.	PLAYER acts dignified, regardless of the situation at hand.	PLAYER notes the dignified manner TARGET carries himself and acts accordingly.
/exercise	PLAYER exercises. One, two..	PLAYER engages in a complete workout.	PLAYER encourages TARGET to exercise.
/exuberant	PLAYER has happiness in abundance.	PLAYER dances about, joyously unrestrained and enthusiastic.	PLAYER dances with TARGET, extremely pleased.
/gimme5	PLAYER says, "Gimme 5!"	PLAYER wonders if giving himself a high-five results in a clapping sound.	PLAYER gives TARGET a high-five.
/gloomy	PLAYER looks gloomy.	PLAYER mutters something about doom, gloom, and certain destruction.	PLAYER mopes at TARGET.
/grin	PLAYER grins widely.	PLAYER grins for nothing making everyone wonder.	PLAYER grins at TARGET.

T H E S A G A O F R Y Z O M
T A B L E O F E M O T E S

Positive Gesture 2/2

COMMAND	NO TARGET	SELF TARGET	TARGET
/heroic	PLAYER strikes a heroic pose.	PLAYER rescues himself, true hero style.	PLAYER claims TARGET is a hero.
/hiha	PLAYER says hi.	PLAYER waves. Hiya!	PLAYER says to TARGET, "Hi! How are you?"
/ready	PLAYER is ready for anything.	PLAYER lets everyone know he is ready.	PLAYER turns to TARGET. "Ready?"
/rice	PLAYER tosses rice in celebration.	PLAYER sprinkles rice over himself to celebrate.	PLAYER tosses rice at TARGET.
/romantic	PLAYER breaks out the candles, flowers, and liquor.	PLAYER treats himself to something special.	PLAYER composes an epic, romantic ode to TARGET.
/sly	PLAYER eyes the area, subtly.	PLAYER lets out a slow, sly smile. What is he up to?	PLAYER gives TARGET a sly glance.
/warm	PLAYER lets out a warm smile.	PLAYER warms up.	PLAYER gives TARGET a warm welcome.

THE SAGA OF RYZOM
TABLE OF EMOTES

Positive Opinion 1/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/agree	PLAYER appears to be agreeable.	PLAYER agrees with himself, so there's no argument.	PLAYER agrees with TARGET.
/amazed	PLAYER looks around, amazed.	PLAYER ends up amazing himself.	PLAYER finds TARGET never fails to amaze.
/amused	PLAYER is amused.	PLAYER amuses himself.	PLAYER finds TARGET amusing.
/approve	PLAYER approves. Thumbs up!	PLAYER gives himself a seal of approval.	PLAYER gives TARGET his approval.
/brave	PLAYER gives everyone a speech, encouraging them to be brave.	PLAYER gathers up all his courage.	PLAYER thinks TARGET is very brave.
/bubbly	PLAYER bubbles over with enthusiasm, which seems catching.	PLAYER pours bubbly on himself. Oops.	PLAYER is amused at how bubbly TARGET is.
/confident	PLAYER struts about confidently.	PLAYER has all the confidence he needs.	PLAYER has full confidence in TARGET.
/content	PLAYER is content.	PLAYER relaxes, and wouldn't change a thing.	PLAYER sighs contentedly at TARGET.
/desire	PLAYER figures out what he wants.	PLAYER knows what he wants, and isn't afraid to get it.	PLAYER knows what he wants, and it happens to be TARGET.
/diplomatic	PLAYER believes some diplomacy would help here.	PLAYER engages in diplomacy with himself. Surprisingly all parties come to an agreement.	PLAYER engages in diplomatic relations with TARGET.
/ecstatic	PLAYER couldn't be happier.	PLAYER is so happy with himself!	PLAYER is so very happy for TARGET!

THE SAGA OF RYZOM
TABLE OF EMOTES

Positive Opinion 2/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/emphatic	PLAYER looks ready to listen.	PLAYER is willing to lend an emphatic ear, knowing how you feel.	PLAYER emphathizes with TARGET. "I know just how you feel."
/enthusiastic	PLAYER looks enthusiastic.	PLAYER is enthusiastic.	PLAYER agrees enthusiastically with TARGET.
/fraternal	PLAYER considers everyone here family.	PLAYER is glad to be treated like family here.	PLAYER considers TARGET like a brother.
/great	PLAYER grins. This is great!	PLAYER is great. You?	PLAYER tells TARGET how great he is.
/happy	PLAYER is happy.	PLAYER looks very happy with himself.	PLAYER is happy for TARGET.
/hopeful	PLAYER is hopeful.	PLAYER holds on to hope.	PLAYER looks hopefully at TARGET.
/interested	PLAYER pays full attention.	PLAYER is interested in himself.	PLAYER is interested in what TARGET has to say.
/love	PLAYER is in love.	PLAYER checks a mirror. Perfectly loveable.	PLAYER loves TARGET.
/loyal	PLAYER is loyal, brave and true.	PLAYER is loyal to no one but himself.	PLAYER is 100% loyal to TARGET.
/nice	PLAYER is nice.	PLAYER is one of the nicest homins he knows.	PLAYER tells TARGET how nice he is.
/optimistic	PLAYER remains optimistic.	PLAYER thinks things will work.	PLAYER tells TARGET things could always be worse.
/pleased	PLAYER smiles, pleased.	PLAYER is clearly pleased with himself.	PLAYER is pleased with TARGET.

THE SAGA OF RYZOM
TABLE OF EMOTES

Positive Opinion 3/3

COMMAND	NO TARGET	SELF TARGET	TARGET
/proud	PLAYER stands proud and beams.	PLAYER looks proud of himself.	PLAYER is so proud of TARGET.
/reassured	PLAYER finds the situation reassuring.	PLAYER has no worries, and is reassured.	PLAYER nods to TARGET, reassured.
/relieved	PLAYER is relieved.	PLAYER feels a wave of releif wash over him.	PLAYER sighs, relieved at TARGET.
/respectful	PLAYER stays quiet, in a respectful fashion.	PLAYER stays quiet, in a respectful fashion.	PLAYER respects TARGET.
/righteous	PLAYER walks along a path of righteousness.	PLAYER is free from guilt or sin.	PLAYER unleashes a fury of righteousness on TARGET.
/strong	PLAYER is the strongest in the area!	PLAYER flexes.	PLAYER bets TARGET is really strong.
/thankful	PLAYER is thankful.	PLAYER is thankful for being here.	PLAYER is thankful for TARGET.
/wise	PLAYER considers things, wisely.	PLAYER chooses wisely.	PLAYER considers TARGET wise.