

BLACKFOOT TRIBE

Version 1.0

8/1/2003

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INTRODUCTION

OVERVIEW

The Blackfoot tribe is a community of primitives who make slave raids on other tribals and pay tribute in slaves to Caesar's Legion. Within the tribe is a smaller group, the Hangdogs, who revere dogs and train them to help in hunting and guarding.

LIMIT ACCESS TO THE FURNACE CAVE UNTIL YOU HAVE BEEN ACCEPTED BY THE TRIBE

The tribe consists of 300 members (most of which are offscreen at any particular time); all are considered siblings to each other regardless of actual family ties (not in an incest sort of way, but in a "we must support each other" sort of way). About half of the tribe are children, women, or the infirm who tend to domestic issues (such as raising children, tending domesticated Brahmin, minding gardens, and gathering wild plants), the other half are male or female hunters (whether for slaves or for food). They normally use spears, bows, and knives, as they have few technological weapons (mainly a few pipe rifles and zip guns), relying on stealth and their outdoorsy knowledge to allow them to get their prey. Their village is a collection of tents over a small cave network.

HOW THE HANGDOGS FORMED NEEDS BETTER EXPLANATION

Some of the slaves the tribe keeps for themselves, some are given to Caesar's Legion in tribute, the others are sold. Tribe slaves are treated fairly well, and skilled slaves can earn some status in the tribe and even their freedom.

Because they steal children and adopt them into the tribe, and because slaves can earn their freedom, their culture is very mishmash, and you'll find people with "conventional" American names next to those with tribal names.

The current leader is Kurisu, the sister of Sulik from FO2 and a former slave of the tribe. She proved her worth as a skilled fighter and won her freedom, and when the old leader died suddenly she took over as leader. With the escape of the prisoners, the younger brother of the old leader (a man called Chagas) has returned to the tribe and is trying to establish a place for himself among his people again, hoping for the leadership position. While he has been in prison for several years and is a little out of touch with his people, he does have pretty good mechanical skills and knows how to make simple one-shot guns.

Most of the tribe lives in an old Utah town that was originally a mining town (mainly silver, a little coal) and then became a resort town for casual skiers and spelunkers interested in the natural caves and interesting mineral formations within them. There are many cabins in the area, a large section of the mountainside that was cleared of the big trees, a few small comfy hotels (run down now, of course), a superstore (like Wal-Mart), a few smaller shops, and a field full of bungalos. Some old mining shafts dot the hillside, some of which were roped or boarded off during the tourist invasion (others were used to access the natural caves) but since reopened to be used by the tribe. Most of the tribesfolk live in the cabins or the hotels. The smaller shops are used by merchant-types, and sections of the superstore have been converted into slave pens. Some of the larger caves are big enough to hold the entire tribe comfortably, and there are some stockpiles of food and other supplies. This part of Utah gets a lot of rainfall every year, and the Blackfoots store as much of it as they can, which they use for themselves, their Brahmin, and for trade.

The bungalos and the surrounding plot of land is the home to the Hangdogs, an elite group of dog-worshippers within the Blackfoots. The Hangdogs revere their dogs, treating them as friends, hunting companions, and when necessary, food (they only eat dog if they have to, and they justify it as a "consume their strength" sort of thing). The Hangdogs get their name from the fact that they hang dogskins on the outside of the drive-in fence, on the village wall, and on poles near the village in the belief that the spirits of the dogs will protect the village from harm.

CONSIDER LIMITING THE NUMBER OF NEW SLAVES TO ABOUT A DOZEN IN THE SAVE-MART.

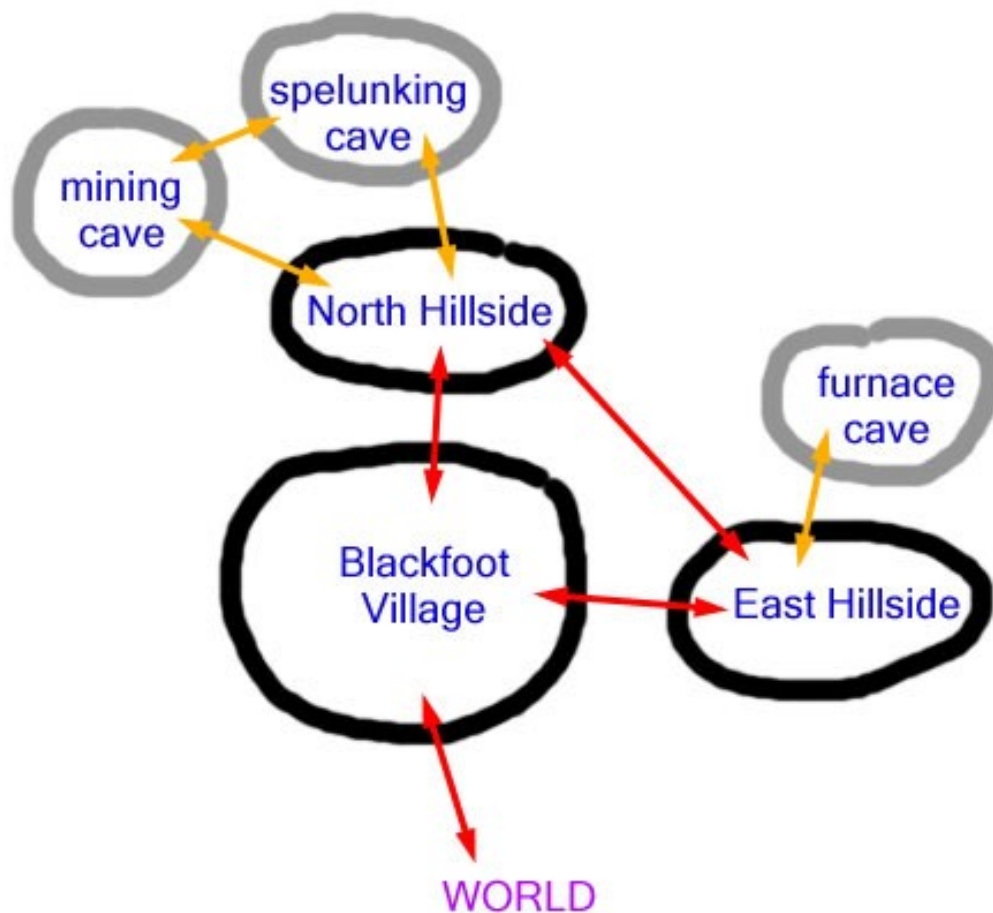
There are roughly 25 Hangdogs (men and women) in the main village at any given time, with an equal number of dogs. All of the men are wearing piecemeal armor, and they all carry at least a knife. The Hangdogs are an accepted (if oddly-considered) part of the Blackfoots, and children who wish to train with

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the Hangdogs (rather than some other profession in the village, including slaving through the main force of the Blackfoots) are allowed to do so.

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Blackfoot Map Overview



Black areas are main maps, Grey areas are daughter maps of the black map they connect to. Red and orange arrows indicate map transitions. The exits to the world map from North Hillside and West Hillside are one-way (you always enter the town from the Blackfoot Village map).

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Maps

The area is composed of 9 maps:

Map Area	Transition	Map Name	Map Size	Complexity
Blackfoot Village	Full party	BF001	Medium	Scrub plain, many wood-and-brick buildings
West Hillside	Full party	BF002	Medium	Scrub hillside, cabins, caves, streams and pools,
North Hillside	Full party	BF003	Medium	Scrub hillside, cabins, caves, streams and pools
Furnace Cave	Full party	BF004	Small	Basic caverns, a blacksmith's forge, stockpiled metal & junk
Storage Cave	Full Party	BF005	Medium	A sprawling cave complex with storage crates and barrels, stalagmites and stalactites
Spelunking Cave 1	Full Party	BF006	Medium	A sprawling cave complex with stalagmites and stalactites. Home to radscorpions and coyotes.
Spelunking Cave 2	Full Party	BF007	Small	A sprawling cave complex with stalagmites and stalactites. Home to a big mutant dog known as the Devil Dog.
Mining Cave 1	Full Party	BF008	Small	An old silver mine, pretty much mined out. Support timbers, remnants of a rail system for mining carts, etc. Lots of bat guano everywhere. Home to mutant giant bats.
Mining Cave 2	Full Party	BF009	Medium	An old coal mine. Pretty much mined out. Support timbers, remnants of a rail system for mining carts, etc. Home to rats of many sizes.

Blackfoot Village connects to West Hillside and North Hillside openly with a smooth transition (it's just another section of town). Cave maps connect to those three outside maps with full-party transitions (you go inside); all of the caves are subsidiary maps.

Blackfoot Village: A rundown tourist town in a box canyon, now reoccupied by tribal villagers. Wood and brick buildings, a Save-Mart, a group of bungalos, a large Brahmin pen (formerly a small park), and a few large gardens. Most homes have barrels under the drainage points of the roofs to catch rainwater. Some of the city streets are large, but most of them are small one-lane roads. A large fence made of earth, scrap and debris closes off the non-mountainous side of the box canyon; the asphalt road leads up to a small gate-opening, which is blocked by an armored Greyhound bus (like the armored school bus used as a gate by the refinery tribe in *The Road Warrior*, except this one doesn't have a working engine, they just push it). The gate flanks are guarded from the inside.

West Hillside: This is the western face of the box canyon. There are a couple of roads zigzagging up the side of the mountain, some cabins on terraced paths (cabins typically hold 2-3 4-person families), and a couple of cave entrances.

North Hillside: Like the West Hillside, but with shacks.

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Furnace Caves: A small set of natural caves where the Blackfoots melt down junk (and rail ties) into slag iron and hammer it into chains and collars. Two large furnaces handle the remelting, and two rooms hold accumulated scrap. We might have an area here that would serve as a mechanics lab if it were fixed up, but since the departure of Chagas their ability to make mechanical stuff has declined and that part isn't used. The tribe does this stuff in a cave because of the heat, smoke, and risk of fire to nearby buildings, plus the smoke tends to diffuse a lot more and doesn't draw as much attention to the location of the village. The entrance is guarded. There is an Outdoorsman Camp/Lab here that you can use to make simple weapons, tribal drugs, and so on.

The furnaces/smelters are of post-War manufacture, not very high-tech.

Storage Cave: A large and somewhat boring (both in terms of fights—there are none—and in terms of appearance—the interior is pretty drab) set of caves with stalagmites, stalactites, and a few small pools of runoff trickled in from the ceiling. The tribe uses this place to store water, ice (when they save some from the winter), firewood, jerky, and other durable goods. They also can retreat into here if they're attacked by an overwhelming force or extreme weather, though they've never had the need to do so yet. The entrance is guarded. There's a section in the back that a high-PE and high-[SKILL] character can notice that would be easy to open up with some explosives, and behind it is another place where you can do some silver mining.

Spelunking Cave 1: Another set of natural caves, but unlike the Storage Cave it looks really neat and has a lot of places to explore (it was one of the caves the spelunking-loving tourists came here for). It also has some animal inhabitants, some of which have been here a while, some of which are recent arrivals. "Monsters" include small radscorpions and coyotes (the coyotes have been ranging in this direction for a while, following packs of mole rats, pig rats, and common rats, which they eat). Unfortunately, the Hangdogs consider coyotes a bastard offshoot of the true dog and want them driven out of the Blackfoot territory, not knowing that it's only the presence of the coyotes that has kept the recently-arrived rat population (now living in Mining Cave 2) to a reasonable level. Plus, the coyotes are omnivorous, and have the right combination of skills, instincts, & physique to easily kill spore plants, which they enjoy eating.

Spelunking Cave 2: Like Spelunking Cave 1, but instead of being home to coyotes, it's recently been taken over by the Devil Dog, a vicious and large feral hound that refuses to run with the rest of the Hangdog pets. The Hangdogs consider the Devil Dog a spirit creature and a bad omen. None have been able to tame it, and those who have tried have been severely mauled. The Devil Dog also isn't afraid to chase off or kill any local dog that gets in its way, and though it doesn't like the coyotes, the coyotes give it a WIDE berth so fights between them are rare. The Devil Dog can also be found in random encounters near the Blackfoot village.

Mining Cave 1: A small cave entrance that was expanded into three tunnels in the search for silver. While the silver supply was meager and eventually ran out, it was enough of a draw to keep people here long enough to realize there was coal in the hills and this was a decent place to live as well. Now what lives here are some big mutant bats that generally avoid humans but have a strange attraction to ghouls. The bats make bat guano, which can be used to make gunpowder. If you kill off the bats, the guano will not respawn. Also, closed off behind an area of rubble is a metal door. Behind it is a cache of military gear, placed here by a nearby army base for use by units separated from their base during an invasion. The founders of this town (see History, below) knew of the cache but it had already been buried by the time they got here and they lacked the means to move the rock and didn't have the codes to open the door (or the dynamite to blow it open).

Mining Cave 2: A small cave with a coal mine built into it. Recently some rats, pig rats, and a couple of mole rats moved into this cave and have begun breeding. Only the predation of nearby coyotes has kept them in check and (so far) unnoticed by the Blackfoots. If the coyotes are killed off, rat damage will

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become more common, and the pig rats and mole rats will have young and start to attack people on the hillside and town.

Does the town's geometry ever change? We may have some changes to the perimeter fence and some of the buildings, and maybe convert a section of the furnace caves to a place where they make guns and bullets. Theoretically you could use explosives to close most of the cave openings, leaving them nothing but collapsed rubble.

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AREA BACKGROUND

History

The Blackfoots are unrelated to the native American tribe of the same name. They were "founded" by a former military group (led by a Captain John Bloch) which was left stranded after its HQ and transport vehicles were destroyed in the War. Skilled with weapons but lacking the knowledge of how to farm, Bloch's group fell into raiding. During a standoff in one raid on a small ranching community the ranchers called a truce and offered to pay the raiders "protection money" to keep them from raiding. The raiders agreed and that became the start of a successful relationship. As the raiders had few places to spend the money they ended up spending it on equipment, food, and liquor from the ranchers, and the two groups became intermingled over the next decade as disaffected rancher sons went to join the raiders and older raiders "retired" to start ranching. During this time several wandering groups of Native Americans (who left their reservations after the American government collapsed and there was no longer anything to stop them from claiming nearby land) established a relationship with the raiders/ranchers and the two groups joined together for greater strength; the tribes gain access to some technology and a fortified home, while the raiders/ranchers gained access to skilled outdoorsmen who knew the area very well. A great fire destroyed much of their original settlement and they ended up relocating to a small tourist trap in the hills. They continued to raise their Brahmin and make extensive raids into other communities for livestock and supplies. Their firearms succumbed to dirt and wear and over time they forgot how to repair and maintain them, becoming much like any other tribe.

About 20 years later a sickness depleted their available number of younger people, so they took to raiding other tribes for children and teens in order to replenish their numbers. Eventually this scope broadened into slaving for laborers as well as adoptees, and slaving for profit soon followed. Now they are slave-raiders with a fixed base, despised by all others near them for their predation.

Path Synopsis

Encounter Blackfoot and/or Hangdog raiders (you might have the opportunity to speak before they attack if you have an appropriate rep, they know you, they're low on ammo, they're already traveling with as many slaves/animals as they can handle, or you look really dangerous). Eventually figure out where the raiders are coming from, head to their village. You can attack them, barter with them, or try to earn a place for yourself in the tribe. Help them win over some of their enemies, possibly help them free themselves from the yoke of Caesar's tribute. Possibly acquire Sulik's sister Kurisu as a CNPC. Possibly acquire Chagas as a prisoner.

Economy

Brahmin and slaves. With the protagonist's help, maybe bullets and simple guns as well, which would also increase their need for junk and slag parts.

Interactions With Other Locations

The Blackfoots are mostly parasitic, taking things from other tribes and settlements. However, they export slaves to Caesar's Legion and other tribes and when their herds are doing well they sell Brahmin products to nearby communities (including places they don't sell slaves to, or to caravans). If the player can revitalize their weapon production, they might start exporting pipe rifles, zip guns, bullets, or even actual simple firearms if things go well.

The Blackfoots have no interest in ghouls (they consider them walking dead and bad spirits!) or super mutants (demons in the flesh of men!) and will be very unwelcoming of such beings within their town, requiring a lot of diplomacy or gifts so win them over.

Timeline	Event
2070	The War
2073	Military group makes peace-protection pact with local ranchers
2078	first rancher kid joins raiders
2087	first raider retires to become a rancher
2095	First groups of Native Americans join the raider/ranchers

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2105	First child of a rancher-raider marriage becomes an adult
2124	Last of the military squadron's original weapons becomes inoperative
???	First tribute (in slaves) given to Caesar's Legion
???	Establishment of Hangdog subgroup
2241	Sulik's sister Kurisu taken by slavers
2241, July	Start of FO2
FO3-5	Sulik's sister Kurisu becomes leader of Blackfoot tribe

EMOTIONAL PORN

Uplift: Take these savages and teach them how to use technology! Show them the error of their slaving ways!

Conquest: You can lead these people as a great army against your enemies!

Manipulator: You can help decide who will lead the tribe.

Nostalgia: The current leader is the missing sister of a FO2 CNPC!

Hatred: Everyone hates the Blackfoots because they make slave raids on their own kind (tribals). You can have a real scummy reputation by allying with them, but you'll be looked on as some sort of powerful cult leader if you can turn the Blackfoot away from their slaving ways.

Emancipation: Free the slaves!!

DRAMA

This is a big one – what can you do to screw over/build up the player, drama-wise in this location? What greater role can he play, either working against the inhabitants, with them, or by playing the sides off against each other. Anyone specially designed to hate the PC? Anyone that he's really supposed to like - and more importantly, how do you intended to pull this off?

Again, think Emotional Porn – conflicts that (for the most part) can't be solved by shooting the NPC, and make the player's emotions rise, for good or ill.

This section lists all the drama that could result in this location from the player's actions in this area. For example ("Rescuing the Hanged Criminal from this location will cause all the tribals in the region to be angry with the PCs and blame them for his future evil." Or, "When the tribals show up while the PCs are at Fort Abandon, they will accuse the PCs of sacking the Fort and killing their slaves, then demand restitution.")

Some other examples of "drama" from Icewind Dale 2 would include...

- Isair and Made show up to kill the Wandering Villagers and threaten the PCs.
- Iselore explains Isair and Madae's past history to generate some sympathy for the two cambions.
- The players realize that the tiefling advisor to the Black Raven Monastery monks is whispering sweet evil in the Head Mistresses' ear. (Actually dealing with him, since he's not foaming-at-the-mouth-evil presents a moral dilemma - below.)
- The Archimandrite of the Black Raven Monastery went to see Isair and Madae and has been missing for some time - something SINISTER could have happened to him.

Note that these aren't moral dilemmas - they're devices intended to create foreshadowing and deepen the player's involvement in the story.

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NPC ALLY DRAMA

Because I can't get enough drama, list whatever specific events or Drama may occur from bringing a particular NPC ally to this location:

For example, bringing a ghoul to Denver may cause the Boulderites to freak out and call him a spy.

Bringing Christina to the Salvager Camp is going to invite her being attacked by the horny salvagers, unfortunately.

Bringing Mr. Handy to the Denver city, may cause them to try and "salvage" it without the player's permission.

And so on. Some of these aspects may be racial or tied into affiliations (NCR, BOS) that the PC himself may possess (for example, a PC ghoul is going to have a similar confrontation in Boulder that an NPC ally ghoul will).

The PC can tame the Devil Dog from the ravines north of the village. If the PC shows up at the village with the Devil Dog at his side, the Hangdogs will give the PC a great deal of respect (and some fear). He'll earn the epithet "Walks with the Devil".

MORAL DILEMMAS

Slavery: Having friendly association with the Blackfoots is going to make people assume you're a slaver.

Leadership: Sulik's sister Kurisu is the leader, but she'd make a great CNPC, but taking her with you would leave the group without a leader. BUT you can set up Chagas as the leader (he's the brother of Ramon, the old leader), though he has been in prison for a while and isn't really up on the tribe's current needs. You need to bring Chagas back to Leavenworth, but he doesn't want to go (he wants to be with his tribe) and you can't take them both at the same time.

Slave Families: Nearby communities have children who were stolen years before. Now they're teenagers and accepted in the Blackfoot tribe. Do you tear the kids away from their new families to give them back to their original families, which they no longer remember? Or do you let them stay with their "adoptive" parents and leave their birth parents heartbroken?

Uses of Technology: In your attempts to civilize a semi-primitive slaving culture, will you actually end up arming savages with guns that will make them better at slaving?

- **Spy to Save My Sister:** Sharptooth is a spy for Caesar's Legion (only because Caesar holds Sharptooth's sister as a slave), reporting to their agents in Denver. If this becomes known, the other Hangdogs will demand that he and his family be banished to the wasteland. Bares-His-Teeth will have no qualms about doing this. If the PC leads the tribe, he'll face a rebellion if he refuses to banish Sharptooth and family. If he agrees, Sharptooth and family will almost certainly perish.

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What to do? (Not sure to what extent we'll keep this in, as Caesar's legion is being moved off the map.)

OTHER ROLE-PLAYING TESTS AND EPITHETS

Blackfoot Hunter: If you help on a raid, or bring black slaves you have acquired.

Insensitive Racist: If you go out of your way to mock their beliefs and ridicule their way of life.

Escaped Slave: If you're caught and enslaved and manage to escape, you'll gain this title and will be recognized as such by all slaving groups.

Mercenary: Refusing to help without demanding payment.

House-Husband/House-Wife: If you're taken as a mate by the leader of the tribe. Gets you a lot of respect in the tribe.

Housebreaker: If you replace the leader of the tribe (ousting Kurisu for yourself or for Chagas)

Hangdog Packleader: If the PC leads the Hangdogs.

Hangdog Warrior: If the PC successfully steals a pup from the feral pack's lair or tames a feral dog and becomes part of the tribe. This may provide an Outdoorsman bonus when dealing with dogs.

Walks with the Devil: If the PC tames the Devil Dog and has him as a CNPC, he gets named this by the Hangdogs. The Hangdogs will fear the PC more, because he has a bad omen walking around with him.

Devil Slayer: If the PC kills the Devil Dog and reports this to the Hangdogs. The Hangdogs will like the PC more for removing what they consider a bad omen. He'll be greatly liked if he brings the Devil Dog's corpse back.

TIES TO OVERALL GAME THEMES

Civilization vs. Anarchy: These people are raiders because they don't have the resources to be self-supportive. You can push them toward a more self-supportive lifestyle (by helping them make guns and become traders) or push them to be more aggressive.

PC As Enemy: By taking Sulik's sister Kurisu as a CNPC, the player removes an established successful leader from power, and he risks disrupting the way of life for the tribe. Any hardship that befalls the tribe afterward is going to be blamed on the player.

Religion: A view on why the Blackfoots feel it's OK to keep slaves, and how their religion involves the spirit world and their superstitions regarding it.

NPC COMPANION USES

Any NPC ally challenges that occur in this area? Or something cool for them to do? For example, "you can hook Jobe into the Fort Abandon broken radio tower and use him as a radio transmitter," or "you can cure Christina's insomnia with the CODE machine at Boulder," and so on. This could also apply to any NPC drama the ally causes in the location (the Hanged Man may piss off any tribals in an area that he encounters, and he may try to butcher any Twin Mothers tribals he can find).

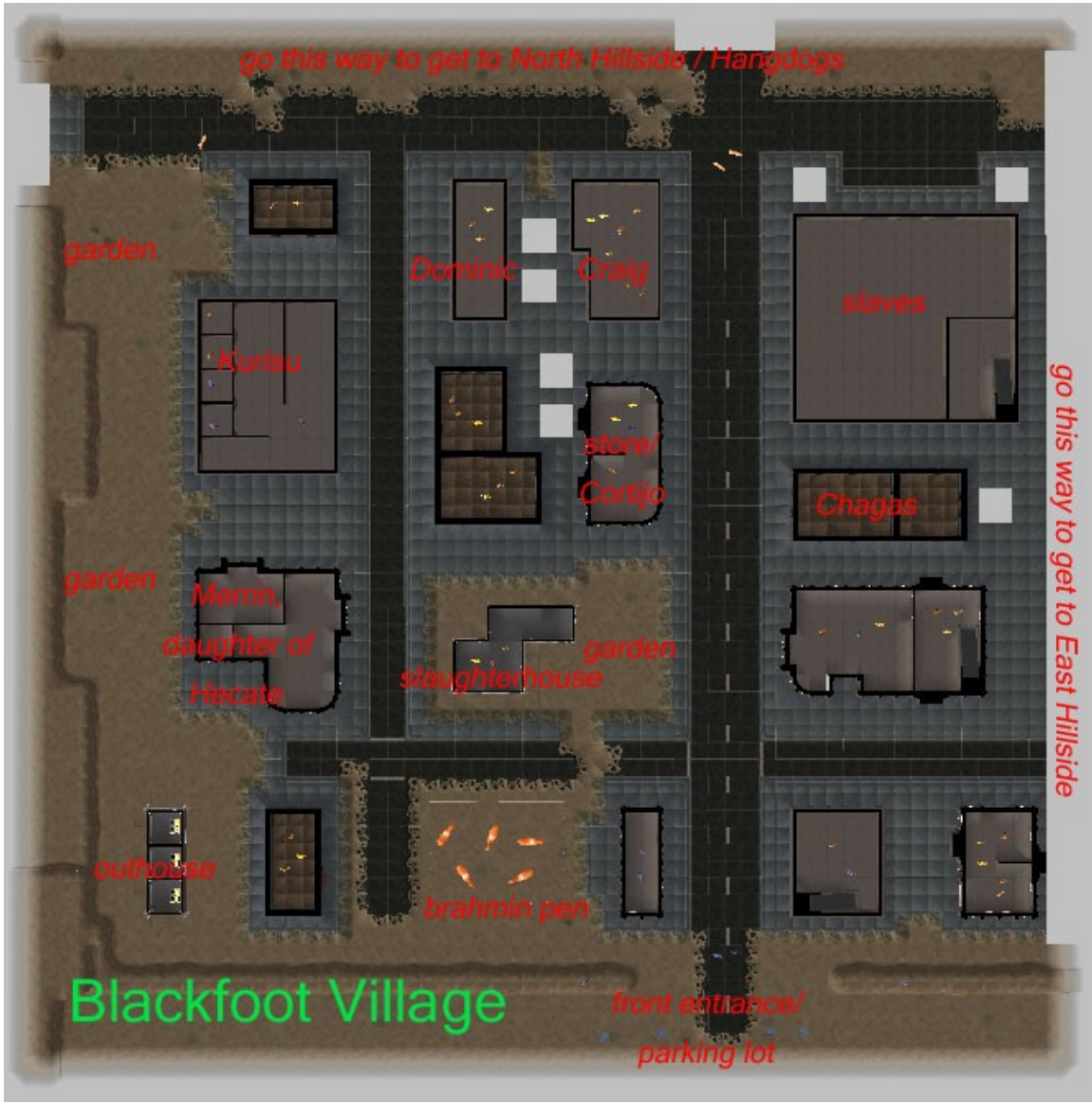
Devil Dog as Champion: The PC can designate the Devil Dog as his champion and challenge the Hangdogs' Packleader for his position. The Packleader normally keeps the biggest, baddest dogs for himself (which is why it's very difficult for anyone to take his position), but the Devil Dog himself is a badass dog and is quite capable of making mincemeat of the Packleader's champion.

Devil Dog as the Stud: Teacher doesn't share his fellow Hangdogs' superstition that the Devil Dog is, well, some sort of devil. He sees great breeding potential in the Devil Dog, and will ask the PC for permission to keep the Devil Dog for a few days to use him as a stud.

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LOCATIONS



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BLACKFOOT VILLAGE

Overall feeling is a slightly Old Westernized native American/tribal sort of feel, The slow guitar stuff in FO2 is appropriate for background music. Buildings are painted black in a stripe along the ground, mimicking the black paint the warriors wear on their feet.

Fence: This is a simple fence made of earth, tough metal (too tough for them to melt down in their smelter) and junk (old tires, etc.). It marks the outer perimeter of their village and runs partway up into the hillside (so invaders can't get around it without climbing). The asphalt road leads up to a small gate-opening, which is blocked by an armored Greyhound bus (like the armored school bus used as a gate by the refinery tribe in *The Road Warrior*, except this one doesn't have a working engine, they just push it). The gate flanks are guarded from the inside. There are spots along the fence where it's possible to shoot through but not walk through (the hole is too small for a character to pass, but not so small that it blocks line of sight), and these spots are manned by tribesfolk with some of their limited number of pipe rifles.

House: *Standard wood and brick buildings ... this was once a tourist town, and the locals lived in these simple homes. Most homes have barrels under the drainage points of the roofs to catch rainwater.*

Cabin: *Typical small wooden cabin on the hillside. Rented or bought by visitors who wanted to be closer to the caves or slops, or who just didn't like being in the "city" when on vacation.*

Guard House: *Formerly the sherrif's station. Those on guard duty report in here and can come here on short breaks for food and lavatory. Four guards rotate (in pairs) through this duty: Www, Vvv, Yyy, Zzz.*

Weaponmaker/Garun's Home: *Formerly a house with a small carpentry business attached. Now it's the home and workshop of Garun, an older guy who knows how to make and repair spears, knives, and bows. He sells them and can do the old spear-sharpening trick. Possible quest stuff involves him repairing stuff, finding people he wants, finding stuff he wants, getting on his good side to get him to upgrade your weapons.*

Save-Mart: *A superstore like target. It would be cool if it had a large sign with a Pip Boy in a Native American feathered headdress, shooting at a target. The name of the place could be "Bullseye," with the main point of the logo to look similar to a Target logo. Ha ha. Anyway, this place is where they keep their slaves (those who haven't been adopted into the tribe, or recent acquisitions or surly ones destined to be sold elsewhere). Inside there are many rows of shelves, barricaded with sections of fencing, patio tables, and other materials you'd find in such a store, all used to keep slaves in place (chains, padlocks, and bike locks are pretty common, too). This place still holds many durable items from the pre-War days, and an engineer could have a field day looting or buying tools and bits to use for things. This place has a more gloomy feel than the other parts of the village. During the day the place is looked after by **Dominic**, the slavemaster. Children from the village are usually not allowed into this building for their own safety.*

Brahmin Pen: Similar to the slave pen, this holds a few Brahmin which the tribe plans to slaughter soon to provide food. They're given grain (or other food) to fatten them up a little more before the slaughter. Most of the tribe's other Brahmin range outside the village fence.

Slaughterhouse: Your standard low-tech slaughterhouse: a small pen for the waiting animals, a place to tie up the animal you're going to thwack, and a bunch of hooks for you to hang carcasses on.

Gardens: Each of these is a small plot of land carefully tended by the villagers and blessed by the Daughter of Hecate. Anywhere from 10 to thirty feet long, usually about ten feet wide.

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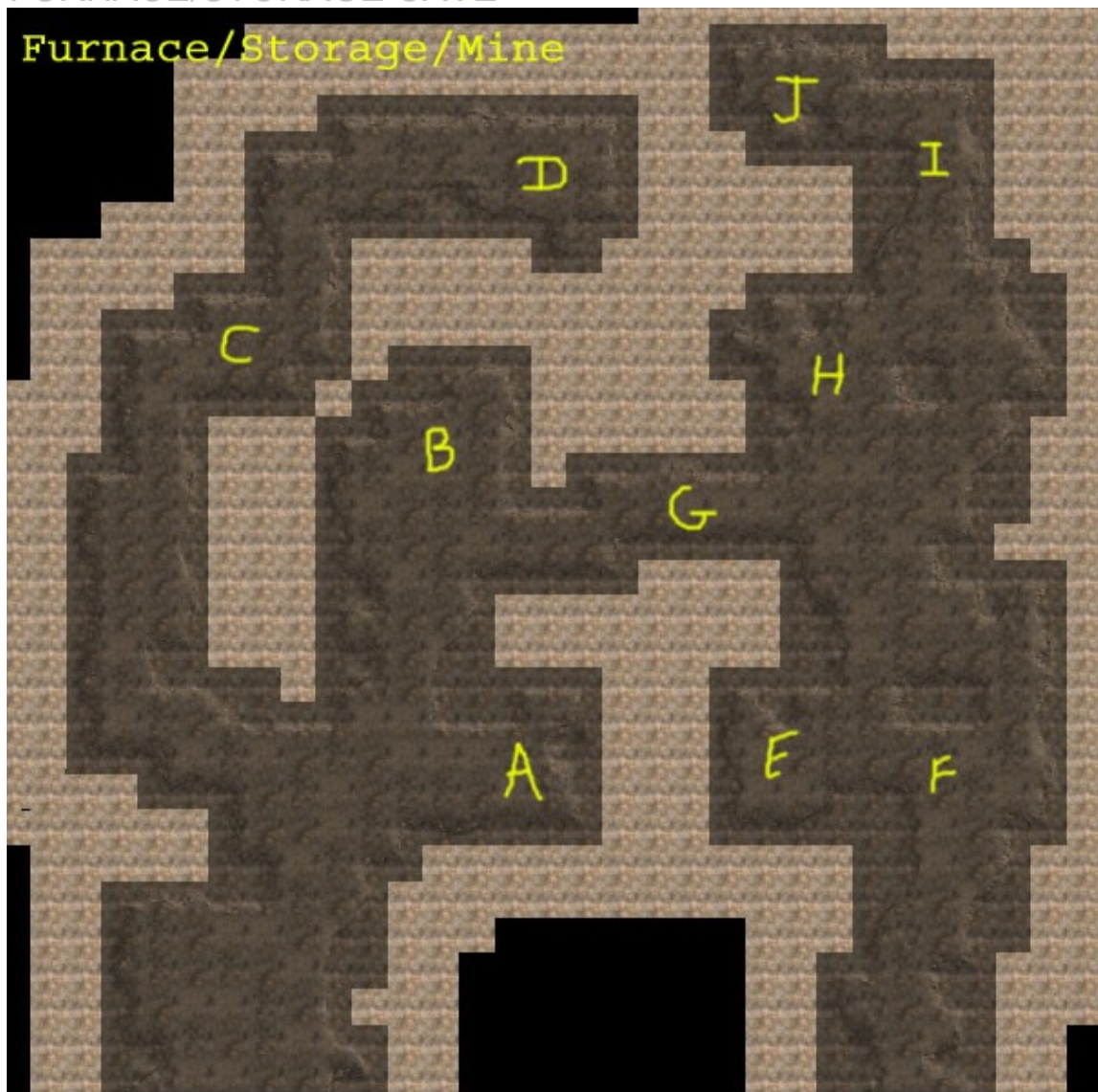
Shaman House: *This is the home of Merrin, the tribal shaman and medicine woman. She's also a Daughter of Hecate. Her home is right next to Kurisu's because she wants to keep an eye on the village leader. (uses one of the variant House maps, with customized props).*

Leader's House: *The leader's house was once a winter home of an older gentleman who still liked to ski but couldn't handle the tougher slopes. Several large rooms, a big dining room and living room for entertaining. Many trophies from Kurisu's raids, and her several house-husbands wandering about (all of them impressive in some way, most of them physically).*

Hangdog Houses: *This is a collection of small bungalows, mainly one-room places with a kitchenette, often used by medium-income families or groups of college students away for a long weekend. Now they're used by the Hangdogs as their homes, as the dogs like running around the buildings and under the crawlspaces (which humans can't get into). These places are sorta run down, mainly from abuse at the hands of drunken fratboys but also somewhat from neglect. They keep the snow out in winter, but they're not pretty.*

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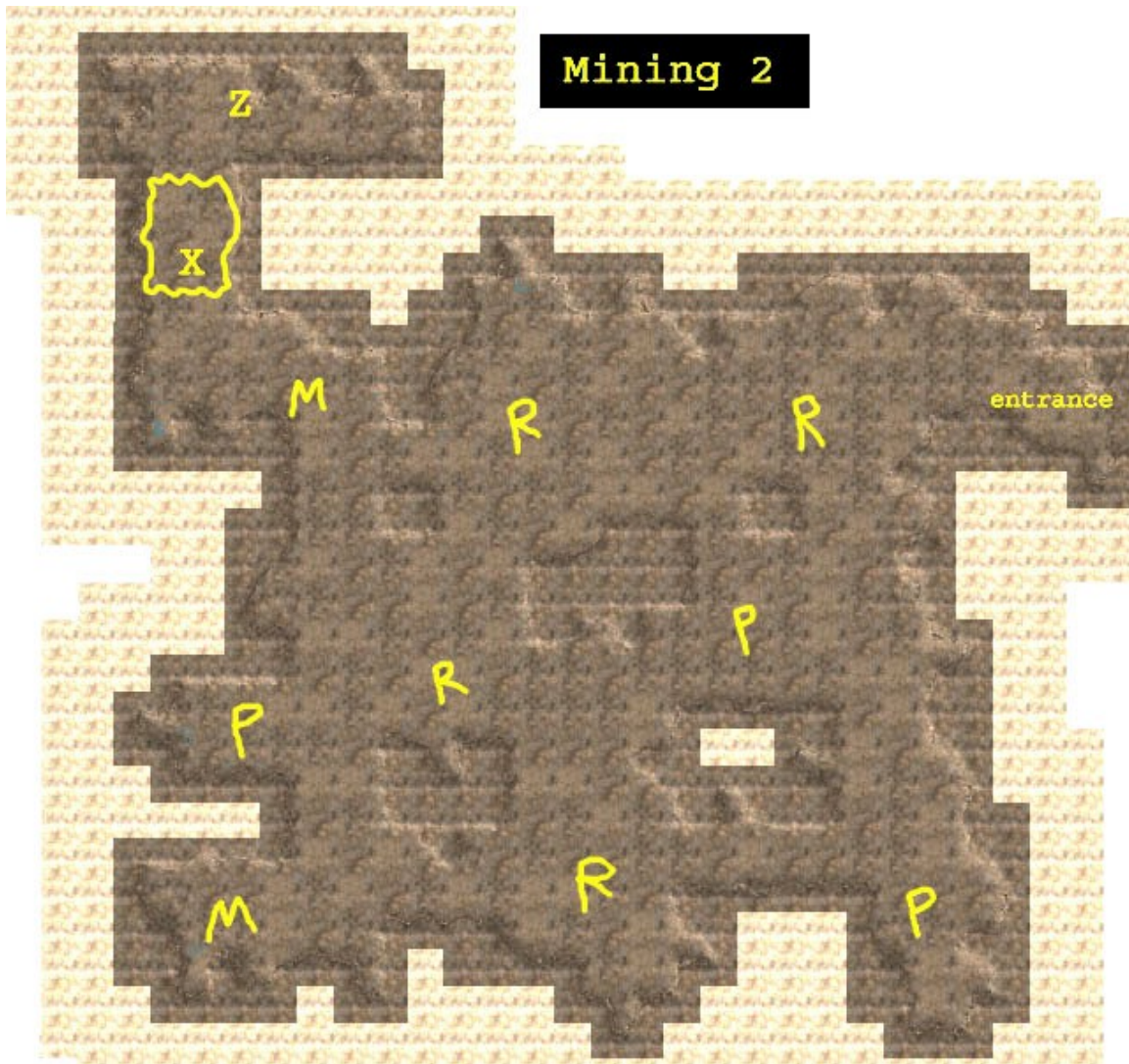
FURNACE/STORAGE CAVE



- A: Scrap metal
- B Forge
- C Storage Area
- D Storage Area
- E Giant bats
- F Giant bats & cave-in
- G Cave-in
- H Giant bats
- I another cave-in
- J secret military cache

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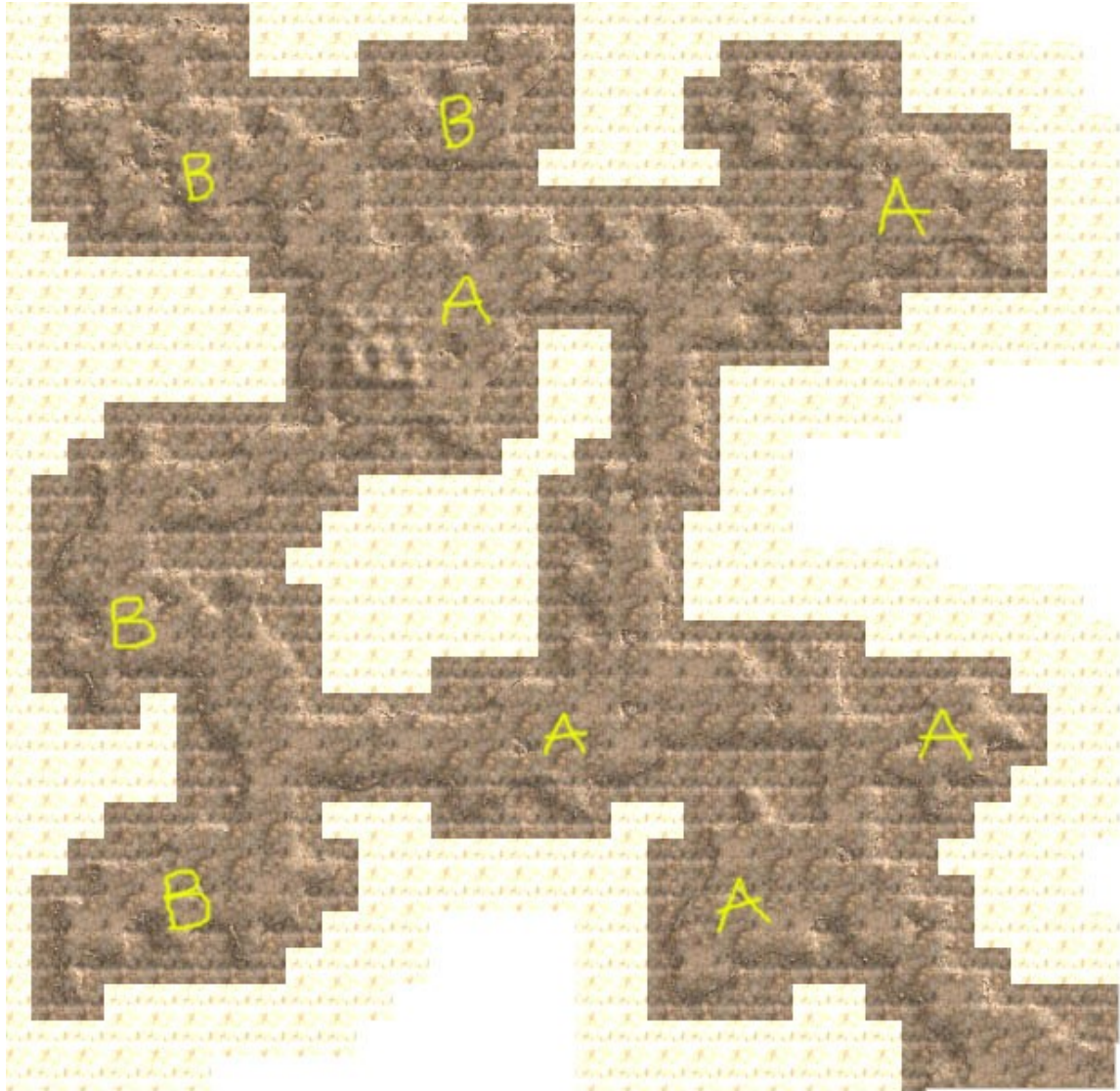
MINING CAVE 2



- M = Mole Rat
- P = Pig Rats
- R = Rats
- X = cave-in (dynamic)
- Z = secret unmined area

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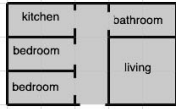
SPELUNKING CAVE 1



A = Coyotes
B = Radscorpions of various sizes

INSERT AREA + AREA # HERE

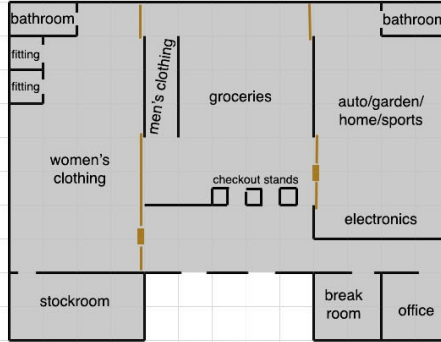
Blackfoot Village Buildings



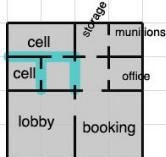
sample version of generic Blackfoot home (formerly a home of a resident of this tourist town)



Garun/Weaponmaker
this is an add-on to the "generic Blackfoot home" building, attaching to the right side of the living room. It was once a carpentry shop attached to a home.



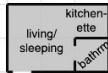
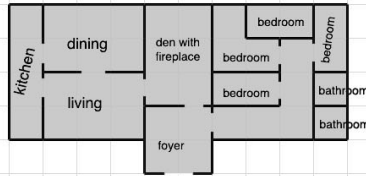
Store/Slave Area
(formerly a Save-Mart, aka Wal-Mart, K-Mart, etc.)
The bolted down rows of shelves are still here (running north-south) but have been stripped of most goods.



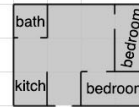
Guardhouse (formerly the sheriff's office)
blue stripes are metal bars for jail cell walls, some with doors

Blackfoot Village Buildings

Leader's House
(formerly the home of an old rich guy who loved to ski but couldn't handle the tough slopes so he built a house here near the easy slopes)



Bungalow (Hangdog home) sample variant (formerly a skier's home for cheapskates or poor college frat boys)



Cabin
(normally used by skiers or other people who wanted to stay "close to nature" on their vacations here)

— is a wall made of boards, sheet metal, or whatever flat they can salvage. The thick part shown on the map is a door in the wall.

Overall feeling is a slightly Old Westernized native American/tribal sort of feel, The slow guitar stuff in FO2 is appropriate for background music. Buildings are painted black in a stripe along the ground, mimicking the black paint the warriors wear on their feet.

INSERT AREA + AREA # HERE

ART REQUIREMENTS

Each area template should include an **Art Requirements** section. This section should have the following:

- Provides a rough map of the location in a JPG file (see *RadScorpion Nest*, below). No one cares how clean it is, but it should include enough information so an artist/level designer can look at it, understand what you mean, and build the level with all the design parameters you have specified. The map may be contained in a separate file, but each location in the game should be mapped out, just as it was done for *Torment* and *Icwind Dale*.
- Tells the artists what tile set will be used (if appropriate).
- Tells the artists any special scenery objects that will be used for the area (i.e., cots, freestanding floor safe with an open and close animation, a turkey roasting on a spit, a special flashing neon sign, and so on).

Design Note: Whenever possible, try to include one brand-new visual or scenery object in each location to give the players a visual jolt, or just go, "cooooool."

- Any ideas you have for the Town Map picture for the PIPBoy (i.e., do you want it to look like a Luray Caverns pamphlet, a travel guide, a picture of the chain link fence of an army compound, and so on).
- Any movies or scripted cut scenes in these locations? Cut Scenes are elaborated on further in the *Scripting* section, below.
- Please list any reference links you would like the artists to look at for your area. (*M:\Reference Materials\Fallout_Art\F3_Location_Art\Denver*, for example).
- **FMV Movies:** Not just cinematics, but what *real* movies do you want to appear in the game (going to the tanker in *Fallout 2*) related to this area? This is pretty much a wishlist, but hey, it can't hurt to ask. And especially with supermen like Meyers in the house, it's not impossible to get a great movie in a short period of time (i.e., the movie of Annah finding the player in *Torment*).

CAST OF CHARACTERS

The **Cast of Characters** section describes the major NPCs and a list of monsters and adversaries found in the location.

/BARES HIS TEETH (INTERM) (CNICHOLAS)

Current Packleader of the Hangdogs. He's an arrogant leader full of self-importance. Think of him as the scrawny little bully who hides behind the muscles of his big bully friend. He thinks himself a right-hand man of Caesar, and therefore very important in the wasteland.

Script: **04_Bares_His_Teeth**

On idle he needs to check 04_Bares_Dogfight.

If 04_Bares_Dogfight == 100

- Bares' dog fights the PC's dog. If he doesn't have a dog for some reason, he'll need to spawn one, a good one). The PC is identified for this matter as

INSERT AREA + AREA # HERE

the one whose personal global 04P_Bares_Challenge ==1. This should start like a cutscene, transporting everyone to an open area in the Hangdog part of town, with Grins on one side, you on the other, CNPCs/other PCs/other generic NPC townies ranged in a loose circle, and then the dogs fight. Only the dogs can affect each other (no attacks, chems, etc. from anyone affect the dogs). The first dog to die or be knocked out loses.

- If the PC's dog wins, set 04_Bares_Dogfight ==101. If IsSmartPC() then AddEntry(2410, 2415) ... if IsDumbPC then AddEntry(2410, 2416)
- If the PC's dog loses, set 04_Bares_Dogfight ==102 . If IsSmartPC() then AddEntry(2410, 2415) ... if IsDumbPC then AddEntry(2410, 2416)
- Initiate dialogue between the PC and Bares His Teeth. (The dialogue automatically handles going to the right node in response to this fight)

If 04_Bares_Dogfight ==200, it's as above except Bares' dog fights the Devil Dog.

- If DevilDog wins, set 04_Bares_Dogfight ==201. If IsSmartPC() then AddEntry(2410, 2415) ... if IsDumbPC then AddEntry(2410, 2416)
- If DevilDog loses, set 04_Bares_Dogfight ==202 . If IsSmartPC() then AddEntry(2410, 2415) ... if IsDumbPC then AddEntry(2410, 2416)
- Initiate dialogue between the PC and Bares His Teeth. (The dialogue automatically handles going to the right node in response to this fight)

Sharptooth (interm)

His wife and daughter have recently been kidnapped from the village by some other raiders? By a monster? He and a number of his buds have gone to the Ravines several times to search for them, but haven't had any luck locating them. When the PC finds him, he's about to go looking for them again alone this time, since his friends think his family is long gone or dead. If the PC lets him go alone, Sharptooth will get himself killed.

Script:

Script:—

/TEACHER (INTERM)

This graying, stooped man has been the Hangdogs' master dog trainer for many years. He doesn't live in a house like the others in the town. He prefers to sleep out in the open with the dogs under his care. He does have a lean-to in the park which he takes shelter under during those rare times it rains. He keeps his dog-training techniques secret, but a charismatic PC will be able to get some of his secrets out of him. He picks which dogs are taken to be sold, but he will also sell directly to visitors if he feels they might make worthy companions for his dogs. Some dogs are just attack dogs (an additional fighter for the PC) and the big-boned dogs are pack dogs (the PC can use these guys to carry extra stuff).

If he so chooses, the PC can do a couple of things with the Devil Dog if he's a CNPC. First, Teacher will ask the PC to allow him to breed the Devil Dog to improve the quality of the Hangdogs' canines. Second, the PC can ask Teacher to train the Devil Dog. This will increase one or two of the Devil Dog's stats.

INSERT AREA + AREA # HERE

Teacher is intended to be a likable figure, which generates emotional porn if Caesar's Legion comes to deal with the Hangdogs for not delivering Blackjack as promised, because all the dogs in the village will be slaughtered, and Teacher will lie dead among them after trying to stop Caesar's men.

Script: **04_Teacher**

Teacher needs a "**Teach Hangdog Style**" routine, which activates if 04_Teacher_Style = 100. This routine has to be checked first before the other routines listed below because it might *include* one of those routines and I don't want it to goof it up by doing the included routine and then this one. This routine may be used by other members of the tribe to teach the PC the Hangdog style (though there are some checks involving Devil Dog which other NPC's won't use and should be cut from the routine for them).

The person learning the style is identified by PC who has the personal global 04P_Hangdog_Fighting_Style == 2 and who doesn't already have the perk.
(If 04_Teacher_Breed == 100, have Teacher float string 477, "Let me take <DEVILDOG> to the bitches, I'll be right back." And OpenTask(988, 04), AddEntry(988, 480) if IsSmartPC() , AddEntry(988, 481) if IsDumbPC() , CloseTask(988, 04)

Fade to black.

(If 04_Teacher_Breed == 100, Hide Devil Dog.)

Fade back in.

Have Teacher demonstrate an animation for that fighting style (pending on what animations there are for the style), then have the PC face the same direction and repeat it.

Fade to black

advance time 2 hours

fade in

Have Teacher demonstrate another Hangdog animation, then have the PC repeat it.

Fade to black

advance 2 hours.

If 04_Teacher_Breed == 100,

 unhide Devil Dog.

 If IsSmartPC()

 AddEntry(988, 480)

 If IsDumbPC()

 AddEntry(988, 481)

 CloseTask(988, 04) [closes the breeding task]

Fade in.

Have Teacher demonstrate a 3rd animation, have the PC repeat it.

Have Teacher float string id 482, "And there you have it."

Set 04_Teacher_Style == 0.

Set 04_Teacher_Breed == 0.

INSERT AREA + AREA # HERE


```

Set 04_Bitches_Timestamp to the present timestamp
set 04_Hangdog_Bitches ==0
set 04_DevilDog_Breed ==1
Give the PC the Hangdog Fighting Style perk
SetPersonalGlobal( [person learning the style], "04P_Teacher_Payment",0)
If IsSmartPC(), AddEntry( 989, 475 )
If IsDumbPC(),AddEntry( 989, 476 )
DisplayStringRef (479) "You have learned the Hangdog fighting style."
CloseTask( 989, 04 ) [closes the fighting style task]

```

Teacher needs a "**Strength Devil Dog**" routine, which activates if 04_Teacher_Strength = 100. Teacher and Devil Dog disable their dialogue, Devil Dog leaves the PC (with LeaveParty()) and follows Teacher, he goes to a hilly area of the Hangdog part of town, Devil Dog runs up and down the hill for 4 hours, Teacher and Devil Dog go to Teacher's home. DevilDog's ST increases by +1. sets 04_Teacher_Train_ST ==1, 04_Teacher_Strength ==0. Teacher and DevilDog enable their dialogues. This routine also has to check to see if GetGlobal("04_Teacher_Breed") ==100 ... if so then it should also do the **Breed Devil Dog** routine.

Teacher needs a "**Agility Devil Dog**" routine, which activates if 04_Teacher_Agility = 100. Teacher and Devil Dog disable their dialogue, Devil Dog leaves the PC (with LeaveParty()) and follows Teacher, he goes to a wooded area of the Hangdog part of town, Devil Dog dodges around the trees for 4 hours, Teacher and Devil Dog go to Teacher's home. DevilDog's AG increases by +1. sets 04_Teacher_Train_AG ==1, 04_Teacher_Agility ==0. Teacher and DevilDog enable their dialogues. This routine also has to check to see if GetGlobal("04_Teacher_Breed") ==100 ... if so then it should also do the **Breed Devil Dog** routine.

Teacher needs a "**Breed Devil Dog**" routine, which activates if 04_Teacher_Breed = 100. Teacher and Devil Dog disable their dialogue, Devil Dog leaves the PC (with LeaveParty()) and follows Teacher, he goes to the main dog area of the Hangdog part of town, Devil Dog runs around with the other dogs for 4 hours (no humping animations, thank you), Teacher and Devil Dog go to Teacher's home. Teacher sets 04_Bitches_Timestamp to the present timestamp, sets 04_Hangdog_Bitches ==0, 04_DevilDog_Breed ==1, 04_Teacher_Breed ==0. Teacher and DevilDog enable their dialogues. AddEntry(988, 480) if IsSmartPC() AddEntry(988, 481) if IsDumbPC() CloseTask(988, 04)

INSERT AREA + AREA # HERE

/GRINS A LOT (INTERM)

Grins-Alot's father used to be the Hangdogs' shaman and healer until the Daughters of Hecate took over the post. Grins-Alot himself just tends to the medical needs of the tribe's dogs. He's quietly bitter and wouldn't mind seeing something horrible happen to Hecate and her Daughters. He is the father of Marie. He also oversees the Hangdog Warrior Test.

Store: His "store" is his personal supply of medicine items. If you become a friend of the Blackfoots, he'll give you a discount.

Script: 04_Grins_A_Lot

04P_Grins_Healer

1 = you know he's the former healer, now just the dog healer (party)

04P_Grins_Medicine

1 = you know he'll trade medicine with you (party)

On idle he needs to check 04_Grins_Dogfight. If ==100, his dog fights your dog (if he doesn't have a dog for some reason, he'll need to spawn one). The PC is identified for this matter as the one whose personal global 04P_Marie_Challenge ==1. This should start like a cutscene, transporting everyone to an open area in the Hangdog part of town, with Grins on one side, you on the other, CNPCs/other PCs/other generic NPC townies ranged in a loose circle, and then the dogs fight. Only the dogs can affect each other (no attacks, chems, etc. from anyone affect the dogs). The first dog to die or be knocked out loses. If the PC's dog wins, set 04_Grins_Dogfight ==101, otherwise set it to 04_Grins_Dogfight ==102. Initiate dialogue between the PC and Grins A Lot.

On idle he needs to check 04_Grins_Dogfight. If ==200, it's as above except his dog fights the Devil Dog. If Devil Dog wins, set 04_Grins_Dogfight ==201, otherwise set it to 04_Grins_Dogfight ==202. Initiate dialogue between the PC and Grins A Lot.

He needs to check 04_Kill_Dogs every morning ... if ==1 and 04_Cure_Dogs < 3 he seeks out all of the sick (irradiated) dogs and kills them with his spear (make it an instant-kill just so we don't have to worry about them fighting back). Then set 04_Kill_Dogs == 2 and CloseTask(3066, 04)

/MARIE (MINOR)

Marie is the daughter of Grins-A Lot. She's 12 years old, and has a natural affinity for teaching dogs. She'd make an ideal apprentice for Teacher, except Hangdog women are expected to take care of house and children. The Daughter of Hecate would prevent this as well. If the PC could convince the town that it's in their best interest (the men could stay warriors, Marie will train the dogs well, Teacher is not long for this world, etc), then all would be well. Grins-Alot won't mind, especially if the Daughter doesn't.

Need daily routine before and after becoming an apprentice.

Script: 04_Marie

INSERT AREA + AREA # HERE

/GARUN THE SPEARSHARPENER (INTERM) (CNICHOLAS)

An older guy who knows how to make and repair spears, knives, and bows. He sells them and can do the old spear-sharpening trick. Possible quest stuff involves him repairing stuff, finding people he wants, finding stuff he wants, getting on his good side to get him to upgrade your weapons.

Script: **04_Garun_The_Spearsharpen**

He needs a routine to **Drink Booze**.

At the start of evening, he goes home, and if he has alcohol in his inventory, he drinks two of them (or just one, if he only has one), using the Drink animation (if we have one), and falls asleep.

He needs a routine to **Learn Gunwork**.

```

If 100 > 04_Garun_Learnscrip > 0, then
  Fade to black
  Advance time 3 hours
  If GetGlobal("04_Garun_Learnscrip")==2 then SetGlobal("04_Garun_Teach",2)
  If GetGlobal("04_Garun_Learnscrip")==3 then SetGlobal("04_Garun_Teach",3)
  Fade in
  SetGlobal("04_Garun_Learnscrip",100)
  Have the PCSpeaker, identified by GetPersonalGlobal(PCSpeaker(),
"04P_I-Taught_Garun")==1 , launch dialogue with Garun.

```

He needs a routine to **Make Guns From Parts**. If you provide him the parts to make a zip gun or pipe rifle (handed over via dialogue), he'll turn them into finished weapons. This is a higher priority routine than **Fix Broken Guns** (see below).

If he's carrying the proper combination of parts (see Josh's components list for what is needed), he starts building them one by one (using the normal time for such activity as defined by the item creation interface). If 04_Garun_Create = 2 he makes a pipe rifle, if 04_Garun_Create = 1 he makes a zip gun.

"building" means "destroy the parts, then create an appropriate weapon." This destroy/create should take place at the end of the time interval so you don't have any weirdness where if the script gets interrupted post-destroy and pre-create the weapon isn't simply lost. This aspect will also have to make sure that if he starts working on an item and the parts are pickpocketed from him while he's working on it, he doesn't spontaneously create a completed item when he no longer has the parts for it. Whatever way works out best for you for this is fine with me (maybe by setting parts to not-pickpocketable while he's working on them and setting the completed weapon version to is-pickpocketable?).

When he finishes building a weapon, he puts the weapon in a box near the front of his house. The items are not flagged as stolen and he doesn't care who takes them.

INSERT AREA + AREA # HERE

If he still has sufficient parts, he makes another weapon of the same type (assuming it wouldn't put him past his sleep-start-time). When he's out of parts, he sets 04_Garun_Create ==0

He needs a routine to **Fix Broken Guns**. You can give him broken guns in dialogue and reclaim them (fixed) later.

If he's carrying any broken guns in his inventory, he starts fixing them one by one (using the normal time for such activity as defined by the item creation interface).

"fixing" means "destroy the broken version, then create a working version of that weapon." Similar pickpocket/interrupt considerations as for the Make Guns From Parts.

When he finishes fixing a broken item, he puts the repaired version of it in a box near the front door of his house. The items are not flagged as stolen and he doesn't care who takes them.

He needs a **Catch Up On Work** routine. This one's simple, and activates if
GetGlobal("04_Garun_Catchup")==100

Fade to black

Advance time 3 hours

Fade in

Initiate Dialogue with the PC who has 04P_Help_Garun_Catchup ==1 (all other PCs will have it ==0)

CHAGAS, THE RETURNING PRISONER (MAJOR)

This is the brother of Ramon, the previous leader of the tribe. He's good at guns and tracking. He was captured by some NCR guys during a raid on one of their caravans. The caravan had found one of Presper's infected guys, and ODYSSEUS had the raiders and surviving caravan guys rounded up before they could take Chagas back to NCR for trial and imprisonment. Chagas became infected because of his exposure to the caravan guy and in the prison.

Script: **04_Chagas**

He needs a **Return To Prison** routine. Every morning Chagas needs to check 04_Retrieve_Chagas ... if ==10, he IncGlobals that global, walks out the front gate of the town, and walks off the edge of the map. He's going back to the prison; we need to figure out travel time to the prison, after which Odysseus' globals can be updated showing he's returned to the prison. After the travel time again, Chagas returns to his home one morning.

"04_Chagas_Return_To_Prison_Timestamp" is the timestamp that will be set once he leaves the map.

He needs a routine to **Learn Hard Mechanics**.

If 04_Chagas_Learnscript ==1, then

INSERT AREA + AREA # HERE

Fade to black

Advance time 3 hours

SetGlobal("04_Garun_Learnscrip",100)

Fade in

Have the PCSpeaker, identified by GetPersonalGlobal(PCSpeaker()),
"04P_I-Taught_Chagas")==1 , launch dialogue with Chagas.

DOMINIC, THE SLAVEMASTER (INTERM)

A quiet, efficient man in charge of handling the newly-acquired slaves. When dealing with them he can act like a real drill sergeant but normally he's reserved and quiet.

During the day he leads the slaves around and makes sure they do the work they're required to do.

Script: 04_Dominic

CORTIJO THE TRADER (MINOR) (CNICHOLAS)

Cortijo is a young man who runs a trading post for the Blackfoots. He mostly deals in weapons, food, and slaves (which are turned over to Dominic), but he may have a little gizmo now and then taken on a raid and sold to him by someone ignorant of how it works.

If you convince the Blackfoots to trade water, Cortijo is the guy to talk to about starting a water caravan.

He's also the guy to talk to about getting laborers to mine silver, guano, or coal powder.

Script: 04_Cortijo

/FAST-HANDS, THE MAN WITH THE BROKEN LEG (INTERM)

A guy who's really good with knives. Fell while climbing and broke his leg, had to drag himself back to town. He's done something to offend Merrin (the shaman) and she won't help him. He's worried that this will leave him crippled and he won't be able to be a warrior/raider any more; he's not ready to become useless.

Script: 04_Fast_Hands

Initially, he is lying prone on his back (his leg is broken) and he can't move unless we have a crawl animation.

If 04_Fast_Hands_Daughter ==8, he's thinking over his options. Check 04_Fast_Hands_Brood to see if 3 days have passed. If so, set 04_Fast_Hands_Daughter ==2 (which'll trigger activity with Merrin, Daughter of Hecate).

Once the PC (or Merrin) sets 04_Fast_Hands_Leg == 3, Fast-Hands can walk with a limp. It also sets a two-month timer (04_Fast_Hands_Timestamp), after which he walks normally and his script has to set 04_Fast_Hands_Leg ==4 , CloseTask(2230, 04)

Once 04_Fast_Hands_Leg==4, he needs to be checking if a PC with 04P_Fast_Hands ==3 (i.e., someone who healed him) comes within visual range of him, and if so he needs to go to the PC and initiate dialogue. The dialogue takes care of the rest (and changes the state of that variable ==5 so the check is no longer true/necessary).

INSERT AREA + AREA # HERE

/CRAIG, RAID-LEADER (INTERM)

One of the guys who usually leads the slaving raids.

Script: **04_Craig**

when he dies, he drops a "Craig's head" inventory item.

In the first week of March, July, and September, set

`04_Craig_Raid_Ready ==1`

In the middle of March, July, and September, he needs check `04_Raid_Delay`. If `==0`, the raiding party leaves on schedule and he vanishes for 14-21 days (while he's away he's supposed to be raiding, but this has no effect unless the PC is with him). If `04_Raid_Delay ==1`, he holds off until the 30th of the month before leaving on the raid.

He can also take the party on a raid, which is initiated by `04_Raid_Now ==1` and starts his "Lead PC On Raid" routine:

- fade to black
- advance the clock 10-14 days
- move Craig, the PC party, and 3-5 Blackfoot tribals armed with spears and pipe rifles to a random wasteland map (probably need to define the encounter ... (a) some wandering tribals, (b) some travelers, or (c) a caravan). The Blackfoots, Craig, and the PC party are allies, the other people on the map are an enemy team.

For capturing people, once unconscious, use rope on them to use "Outdoorsman - bind hands and feet" skill option. Renders them asleep.

- unfade
- Start combat. Basically you're here to kill some folks and maybe take some slaves.
- Once PC talks to Craig and global "????", fade to black again
- Advance the clock 10-14 days
- bring the PC party and Craig back to Craig's home on the Blackfoot map
- put any enemy survivors into the slaving area in town, sans all their possessions
- set `04_Raid_Now ==0`, set `04_Raid_Delay ==0`, set `04_Raid_Result == 1, 2, or 3` (depends on whether the raid was on tribals, travelers, or a caravan)
- unfade
- initiate dialogue between Craig and the PC.

Odds for the raid targets: 5% caravan (2 iterations total), 25% travelers (3 iterations total), 70% tribal (unlimited iterations).

I'll need three little routines that generate a random treasure from a tribal, traveler, or caravan list. Will need to be self-limiting so that you can't get any of the good (reusable, in the item creation interface) items more than once each. I'll work on this list later (10 items in each list).

MERRIN, DAUGHTER OF HECATE (INTERM)

The village shaman. She's having a hard time influencing Kurisu (Merrin was sent her after Kurisu was in power for a while). She's also allergic to dogs, which makes this a pissy assignment for her.

Script:

INSERT AREA + AREA # HERE

If 04_Fast_Hands_Daughter = 3 or 4, then on her next morning script cycle: **04_Merrin**

- DisabledDialogue() for her and him
- go to Fast-Hands (if he is alive)
- do the Use animation on his leg for about ten minutes
- EnabledDialogue() for her and him
- return to her own home
- set 04_Fast_Hands_Daughter ==7
- do journal entry 10 and XP entry xxx for the dumb PC, or journal 8 and XP xxx for smart PC
- set 04_Fast_Hands_Leg == 3
- SetGlobal("04_Fast_Hands_Timestamp", GetTimeStamp());

If 04_Fast_Hands_Daughter = 2 or 5, then on her next morning script cycle (this might work better as a cut scene, let me know which you prefer):

- DisabledDialogue() for her and him
- go to Fast-Hands (if he is alive)
- He does three floats:
 - "I apologize to Hecate for my offenses." (ID# 2256, 5000 ticks)
 - "Daughter of Hecate, please accept my apology to the goddess." (ID# 2257, 5000 ticks)
 -
- She then floats
 - "I and the goddess accept your apology, Fast-Hands." (ID# 2258, 5000 ticks)
- do the Use animation on his leg for about ten minutes
- EnabledDialogue() for her and him
- AddEntry(2231, 2239) if IsSmartPC() , AddEntry(2231, 2241) if IsDumbPC()
- return to her own home
- set 04_Fast_Hands_Daughter ==6
- set 04_Fast_Hands_Leg == 3
- SetGlobal("04_Fast_Hands_Timestamp", GetTimeStamp());

Need to add "allergy" reactions if PC has a dog in the party.

/SCARS FOR HANDS, MASTER SMELTER (INTERM)

This is the woman that runs the smelting operation in the furnace cave. She knows enough about metal now to recognize whether or not their smelter can melt it. She'll buy scrap metal from you for cheap. She knows what she's doing and doesn't like to hear suggestions on how it could be done better. She's the one you have to convince to shut off the smelter for a while so you can upgrade it.

Script: **04_Scars_For_Hands**

If 04_Smelter_Off == 0 && 04_Improve_Smelter ==2 or ==4, she moves to quench the smelter.
If 04_Smelter_Off == 1 && 04_Improve_Smelter ==7 or ==10, she moves to light the smelter.

She needs a "Light the Smelter" routine. For this:

```

DisabledDialogue()
Go to the smelter
Use animation on it for ten game minutes

```

Activate the fire effect within the smelter
 Include any dependent heat/damage effects
 Set Global "04_Smelter_Off" = 0
 EnableDialogue()
 Return to your normal routine for that time of day

She needs a "Quench the Smelter" routine.
 DisableDialogue()
 Go to smelter
 Use animation on smelter for about 5 game minutes
 Deactivate the fire effect within the smelter
 Include deactivating any dependent heat/fire effects
 Set Global "04_Smelter_Off" = 1
 EnableDialogue()
 Return to your normal routine for that time of day

Every morning she should go to the smelter and check 04_Smelter_Off == 1 and 04_Smelter_Timestamp when she gets there. If two days have passed since the timestamp, and
 04_Improve_Smelter == 2 or
 04_Improve_Smelter == 4
 (both of the above conditions should mean the smelter is off)
 she'll relight the smelter (see **Light The Smelter**, above) and
 increment 04_Improve_Smelter by 1 (2→3, 4→5)

GENERIC NPCS

Describe their background, personality, their function, any ties to quests in the area, and if they are voice-acted or not. If voice-acted, include a brief sentence indicating what you think the character would sound like, preferably using a real world actor as an example (it's easier for audio to do voice casting if they have a real world actor to use as a basis for comparison – chances are, they can't get THAT particular actor, but they can get someone who sounds like him or her). Any NPCs that can join the party become...

COMPANIONS!

Be sure to include potential companions here, too. Make a note of what they're good at, their stats, and so on, along with any things that would prevent them from joining the party (the player's Karma is too high or too low, his Reputation isn't high enough, the player needs to complete a quest first, and so on).

Design Note: Might want to combine the cast of characters with the Monster Roster, at least in terms of stats. Dave Maldonado had a suggestion for a series of task lists for the producers that combine both the cast of characters, companions, and the critters all in one list. I keep wondering if there should be separate completion lists maintained outside of the templates that track overall progress. Dividing them amongst various location documents seems counterproductive – I'd prefer the Icewind Dale: HOW excel sheet, though there is the problem of regular upkeep.

Note on NPC Pacing: Fallout's going to need to pull a "Final Fantasy" effect with the NPCs (something that Josh has already referred to, I think in relation in BG NPC Pacing). Basically, the NPC allies need to be introduced, one by one, in the first third of the game, and possibly include their own solo missions, so you are forced to adventure them for a while, and you get a feel for them (all the way up to Cid in FF7, for example – after this, the second third of the game takes

off). In F2, there were too many NPCs you got later on (robodog[s]) – by this time, you'd already felt attached to the NPCs in your party, you would only switch with difficulty.

This includes any Computer Programming or Outdoorsman companions you can get from this area (in Denver, an Outdoorsman skill can tame a dog, and Computer Programming can get you robodogs, Mr. Handys and so on),

KURISU (MAJOR) (CNICHOLAS)

Sulik's sister. Was taken as a slave, earned a place as a worker, then a raider, then took over as leader when the old leader fell sick. A real badass. Has several husbands.

If you have her as a CNPC, she will turn against you if you attack the Blackfoots or Hangdogs (official challenges don't count, we're talking actual fights here).

Script: **CNPC_Kurusu**

/DEVIL DOG (CNPC) (CNICHOLAS)

A large canine made stronger and tougher thanks to exposure to radiation. He's got eyes that glow green in the dark and is one badass melee fighter. He's often found in one of the caves on the hillside.

To tame him, a PC will need a good Outdoorsman skill to track the Devil Dog and find out where he's hiding.

As the Devil Dog has learned to avoid humans (superstitious Hangdogs keeping trying to kill him), he won't let the PC come close unless the PC has smeared himself with the juice of a native plant (smells foul to humans, but masks his human smell) which allows him to get near the Devil Dog. He'll also have to be nearly-naked (no clothes, armor, or weapons) so the smell of his gear doesn't spook the dog. He'll also have to bring an offering of food to get the Devil Dog to trust him.

Note: "Devil Dog" is the generic name for this companion. The player will be able to name the Devil Dog whatever he chooses.

Devil Dog gets sick during travel/rest time.

When PC is trying to tame Devil Dog via punching him out, make sure CNPCs don't start opening up with mini-guns.

Script: **CNPC_Devil_Dog**

One way to tame him is by feeding him (by doing "use item" on him with a piece of food) three times. Each time you feed him increments 04_Feed_DevilDog by 1, to a maximum of 3. The feedings have to take place at least a day apart (set a timestamp, say 04_DevilDog_Feeding_Time) otherwise they don't count. Once his count reaches 3, the PC can enter dialogue with him and befriend him.

Another way to tame him is to defeat him in combat three times. You have to do this nonlethally (killing him doesn't work). If he's knocked unconscious due to fatigue damage, increment 04_Fight_DevilDog by 1. This global can't be incremented again until he's recovered all of his fatigue damage. Once this global reaches 3, it won't increment any more, but the PC can enter dialogue with the Devil Dog and befriend him.

INSERT AREA + AREA # HERE

He'll also need all other standard CNPC stuff, like default behavior when in combat as an ally, etc.

Once acquired as an ally, Devil Dog's sickness starts to take effect. Each week that passes since 04_DevilDog_Sickness_Timestamp, increment 04_DevilDog_Sickness_Tracker by 1 (unless he has been cured, which is 04_DevilDog_Sickness == 5). Once 04_DevilDog_Sickness_Tracker reaches 4, the sickness starts to affect what he randomly floats (an occasional *cough* or *wheeze*) and he becomes more resistant to the commands you give him. Once it reaches 6, his floats are half "normal" and half "sick," and his resistance to your commands increases. Also once it reaches 6, do:

- OpenTask(3080, 04)
- If Smart PC, AddEntry(3080, 3081)
- If Dumb PC, AddEntry(3080, 3082),

Once 04_DevilDog_Sickness_Tracker reaches 8, he no longer floats barks and woofs, just coughs and wheezes, and he ignores your commands in combat and just rushes up to bite people. Once it reaches 10, he dies:

- If Smart PC, AddEntry(3080, 3083)
- If Dumb PC, AddEntry(3080, 3084),
- set 04_DevilDog_Cure ==4
- CloseTask(3080, 04)

Through dialogue and interaction with NPC Grins A Lot you can diagnose and cure him (requires Medic level Hard()). If the PC cures him:

- If Smart PC, AddEntry(3080, 3089)
- If Dumb PC, AddEntry(3080, 3090),
- set 04_DevilDog_Cure ==5
- CloseTask(3080, 04)
- Set 04_DevilDog_Sickness == 0

MONSTER ROSTER

The **Monster Roster** section indicates what monsters are found in the location. If you can, list the numbers of critters present, their approximate XP award, and if they are intended to respawn in a location or not.

Radscorpions, Small (*cnicholas*): Depends upon size of their cave lair; at least 20. Will respawn as long as at least 2 are left within the Blackfoot maps (slowly if there are only a few, faster the more there are). Once they reach their starting numbers, they won't spawn any more unless the coyotes are eliminated, in which case they'll start showing up in the hillsides and the town itself.

Dogs: The pets of the Hangdogs, plus the wild ones that live in the nearby hills and badlands. The hangdogs have around 30 total and respawn slowly (reflecting breeding by the Hangdogs and

INSERT AREA + AREA # HERE

capturing wild ones); if all Hangdogs and their town dogs are eliminated, no more dogs will respawn here. The wild dogs outside of town continue to respawn in random encounters indefinitely.

Brahmin (*cnicholas*): These are the domesticated Brahmin owned by the tribe. Perhaps 10 animals in town, more in random encounters outside of town. If the ones in town are killed (and they may be slaughtered by the townsfolk), these are replenished at a regular rate (1 every other day or so) from small herds out grazing (in other words, the tribals keep bringing brahmin in from the outer areas to keep a near-constant source in town). If the tribals are killed or driven out of their town, the Brahmin stop respawning here (since there are no tribals here to bring the herds in).

Devil Dog: Unique creature/possible CNPC. Does not respawn.

Rats/Pig Rats/Mole Rats: Like the radscorpions, they continue to respawn as long as at least 2 are left, spawning faster the more there are (and limited to a total population, which is assumed to be held in check by the coyotes). If the coyotes are eliminated, the rat population will start to creep into the hillside and the village itself.

Coyotes: A pack of about 15-20 coyotes. Respawns slowly (we're talking months, here) as long as 2 are alive on any 04 area map. When they reach their original population, they stop respawning. When the last coyote is killed, set a timestamp (04_Kill_Coyote_Timestamp).

Spore Plants: Spawns slowly at all times (with new plants appearing nearby, gradually taking over a larger and larger area). Continues to do so as long as at least 1 plant is still alive. Coyotes limit the population of the spore plants to about FIFTY and keep them from spreading up into the hillside (but the town could be overrun by spore plants and the coyotes wouldn't do anything about it).

Spore Plant Fruit: Spawns a spore plant if left on the ground for 10 days.

RANDOM ENCOUNTERS SURROUNDING THE AREA

The **Random Encounters** section will be needed by Sean when compiling the random encounters for the world map. Make a list of what types of random encounters would be appropriate for the terrain surrounding your areas (i.e., the World Map squares surrounding Denver are likely to have a lot of dog encounters).

This should also include any special encounters that occur nearby (like when you release Bessie in Modoc and she stumbles out into the wastes, only to have you find her corpse a few squares away when you depart the Modoc world map).

What sort of random encounters should NOT happen near town: Slavers and raiders by anyone other than Blackfoots/Hangdogs UNLESS the Blackfoots and Hangdogs have been wiped out, in which case normal raider/slaver activity is fine.

Small Brahmin Herd

Frequency Medium

Quirks: none

A small herd of brahmin, which may or may not be under the eyes of a young Blackfoot herder. 3-10 brahmin, 60% chance of child tribal (male or female)

A small group of Brahmin, grazing, possibly tended by a shepherd. If attacked, the Brahmin stampede. If the child is attacked, it runs away and tells the people back home about the mean person. If befriended, the kid can tell the player a bit about the Blackfoots.

Map Name [Any flat or mountainous territory that has some grass or other vegetation on it.]

INSERT AREA + AREA # HERE

Known Scripting Issues [Like, "This is an encounter with weak dogs, so if you're high level you should encounter a lot of them rather than encountering a few stronger ones."]

Feral Dog Lair

Frequency Low

Quirks: need a reasonable amount of LK or the Outdoorsman skill to find their lair

A cave used as a lair by some feral dogs

List of creatures to load: X dogs, 1 mean dog, X puppies

One of the many caves used by the feral dogs that live in these hills. The dogs guard their territory, growling and snarling if you come close, and attacking if you get too close to their cave entrance and especially their pups.

Map Name [Any place that has a small cave]

Known Scripting Issues [If you have enough of these dog encounters and kill enough dogs, the Hangdogs notice the decline in wild dogs and become upset. You can make it up to them by telling them how many freakin dogs are running all over Denver.]

Pack of Feral Dogs

Frequency Medium

Quirks: none

A pack of feral dogs, hunting for food.

List of creatures to load: X dogs, X mean dogs, X hungry dogs

Map Name [Any place that is an open area]

Known Scripting Issues [If you have enough of these dog encounters and kill enough dogs, the Hangdogs notice the decline in wild dogs and become upset. You can make it up to them by telling them how many freakin dogs are running all over Denver.]

Blackfoot Raiders

Frequency Medium

Quirks: none

A group of Blackfoot raiders

List of creatures to load: 4-6 tribal raiders in armor & weapons appropriate to the tribe's tech level.

A group of Blackfoot raiders, searching for caravans to attack and loot. They're not equipped to handle bringing back slaves, just loot. Their armaments will vary depending upon the tech level of the town (if the player helps them make guns and such, they're more likely to have guns). If they're friendly to you (because you are allied with the Blackfoots), you can trade with them. If they're hostile, they attack you.

Map Name: any terrain map appropriate for the lands outside the Blackfoot town

Known Scripting Issues: Will need to check tech level of the village and pick appropriately armed and armored raiders. This encounter should not occur if the Blackfoot town has been destroyed (normal, non-Blackfoot raiders would be the norm instead, at the normal probability).

Blackfoot Slavers

Frequency Medium

Quirks: none

A group of Blackfoot slavers

List of creatures to load: 6-8 tribal slavers in armor & weapons appropriate to the tribe's tech level.

A group of Blackfoot slavers, looking for people that would be easy to enslave. They're primarily geared toward bringing back slaves, but can always use the newly-enslaved as bearers so they're not adverse to looting as well. Their armaments will vary depending upon the tech level of the town (if the player helps them make guns and such, they're more likely to have guns). If they're

INSERT AREA + AREA # HERE

friendly to you (because you are allied with the Blackfoots), you can trade with them. If they're hostile, they attack you.

Map Name: any terrain map appropriate for the lands outside the Blackfoot town

Known Scripting Issues: Will need to check tech level of the village and pick appropriately armed and armored raiders. This encounter should not occur if the Blackfoot town has been destroyed (normal, non-Blackfoot slavers would be the norm instead, at the normal probability).

Hangdog Raiders

Frequency Medium

Quirks: none

A group of Hangdog raiders

List of creatures to load: 4-6 tribal raiders in armor & weapons appropriate to the tribe's tech level, plus as many dogs as there are raiders

A group of Hangdog raiders, searching for caravans to attack and loot. They're not equipped to handle bringing back slaves, just loot. Their armaments will vary depending upon the tech level of the town (if the player helps them make guns and such, they're more likely to have guns). If they're friendly to you (because you are allied with the Blackfoots/ Hangdog), you can trade with them. If they're hostile, they attack you. If you're just allied with the Blackfoots and haven't associated with the Hangdogs yet, they're still non-hostile but not exactly friendly.

Map Name: any terrain map appropriate for the lands outside the Blackfoot town

Known Scripting Issues: Will need to check tech level of the village and pick appropriately armed and armored raiders. This encounter should not occur if the Blackfoot town has been destroyed (normal, non-Blackfoot raiders would be the norm instead, at the normal probability).

If the PC attacks and some are left alive, set the Blackfoot/Hangdogs as hostile.

Hangdog Slavers

Frequency Medium

Quirks: none

A group of Hangdog slavers

List of creatures to load: 6-8 tribal slavers in armor & weapons appropriate to the tribe's tech level, plus as many dogs as there are raiders

A group of Hangdog slavers, looking for people that would be easy to enslave. They're primarily geared toward bringing back slaves, but can always use the newly-enslaved as bearers so they're not adverse to looting as well. Their armaments will vary depending upon the tech level of the town (if the player helps them make guns and such, they're more likely to have guns). If they're friendly to you (because you are allied with the Blackfoots), you can trade with them. If they're hostile, they attack you. If you're just allied with the Blackfoots and haven't associated with the Hangdogs yet, they're still non-hostile but not exactly friendly.

Map Name: any terrain map appropriate for the lands outside the Blackfoot town

Known Scripting Issues: Will need to check tech level of the village and pick appropriately armed and armored raiders. This encounter should not occur if the Blackfoot town has been destroyed (normal, non-Blackfoot slavers would be the norm instead, at the normal probability).

Swarm of Mantis

Frequency Medium

Quirks: the manti swarms only appear as an encounter type if you kill off the giant mutant bats living in the Blackfoot caves; otherwise their numbers are too low for them to need to swarm, and thus the player never sees them.

A swarm of hungry mantis

List of creatures to load: 5-12 mantis

Map Name [Any terrain appropriate to the area]

Known Scripting Issues []

INSERT AREA + AREA # HERE

QUESTS

The **Quests** section should be set up so you can cut and paste the damn thing into a PIPBoy quest log. This section is broken into several parts: The *Main Quests* in the area that are designed specifically by a designer, the *Merchant Quests* which are more generic "go to X with caravan Y and get Z reward," and the *Floating Quests*, which are a series of randomly generated quests for the area.

Note: Make sure to refer to the quest design section in the *F3_Style.doc*.

MAIN QUESTS

Main Quests are quests designed specifically by the designer for the area. Information on these quests should include:

/BECOME A HANGDOG WARRIOR 2417

The player has exactly one day to journey to the northern ravines to tame a wild dog using his Outdoorsman skill. If he succeeds, he will be given a Hangdog warrior name and be called that by all Hangdogs. Alternately, he can attempt the much more difficult task of retrieving a puppy from the feral pack's lair. The puppy will be turned over to Teacher, and an adult dog will be given to the PC in exchange.

- Science Boy may be able to concoct some type of drug to make a wild dog easier to tame if his Outdoorsman skill is low. The hardware and housewares department in the nearby department store might have the necessary ingredients and components.
- DiploBoy may be able to talk Teacher into giving up some of his secret training techniques so the PC can use them on a wild dog. (Set a global which is checked when the PC uses Outdoorsman on a dog) Increase Outdoorsman through dialogue.
- Stealth Boy can sneak into the feral pack's lair and swipe a puppy. There are some minor rockfalls ("traps," but not really traps) in the area that can trigger and cause some noise, alerting the dogs, and Stealth Boy will be better at avoiding those things.

[NICHOLAS] – We'll need to come up with a method for sound and having entities react to sounds based on who triggered them. We'll also need to come up with the whole "passive trap detection" thing.

- Combat Boy doesn't get to do anything special, but he does have an easier time dealing with any hostile people and creatures he encounters at the ravine. He could also go into the feral pack's lair with guns blazing and take a puppy by force.

[NICHOLAS] – We'll need that function/gui for querying the player what name he wants for his Hangdog name and dog name.

Initiator: Bares His Teeth

Importance/Scope: minor/minor

Rewards: status, dog companion, XP

Normal Journal: Bares-His-Teeth said that to become a Hangdog warrior I must go north to the ravines, tame a wild dog, and bring it back to the tribe. If I do this, they'll give me a Hangdog name and an adult trained dog.

INSERT AREA + AREA # HERE

By completing the Hangdog trials, they made me a member of the Hangdogs. My Hangdog name is <HANGDOGNAME>, and I now have <DOGNAME> as a loyal servant hound.

Dumb Journal: Teeth say me need to bring dog to tribe. Then I be part of tribe, and get pet dog!

Me bring wild dog to Teeth! Hangdogs now call me <HANGDOGNAME> and I have <DOGNAME> as pet!

"04_Become_Hangdog_Warrior"

0 = Unaware of quest

1 = Aware that you can become a Hangdog

2 = you tamed a dog

3 = you brought a puppy

"04P_Become_Hangdog_Warrior_Trial"

4 = have passed the tests, now you're a Hangdog (personal)

/LEARN THE HANGDOG FIGHTING STYLE / 988

If you befriend them and become a Hangdog warrior, you can spend some time training with the Hangdogs and learn their unarmed style, "The Way of the Dog," which might involve a lot of tripping/knockdown.

Teacher will also teach you the style if you let him borrow DevilDog to breed one of the pack bitches.

Initiator: various Hangdogs talkies

Importance/Scope: small/small

Rewards: Hangdog Fighting Style perk

Normal Journal: The Hangdogs have their own fighting style involving lunges and trip attacks.

I trained with Teacher to learn the Hangdog fighting style.

Dumb Journal: Hangdogs fight special like dogs.

Hangdogs teach me how they fight. I fight like dog now.

"04_Hangdog_Fighting_Style"

0 = unaware

1 = you know they have a fighting style (party)

04P_Hangdog_Style_Learn

2 = have trained in their fighting style (personal)

[NICHOLAS] – Routine is listed in Teacher section.

/TAKE OVER THE HANGDOGS 2410

The PC must challenge Bares-His-Teeth for leadership of the group by pitting his dog against the Packleader's dog. It's not likely that the PC can succeed unless he has the Devil Dog on his side, but there may be alternate methods.

- Science Boy could develop steroids to use on his dog before the fight so he wins. Or metal teeth.

INSERT AREA + AREA # HERE

- DiploBoy could talk the Daughter of Hecate into helping him. Maybe have the Daughter declare Bares-His-Teeth unfit as a leader and threaten a fertility curse if the PC isn't made the new leader immediately?
- Stealth Boy could slip a soporific into the dogfood, making the Packleader's champion sluggish and more easily defeated.
- Combat Boy can take the dog to Teacher for training.

Initiator: Bares His Teeth or other Hangdog smarty

Importance/Scope: Minor/small-medium

Rewards: leadership of Hangdogs, XP

Normal Journal: To take over the Hangdogs, my dog champion has to defeat the dog champion of Bares His Teeth, the current leader.

<DEVILDOG> easily defeated the dog of Bares His Teeth. Now I lead the Hangdogs.

With the proper enhancing drugs, my dog <DOGNAME> defeated the dog of Bares His Teeth. Now I lead the Hangdogs.

I talked Merrin into helping me. She declared Bares His Teeth to be a weak leader and threatened that the spirits would be angry if I didn't replace him as the new leader. Now I lead the Hangdogs.

I trained my dog to be a better fighter, and with that training he was able to defeat the dog of Bares His Teeth. Now I lead the Hangdogs.

I drugged Bares His Teeth's dog to make it sluggish, so my dog was able to defeat his. Now I lead the Hangdogs.

Dumb Journal: If I want to be leader of Hangdogs, my dog got to beat Teeth's dog. My dog beat Teeth's dog. Now I lead Hangdogs!

04P_Become_Hangdog_Leader

2 = failed

4 = have passed the battle challenge, now you're the Hangdog leader

5 = you've been away too long, there is a new leader, you don't have the right to challenge

HELP CHAGAS TAKE OVER THE BLACKFOOT TRIBE/1981

Now that Chagas is back, he wants to run the tribe, just like his brother Ramon did before Chagas was collected by ULYSSES. He's not quite as skilled as Kurisu, but with luck he might be able to take her, and with the PC's help on top of that it's a pretty fair match. If the player is smart, he'll get Chagas to agree to come back to ULYSSES first in exchange for help in taking over the Blackfoots.

- CombatBoy can train him in fighting techniques.
- ScienceBoy can give him drugs to boost his ability. Training in Outdoorsman might help, too.
- DiploBoy will be better at negotiating with Chagas and talking him out of challenging Kurisu too early
- Stealthboy can train him in some appropriate skills (Sneak and Traps, mainly).

Initiator: Chagas

Importance/Scope: minor/medium

Rewards: loyalty from Chagas, XP

Normal Journal: Chagas told me he wants to take over as leader of the Blackfoots, since his brother was the old leader before Kurisu took over.

I trained Chagas is some fighting techniques that would help him in the leadership trials against Kurisu.

INSERT AREA + AREA # HERE

I gave Chagas some drugs that would help him in the leadership trials against Kurisu.

I taught Chagas some tricks about outdoor survival that would help him in the leadership trials against Kurisu.

I taught Chagas some tricks about sneaking that would help him in the leadership trials against Kurisu.

I taught Chagas some tricks about trapfinding survival that would help him in the leadership trials against Kurisu.

Chagas challenged Kurisu for leadership and won!

Chagas challenged Kurisu for leadership, but she defeated him. Now she's more popular than ever.

Dumb Journal: Chagas wants to be Blackfoot boss. His brother was boss before Kurisu was boss,

Me taught Chagas how to fight better so he can be boss instead of Kurisu.

Me gave Chagas drugs so he can be boss instead of Kurisu.

Me show Chagas tricks about living outside so he can be boss instead of Kurisu.

Me show Chagas how to sneak better so he can be boss instead of Kurisu.

Me show Chagas things about traps so he can be boss instead of Kurisu.

Chagas is now boss instead of Kurisu.

Chagas tried to be boss, but Kurisu is better and still boss.

"04_Chagas_Leader "

0 = unaware

2 = you talked him out of it

3 = you helped him, it worked, he's leader

4 = you helped him, it wasn't enough, he's not leader

04_Chagas_Wants_Leader

1 = talked to Chagas, know he wants to be leader

"04_Chagas_Leader_Fighting"

0 = unaware

1 = trained him in a fighting technique

2 = trained him in two fighting techniques

"04_Chagas_Leader_Drugs "

0 = unaware

1 = gave him drugs to boost his ability

"04_Chagas_Leader_Outdoorsman"

0 = unaware

1 = gave him some Outdoorsman training (only if you're better than he is)

"04_Chagas_Leader_Sneak "

0 = unaware

INSERT AREA + AREA # HERE

1 = gave him some Sneak training (only if you're better than he is)

"04_Chagas_Leader_Traps "

0 = unaware

1 = gave him some Traps training (only if you're better than he is)

04_Blackfoot_Leader

0 = Kurisu leader

1 = Chagas leader

2 = PC leader

3 = Kurisu leader after PC stays away too long

4 = Chagas leader after PC stays away too long

We need a quest where you help out Kurisu against Chagas so he wants to leave.

/SET UP CHAGAS AS THE GUNSMITH IN THESE PARTS

Once the whole prisoner issue is addressed, you can set him up here as the tribe's gunsmith. He'd rather be leader, but this is a position of power and respect that a DiploBoy can talk him into.

- CombatBoy can bully him into giving up on being a leader and take the tech role
- ScienceBoy can show him a few tricks, and maybe bribe him with a nice weapon into helping out in this manner.
- DiploBoy can talk him into it
- Stealthboy can sneak into his home and plant stuff there that makes him look too weak to be a leader, which makes it easier to talk him into being the craftsman.

Initiator: PC

Importance/Scope: minor/minor

Rewards: XP

Normal Journal: Chagas is skilled at gunsmithing. He wants to lead the Blackfoots but the tribe might be better off with him as gunsmith.

After a few threats, Chagas gave up on his designs of being leader of the Blackfoots and started to settle in as their gunsmith.

I showed Chagas a few tricks in the art of gunsmithing, and now he's really enthused about doing that sort of work. It looks like he's given up on wanting to be leader of the Blackfoots.

In exchange for a nice weapon I got Chagas to agree to be the Blackfoots' gunsmith and give up on being its next leader.

After a long talk with Chagas, I got him to realize the tribe would be better off with him as the gunsmith instead of its leader.

I planted some evidence in Chagas' home so he'd look weak and unsuitable as a leader. Properly shamed, he's settled for being the tribe's gunsmith.

Dumb Journal: Chagas wants to be Blackfoot boss, but he much better at making guns than being boss.

Me say me hurt Chagas unless he make guns and not be Blackfoot boss. He said okay, he no be boss.

INSERT AREA + AREA # HERE

Me show Chagas tricks to make guns. Now he want to only make guns, say "screw this boss shit."

Me talk to Chagas long time. Now he want to make guns, not be boss.

Me put stuff in Chagas house. Blackfoots no want him be boss now, so he make guns.

"04_Chagas_Gunsmith "

0 = unaware

1 = you bullied him into being gunsmith instead of leader

2 = you showed him tricks to convince him to be the gunsmith

3 = you bribed him with a gun to convince him to be the gunsmith

4 = talked him into being the gunsmith with pure diplomacy

5 = made him look too weak to be leader, so he settles for gunsmith

"04_Chagas_Learn_Hard"

1 = lending him a Hard book on Mechanics

2 = teaching him with your Hard skill in Mechanics

3 = has been taught

04_Chagas_Learnscript

1 = kick his learn script into action

/BECOME A FRIEND OF THE BLACKFOOTS

You can't actually join the tribe in-game, but you can talk Chagas or Kurisu into naming you a friend of the Blackfoots, which gives you some advantages among them (discounts on stuff, mostly) but also gives you a bad reputation among other groups (because of your association with the slaving Blackfoots).

04_Blackfoot_Friend

5 = you refused

7 = you were a friend but had it revoked when you told Kurisu how you helped Chagas cheat

9 = you're a friend of the Blackfoots

FREE THE BLACKFOOTS FROM THE DAUGHTER OF HECATE/1978

Most of the Blackfoots fear the power of Hecate and her Daughters, but unlike Caesar, they see being under the influence of Hecate as a necessary evil, since she's "proven" time and again that she controls the tribe's fertility.

INSERT AREA + AREA # HERE

- DiploBoy might be able convince Merrin that she'd be more comfortable elsewhere. This is a temporary solution, since another Daughter would be sent to replace her, but it will give time for the Blackfoots to do things without Hecate's eye on them
- Science Boy could concoct something to increase the Daughter's sensitivity to dog hair, forcing her to flee. This might convince the Blackfoots that the canine gods have denounced Hecate.

[NICHOLAS] – The concoction will need to be detailed out (ingredients, skill reqs., and how to apply them). The script for Merrin may also need to react to the steroids. She'll also need a routine to flee due to her new allergy.

- Combat Boy can lead the tribe's warriors against the Vipers/Daughters. Ouch!

[NICHOLAS] – How will this work? Do we "fade to black, map change to the Daughters and proceed to fight"? Who does the PC talk to to initiate the attack? We should also do a "PC must be strong enough" check for this.

Initiator: varies (based on her interactions with the tribe)

Importance/Scope: minor/small

Rewards: status, XP

Normal Journal: The Blackfoots fear Merrin as an agent of the Daughters of Hecate, but claim they need her because of superstitious mumbo-jumbo. Maybe they'd be better off without her.

I convinced Merrin to go back to her people, but the Daughters of Hecate will just send another witch. I need to use this time to show the Blackfoots they don't need the Daughters interfering with their lives.

After a little chemistry on my part, Merrin's dog allergies went haywire and she had to leave the Blackfoot village. Hopefully the Blackfoots will take this as a sign that the Daughters don't belong here.

I convinced the Blackfoots to attack the Vipers and their Daughters of Hecate masters.

Dumb Journal: Merrin scares the Blackfoots. Maybe I get her to leave?

I talk Merrin into leaving. Ha! No more Merrin!

I make Merrin get big sneezes from dogs. She went away.

I lead Blackfoots to fight the Vipers and Daughter! Fight, fight!

"04_Free_Blackfoots_Daughter"

0 = Unaware of quest

1 = Aware that some tribals aren't totally pleased with her

2 = have spoken to her about leaving

3 = talked her into leaving

4 = drove her out with allergies

Take Over the Blackfoots

To lead the tribe, the PC must defeat Kurisu in three different challenges: strength, agility, and combat (unpowered weapons only). They occur right after each other, so any damage you've suffered during the first two trials is still in effect for the last trial. Once you defeat her (it's not to the death) you're in charge, though it will take some time for the tribe to adjust (you lose some status for challenging an existing strong and well-liked leader, but can make up for it with your actions):

- SeiBoy can drug himself up or poison her secretly before the competition. Problematic, though, as she has the right to delay the challenge by 5 days. He could also drug her mind (with reverse-Mentats or something) and then try the ChaBoy route.

INSERT AREA + AREA # HERE

- ChaBoy could convince her to step down and let Chagas lead, possibly by turning her away from her bitterness about not being rescued by her family, possibly by some sort of romantic involvement. This also works to help convince her to become your CNPC. He could also "psyche her out" beforehand, making her a little shaky in her reactions.
- Stealth Boy can plant some things in the tent and elsewhere in the town to incriminate her or otherwise turn the tribe against her, or sabotage the strength and agility tests.
- Combat Boy ought to be able to beat her down with sufficient technology and maybe access to some drugs for the other two tests.

Initiator: Kurisu

Importance/Scope: major/small

Rewards: leadership of tribe, XP

Normal Journal: To become the leader of the Blackfoots, I must defeat Kurisu in tests of strength, agility, and nonlethal combat. The tests are issued immediately after one another with no resting in between.

———— With the help of some strong drugs, I was able to beat Kurisu in the challenges and take over as leader of the Blackfoots.

———— I talked Kurisu into stepping down as leader and putting Chagas in her place.

———— Through talk before our challenges, I was able to intimidate Kurisu. This helped me beat her and take over as leader of the Blackfoots.

———— Through careful planning and some planted evidence, I was able to turn the Blackfoots against Kurisu, and now I lead them.

Dumb Journal: If I wanna lead Blackfoots, I got to beat Kurisu three times.

———— I beat Kurisu three times! I lead the Blackfoots!

"04_Lead_Blackfoots"

0 = Unaware of quest

1 = Aware that you can become leader

2 = Have challenged Kurisu and failed

3 = Have challenged Kurisu and succeeded. You are leader.

4 = have been away too long, no longer the leader

/CURE THE SICK DOGS 3066

A number of dogs have recently fallen ill, and neither Grins-Alot nor Teacher can seem to figure out what the cause is. The disease seems to be canine-specific and thus far hasn't affected humans. The truth is that the dogs have dug up a long-dead ghoul, and some of them ate it. You can follow the dogs to try to figure out the problem, or you can just use Medicine skill to cure them without knowing the specific cause.

- CombatBoy can shrink to microscopic size and fight the germs. Just kidding.
- ScienceBoy has the best at handling this, using RadAway to treat them.
- DiploBoy is outta luck. Talking to the dogs may make them feel better, but won't cure them.
- Stealthboy could follow the dogs around to see if they're eating anything they shouldn't be. We don't need to do a stealth check.

Initiator: Grins A Lot

Importance/Scope: minor/small

Rewards: status, XP

Normal Journal: Grins Alot tells me the dogs of the Hangdogs are starting to become sick and he can't figure out why.

INSERT AREA + AREA # HERE

I followed the dogs for a while to see if they were eating anything bad for them or straying into an area of toxins or radiation. I didn't find anything.

I treated the dogs' symptoms, and they're doing better, but I haven't cured the root of the problem yet.

I found a way to cure the sickness of the Hangdogs' dogs.

Dumb Journal: Grins say dogs are sick.

Me follow dogs. Dogs no eat bad stuff, so bad stuff not the problem.

I helped the sick dogs! Still sick, but doing better.

Sick dogs all better now!

"04_Cure_Dogs"

Cure the sick dog quest has to have rads as a factor. That's what's making them sick. Ah, they've been eating a dead ghoul or something else that had a lot of rads.

Dog script will need to have the sick dogs going to the dead ghoul, chewing on it, and setting 04_Dogs_Ghoul to 1. You can check their rads or the brahmin's and they test positive.

"04_Cure_Dogs"

0 = Unaware of quest

1 = Aware that dogs are sick

2 = have followed the dogs to study their behavior

3 = dogs have been cured (needs good Medicine skill or radaway)

04_Grins_Knows_Cured

4 = Grins has been informed that they've been cured

04_Dogs_Ghoul

1 = you know they've been eating a dead ghoul, recently unburied.

04_Dogs_Radiation

1 = you know radiation is responsible for their sickness

04_Kill_Dogs

1 = dogs are marked for death by Grins A Lot

2 = dogs have been killed and disposed of

/TAME THE DEVIL DOG

If you have a high Outdoorsman skill and the appropriate bribes of food, you can tame the Devil Dog and make him a CNPC.

- Science Boy could develop something chemical to initially improved his reaction to you, effectively giving you a temporary boost to Persuasion re: dealing with dogs (really it's Outdoorsman, but whatevah). He's also likely to have the best Outdoorsman chance.

INSERT AREA + AREA # HERE

- DiploBoy with a high Persuasion could get a synergy bonus to Outdoorsman for help in taming the Devil Dog.
- Stealth Boy could sneak into the Devil Dog's lair and slip him something to calm him down and make him less likely to attack.
- Combat Boy can beat it up with unarmed attacks (so as to not kill him), showing him that he (CombatBoy) is the alpha in this relationship. It might take a couple of beatings, but it'll stick.

Initiator: any talky Hangdog

Importance/Scope: minor/medium

Rewards: Devil Dog companion, status, Walks With The Devil epithet, XP

Normal Journal: I've been told of a strange and powerful dog the Hangdogs call the "Devil Dog" that lives to the north. They fear it and think it's an angry spirit, since they haven't been able to tame it like they would a normal dog.

I managed to tame the Devil Dog, though it took some science to make everything go smoothly. Now he follows me around. I call him <DEVILDOG>.

I showed the Devil Dog who's boss, and now he follows me around. I call him <DEVILDOG>.

Dumb Journal: Hangdogs are afraid of bad spirit dog. Devil Dog lives to the north.

Devil Dog is my friend now. I call him <DEVILDOG>.

"04_Tame_DevilDog"

0 = Unaware of quest

1 = tamed the Devil Dog

"04_Feed_DevilDog"

0 = Unaware of quest

1 = have fed him once

2 = have fed him twice

3 = have fed him three times.

4 = You have tamed him! Requires a timer operation, as these must be at least a day apart

"04_Scent_DevilDog"

0 = Unaware of quest

1 = have used something to make you smell better to him (helps feed and fight)

"04_Fight_DevilDog"

0 = Unaware of quest

1 = defeated him once nonlethally

2 = twice

3 = three times.

4 = He accepts you

04_Name_DevilDog

0 = you haven't given him a different name

INSERT AREA + AREA # HERE

1 = you have given him a different name

/CURE THE DEVIL DOG

The Devil Dog is sick with something like rabies. It makes him aggressive and intractable. If you cure his sickness before you tame him, it means he wanders away from Blackfoot territory, possibly to be found in a high-Outdoorsman encounter later in the game. If you tame him first, he gets sicker and sicker (and more and more aggressive and stubborn), until he becomes seriously fatigued and then dies shortly after. A good doggie owner will try to cure him before that happens.

[NICHOLAS] - This "encounter him later in the game" area should be listed in the RANDOM ENCOUNTER section.

- Science Boy can develop the cure, or (if your skill is too low) medicine to stave off the symptoms for a while (repeat doses will be necessary).
- DiploBoy can talk someone else into making the cure or medicine.

Initiator: Devil Dog

Importance/Scope: minor/minor

Rewards: a CNPC that obeys and won't die outright, XP

Normal Journal: <DEVILDOG> is acting strangely. He may be sick.

I've found a way to treat <DEVILDOG>'s symptoms but I haven't cured him.

<DEVILDOG> died because I couldn't cure what was ailing him.

I found a way to cure <DEVILDOG>.

Dumb Journal: <DEVILDOG> is sick!

Me giving <DEVILDOG> medicine to make him feel better.

<DEVILDOG> died. Me sad.

<DEVILDOG> is all better now!

"04_Cure_DevilDog"

0 = hasn't been treated

4 = Devil Dog has died

5 = Devil Dog has been cured

04_DevilDog_Sickness_Timestamp

records the start of him joining your party (and thus his sickness)

04_DevilDog_Sickness_Tracker

1 = has been sick for one week

2 = for two weeks

10 = dies

04_DevilDog_Cure_Aware

1 = aware that DevilDog is sick (party)

04_Grins_See_DevilDog

1 = Grins A Lot has examined him

INSERT AREA + AREA # HERE

2 = Grins A Lot has treated him with some medicine in the past.

3 = Grins A Lot cured him

/LET THE HANGDOGS USE THE DEVIL DOG FOR BREEDING / 988

Teacher wants his bloodline in their dogs.

Initiator: Teacher

Importance/Scope: minor/minor

Rewards: training for you or Devil Dog, or caps or an item

Normal Journal: Teacher said he'd like to breed <DEVILDOG> with some of the Hangdog pack.

I let Teacher use <DEVILDOG> as a stud for the Hangdog pack.

Dumb Journal: Teacher want <DEVILDOG> to make puppies.

Me let Teacher use <DEVILDOG> to make puppies.

04_Hangdog_Bitches

0 = no bitches currently in heat to breed to DevilDog

1 = there are currently bitches in heat to breed to DevilDog

04_DevilDog_Breed

1 = DevilDog has been bred at some point in the past

04_Teacher_Payment

0 = nobody owes anybody anything

1 = teacher offers you an XXX for the breeding, or he's offered to train Devil Dog in ST or AG in exchange for letting him breed him. resets to 0 once the payment/training is made.

[NICHOLAS] – Routine for this is listed in the [Teacher](#) section.

CONVINCE THE BLACKFOOTS TO SELL WATER

With the snowfall from the mountainside and access to a caravan or rail line, the Blackfoots could become water sellers (possibly instead of slavers). You need to convince the leader of the Blackfoots and the leader of the Hangdogs to get people to agree to this.

- CombatBoy can threaten to murder everyone if they don't start selling water
- DiploBoy can convince people of the wrongness of slavery (tough to do!) and offer water as an alternative commodity.
- Stealthboy could free the slaves, or poison them, eventually getting rid of all of the slaves. Then, as DiploBoy-light, tell them that angry spirits have entered the town and are unhappy with the slaving, but the spirits would be mollified by the Blackfoots trading in something else, such as water.

We need a generic "if I see a slave trying to escape, sound an alarm" check/routine for Blackfoot/Hangdog NPCs.

Initiator: xxxx

Importance/Scope: Major/medium

INSERT AREA + AREA # HERE

Rewards: money, status, XP

Normal Journal: The Blackfoot tribals have access to a lot of water, mainly from rain and snow that falls on their village. If I could convince them to sell water they could help the wasteland and profit themselves at the same time.

I coerced the Blackfoots into starting caravans to sell water to other settlements in the wasteland.

I talked the Blackfoots into starting caravans to sell water to other settlements in the wasteland.

I coerced the Blackfoots into starting caravans to sell water to other settlements in the wasteland, and even convinced them to stop slaving!

By helping the slaves escape, I tricked the Blackfoots into thinking that the spirits were upset about the Blackfoots being slavers, but would be mollified if the Blackfoots traded water instead.

Dumb Journal: Blackfoots have a lot of water! Other people in wasteland need water.

Now the Blackfoots trade water to other people in wasteland!

"04_Blackfoot_Sell_Water"

0 = Unaware of Blackfoot water supply

1 = aware of Blackfoot water supply

"04_Hangdog_Leader_Water"

0 = haven't convinced him to sell water

1 = have convinced him to sell water

"04_Blackfoot_Leader_Water"

0 = haven't convinced him/her to sell water

1 = have convinced him/her to sell water

/GET MARIE APPRENTICED TO TEACHER 987

She wants to learn to care for the animals, but tradition has it that the Hangdog women tend to the household. Her father Grins-A-Lot technically doesn't mind, but in order to save face he can't simply give permission.

- CombatBoy could challenge her father to a fight and become her guardian. The fight could either be man-to-man or dog-to-dog, but nonlethal in either case. If the PC wins, he can apprentice Marie to Teacher.
- DiploBoy can talk Grins-A-Lot, the leader of the Hangdogs, and the daughter of Hecate into allowing the apprenticeship.

Initiator: Teacher

Importance/Scope: minor/minor

Rewards: status, possible native remedy from Grins A Lot or dog tips from Teacher, XP

Normal Journal:

I overheard one of the Hangdog girls talking about wanting to be a dog trainer.

Grins A Lot's daughter Marie wants to learn to train the dogs, but Hangdog girls are expected to take care of the home.

I defeated Grins A Lot in battle and now I am Marie's guardian. I told her she would work with Teacher to learn the ways of training the dogs. Grins A Lot has saved face by not breaking tradition, and Marie gets to learn about the dogs. Everyone wins.

My dog defeated Grins A Lot's dog in battle and now I am Marie's guardian. I told her she would work with Teacher to learn the ways of training the dogs. Grins A Lot

INSERT AREA + AREA # HERE

has saved face by not breaking tradition, and Marie gets to learn about the dogs.
Everyone wins.

I talked to Grins A Lot, Bares His Teeth, and Merrin and got them to agree to let Marie learn the secrets of dog training from Teacher.

Dumb Journal:

Hangdog girl say want to train dogs.

Marie wants to work with dogs. Grins is her father. She can't work with dogs because she is a girl and Hangdogs no allow it.

Me fought Grins and won, so me say Marie learns about dogs now.

My dog found Grins dog and won, so I say Marie learns about dogs now.

I talked to everyone and now Marie can work with dogs like she wants to.

"04_Marie_Apprentice"

0 = unaware

5 = success! Marie is apprenticed

04_Marie_Dogfight

1 = you had the dogfight and you lost, she's not apprenticed

04_Marie_Talk

1 = aware of Marie's interest in animals, via float or talking

2 = spoke to her for more info, know that Blackfoot girls aren't allowed

3 = you were mean and said that girls deserve to be stuck in the home

04_Marie_Challenge

1 = you challenge Grins to a dogfight

2 = failed to beat Grins' dog

4 = your dog defeated Grins' dog

"04_Marie_Grins"

0 = unaware

1 = know that he knows the custom (party)

2 = knows that Grins-A-Lot is OK with it except for losing face

3 = you've tried to persuade him, no decision yet

4 = talked him into accepting it despite loss of face

04_Marie_Teacher

1 = you know that he'd be happy to have her train with him

Recruit Marie for the Daughters of Heeate

INSERT AREA + AREA # HERE

Marie has some potential for science, which means the Daughters would want her on their side instead of independent. If you're allied with the daughters, you can arrange to have Marie join them voluntarily (which requires talking to Marie (to make her understand that the Daughters will train her as well as Teacher could) and possibly her father, or kidnap her and deliver her into their custody. Either way, it requires talking to Merrin, and afterwards Marie won't be in the Blackfoot town any more, which will ensadden the Hangdogs and especially her father.

- CombatBoy will have the easiest time subduing a 12-year-old girl if she doesn't want to go.
- ScienceBoy can drug her into unconsciousness, then take her to the meeting place with Merrin's agent.
- DiploBoy can talk to Marie, Grins-A-Lot, and Merrin and get this all worked out and everyone happy with the situation.

Initiator: Merrin

Importance/Scope: minor/minor

Rewards: status, tribal medicine from Merrin, XP

Normal Journal: Merrin would be interested in getting Marie to join the Daughters of Heecate, but fears it may make the tribals angry if Marie doesn't suggest it herself.

———— I knocked out Marie and took her to Merrin, who left town to take the girl to the headquarters of the Daughters of Heecate.

———— I drugged Marie and took her to Merrin, who left town to take the girl to the headquarters of the Daughters of Heecate.

———— I talked to Marie about the Daughters of Heecate and convinced her that she would be better off with the Daughters, since they could teach her medicine and give her an important job somewhere with another tribe.

Dumb Journal: Merrin want Marie to become one of the Daughters. Merrin is scared the tribe will be mad if Marie doesn't want to go.

———— I bonked Marie on head and took her to Merrin. Merrin left town with Marie.

———— I gave Marie sleepy drug and took her to Merrin. Merrin left town with Marie.

———— I talked to Marie about the Daughters. Marie said she would talk to Merrin.

"04_Marie_Daughters"

0 = unaware

1 = aware of Marie's interest in animals

2 = convinced her to join Daughters voluntarily

4 = kidnapped Marie against her will and brought her to Merrin

5 = got everyone to agree to it ... success!

"04_Marie_Merrin"

0 = unaware

1 = talked to Merrin about Marie joining them

2 = Merrin agrees that Marie should join them

"04_Daughters_Grins"

0 = unaware

1 = spoke to him about her joining the Daughters

2 = talked him into it

INSERT AREA + AREA # HERE

3 = he refused

/HELP GARUN GET CAUGHT UP 2879

He's always busy trying to maintain the tribe's weapons, and if you could help him get ahead a bit he'd really appreciate it. The results are based on the extent of your skill.

- CombatBoy, ChaBoy, and StealthBoy can do this if they have some skill at it. Even if they're really lame, they can help a little bit just by sorting things, carrying stuff, etc.
- ScienceBoy excels at this, and has the best chance of getting him really far ahead, which would please him greatly.

Initiator: Garun

Importance/Scope: minor/minor

Rewards: status, XP

Normal Journal: Garun is always trying to catch up on fixing and cleaning the tribe's weapons. He could really use some help.

I took some time to help out Garun with his work. Now he's caught up and glad to have a little less worry in his life.

Dumb Journal: Garun fixes stuff. He always busy. He needs help fixing.

I help Garun fix! Me good helper! Garun thank me.

"04_Garun_Repair"

0 = unaware

2 = Garun has been helped

04_Garun_Repair_Help

1 = you know Garun could use some help (party)

04P_Help_Garun_Catchup

0 = you're not the one who helped him

1 = you're the one who helped him

04_Garun_Gun_Shop

1 = you know he'll fix guns or make them for a price

04P_I-Taught_Garun

1 = you taught him how to fix/make guns, so he fixes/makes yours for free

/GET GARUN SOME DAMN TOOLS 2880

If he wasn't working with such primitive tools, he'd be able to do his work a lot faster. Make or find him some decent pliers, clamps, and such and give or trade them to him. Two multitools should do it.

- All types of characters are equal here, although...

INSERT AREA + AREA # HERE

- ScienceBoy could probably make some tools for Garun instead of having to find/buy them.

Initiator: Garun

Importance/Scope: major/major (there are no multitools in the village)

Rewards: maybe a weapon upgrade?, XP

Normal Journal: Garun's work would be a lot easier if he had some decent tools. He said that if I brought him a couple of better tools he would make it worth my time.

I gave Garun two multitools, which is exactly what he needed to make his work go more smoothly.

Dumb Journal: Garun needs good tools to do his job.

I brought Garun two multool ... mullitool ... two tools so he can work better.

"04_Garun_Tools"

0 = unaware

1 = you know a multitool would help him with his work

2 = Garun been given one multitool

3 = he has been given 2 multitools, quest finished

/GET GARUN SOME BOOZE 2881

He likes his booze, won't you get an old man a drink?

- All types of characters are equal here, although...
- ScienceBoy could probably make some booze for Garun instead of having to find/buy them.

Initiator: Garun

Importance/Scope: minor/major (no booze in town)

Rewards: XP

Normal Journal: Garun must have acquired a taste for liquor at some point because he asked if I could bring him some booze the next time I come around.

I brought Garun some booze. He promised not to drink it all at once.

Dumb Journal: Garun wants booze!

I brought Garun booze.

"04_Garun_Booze"

0 = unaware

2 = has provided him some booze. Activates timer, asÉ

3 = Garun drinks all the booze. You can provide him more, though there's no more XP for it (keeps toggling between state 3 and state 4, which is identical to state 2 except no XP). Maybe he makes items cheaper, but slower, each time you give him more booze.

4 = has booze again

04_Garun_Booze_Help

1 = knows Garun wants some booze

INSERT AREA + AREA # HERE

/TRAIN GARUN IN GUNWORK 2882

He's old, but he can still learn, and if you teach him how to make bullets and simple guns, he can start making them (slowly) for the tribe.

- ScienceBoy is the winner here. The Outdoorsman Lab can be used to make this stuff, but a real Science Lab would be better.

Initiator: PC

Importance/Scope: minor/medium

Rewards: tribe weapon upgrade, XP

Normal Journal: I taught Garun how to make guns. He's not too quick about it and isn't good at complex weapons, but he can do and simple guns. Soon the tribe will be much better armed.

Dumb Journal: I show Garun how to make guns. Garun is old but he can learn it okay.

"04_Garun_Teach"

0 = unaware

2 = he's been given the necessary training to know gun maintenance (requires decent Mechanics skill)

3 = he's been given the necessary training to know gun crafting (requires good Mechanics skill)

04_Garun_Learnscrip

2 = kick his learn scrip (repair) into action

3 = kick his learn scrip (create) into action

04P_Garun_Learn

1 = you know he's interested in learning about guns (party)

04P_I-Taught_Garun

1 = you're the one who taught him how to fix/build guns (or if you brought him 10 booze)

Build a Still for the Town

If you built them a still, they can make their own booze. Doing so will decrease the number of raids in the area as many more people will get really drunk more often. This makes Kurisu mad at you unless you can get her to start drinking, too.

- ScienceBoy is best at building it

Initiator: PC

Importance/Scope: minor/minor

Rewards: money, XP

Normal Journal: I built a still for the Blackfoots so they could experience the joys of liquor.

Dumb Journal: Me make hooch machine for Blackfoots.

"04_Blackfoot_Still"

0 = unaware

INSERT AREA + AREA # HERE

- 1 = you've heard that the locals like the liquor but can only get it from raids
- 2 = have built or acquired a still for them
- 3 = Kurisu destroys the still because everyone is drunk
- 4 = you get Kurisu drunk too so she doesn't break the still

FIND THE QUARANTINE ROBOT

In talking to/about Chagas, you hear that he was being chased by a "metal bug" in the wastelands when the tribals found him (he calls it a robot because he spent some time incarcerated and knows what it is, but the other primitives don't). The Blackfoots that saw the pursuit were able to take it out with some lucky shots from their precious zip guns and pipe rifles. It's still sitting out there in the wasteland, and one of the raiders who saw it can lead you there for a price.

- CombatBoy can steal ammo from it
- ScienceBoy can loot it for parts, or stumble across it accidentally with a high enough Outdoorsman skill.
- DiploBoy can negotiate a better price for the guiding.

[NICHOLAS] - Map should be listed in LOCATIONS section.

Initiator: Chagas

Importance/Scope: major/medium

Rewards: parts from the robot, XP

Normal Journal: Chagas told me that when he was returning to the village a robot chased him and was barely defeated by some lucky shots from a group of Blackfoot slavers. The robot is probably still out there.

I talked to Mary Green-Eyes who saw the robot (she called it a "metal scorpion") chasing Chagas, and he agreed to take me there for the right price.

Mary Green-Eyes took me to the location of the downed robot that followed Chagas.

Dumb Journal: Robot chased Chagas before he came home. Robot still out there.

Mary said she'd take me to the robot.

Mary took me to the robot.

"04_Find_Robot"

0 = unaware

1 = heard from Chagas about the robot

2 = he marked it on your map

3 = arrived at location, start salvaging!

Xxx need placement on a random map, set a trigger so that once you enter that map it sets 04_Find_Robot == 3

SAVE KURISU'S SOUL

She's a hardcore slaver and bitter that her brother never rescued her. With a lot of talk and TLC you can turn her away from this dark path, and doing so gets her to help you stop the tribe from slaving.

INSERT AREA + AREA # HERE

- CombatBoy can talk to her about how she has built herself up out of strength and that she has a lot going for her. Maybe she should go look for her brother and prove her strength to him.
- DiploBoy can talk up her strengths, her leadership skills, and how the people look up to her. Also can mention that maybe something happened to her brother and that's why he didn't come for her. Maybe she needs to go help him....

Initiator: PC

Importance/Scope: minor/minor

Rewards: lots of good karma, XP

Normal Journal: Kurisu is bitter that her brother never came to find her after she was taken by slavers.

I talked to Kurisu about her past and why she shouldn't be angry, since she is now a powerful and good leader for her tribe.

I convinced Kurisu to put her bitterness aside and appreciate the rewards she has earned.

Dumb Journal: Kurisu mad because her brother didn't look for her long ago.

I talked to Kurisu about being mad.

Kurisu feels better now and is not mad at her brother.

"04_Save_Kurisu"

0 = unaware

1 = knows that she's bitter about never being rescued

2 = you've talked to her about it

3 = you've given her TLC about it

4 = you've talked and TLC'd

5 = enough Persuasion ... success!

DAMN KURISU'S SOUL

You can make Kurisu totally bitter and a total badass. If you do so, life gets worse for the slaves in town, and the Blackfoots start doing even more slaving and selling the slaves out to Caesar or the ghouls or anyone else who needs them (she doesn't mind working with the ghouls at this point since she's so badass).

Increase # of slaves, lower HP of townies, etc.

- CombatBoy can talk up about how badass she is, and how she should use the strength she earned to subjugate others.
- DiploBoy can talk up her strengths, her leadership skills, and how the people look up to her. Also can mention that maybe something happened to her brother and that's why he didn't come for her. Maybe she needs to go help him....

Initiator: PC

Importance/Scope: minor/minor

Rewards: lots of bad karma, XP

Normal Journal: I pointed out to Kurisu that her past made her what she is now, and if she hadn't been taken as a slave she wouldn't be leader of a tribe. I told her she should use her gifts and strength to make the Blackfoots even greater.

Kurisu finally appreciates how tough she is, that she deserves whatever power she can grab, and anyone weaker than her deserves to be enslaved.

Dumb Journal: Kurisu is strong and I tell her that. She make her tribe strong!

I tell Kurisu she should take charge of anyone weak she meets. She said yes.

"04_Damn_Kurisu"

0 = unaware

INSERT AREA + AREA # HERE

- 1 = knows that she's bitter about never being rescued
- 2 = you've talked to her some about it
- 3 = you've made her even more pissed about it
- 5 = enough Persuasion ... success! Evil Kurisu!

Update the Blackfoot Outdoorsman Lab

Their Outdoorsman Lab is fine and dandy, but it would be nicer for your purposes if you had a Science Lab instead. So you decide to upgrade it:

- ScienceBoy is again the winner.

Initiator: PC

Importance/Scope: minor/minor

Rewards: you'll have a science lab

Normal Journal: I upgraded the Blackfoot outdoorsman camp so I could use it for more scientific purposes.

Dumb Journal: Me make Blackfoot camp better so it does science stuff.

"04_Update_Lab"

- 0 = don't know about the lab
- 1 = you have seen the Outdoorsman Lab
- 2 = you've upgraded the lab

Help the Guards, They're Bored

The four guards on rotating shifts to watch the wall tend to get very bored with their duties. You can come up with tasks for them that don't require them to take their eyes off the horizon, or at least not for more than a few seconds:

- CombatBoy can show them a strength test game, kinda like Thumb War.
- ScienceBoy doesn't have much to offer that wouldn't bore them. Or maybe they could memorize statistics. Fun. Or teach them to read!
- DiploBoy can start a story contest.
- Stealthboy can teach them how to gamble.

Initiator: the guards

Importance/Scope: minor/minor

Rewards: status, XP

Normal Journal: I taught the Blackfoot gate guards how to play Thumb War to help them pass the time while on duty.

_____ I taught the Blackfoot gate guards how to read to help them pass the time while on duty.

_____ I taught the Blackfoot gate guards the art of storytelling to help them pass the time while on duty.

_____ I taught the Blackfoot gate guards how to gamble to help them pass the time while on duty.

Dumb Journal: Me teach Blackfoot guards Thumb War!

_____ Me teach Blackfoot guards reading!

_____ Me teach Blackfoot guards stories!

_____ Me teach Blackfoot guards gambling!

"04_Guard_Boredom"

0 = unaware

INSERT AREA + AREA # HERE

- 1 = have spoken to the guards and know they get bored
- 2 = taught them a Strength test
- 3 = taught them to read
- 4 = taught them storytelling contest
- 5 = taught them gambling

/FIX FAST-HANDS' LEG 2230

Fast-Hands broke his leg in a climbing accident. The shaman Merrin has refused to help him, saying that he hasn't paid the proper respect to her (a snub on a previous matter that she's being petty about). You can take care of his leg, but it'll make her like you less.

- ScienceBoy can use Medicine to set his leg. A decent skill can set his leg better than it is (leaving him with a limp when healed but otherwise OK), a good skill can set it perfectly (full recovery). He'll be grateful if you help him a little, but if you totally fix it, once it's healed (2 months) he'll go climbing again and present you some broc flowers and nara roots as a thank-you (he knows Merrin uses them for healing but doesn't know how, and assumes you do know how).

[NICHOLAS] - We'll need the skill difficulties for the various heals as well as the strref for the "Medic - heal leg" string.

Initiator: Fast-Hands

Importance/Scope: minor/minor

Rewards: 2 broc flowers, 2 nara roots, XP

Normal Journal: Fast-Hands, one of the Blackfoots, broke his leg in a fall. The Daughter of Hecate refuses to help him, apparently because he hasn't shown her the proper respect. Now his leg is poorly set and he's worried that when it's healed he'll be unable to walk or climb.

I broke and re-set Fast-Hands' broken leg so it would heal properly. He might have a limb, but he'll be able to walk and even climb when it's fully healed.

Now that his leg is fully healed, Fast-Hands brought be some medicinal plants as a thank-you for helping him.

Dumb Journal: Fast-Hands broke leg. He is afraid of limping. Daughter won't help, she mad at him.

Me fix Fast-Hands leg. It will be okay.

Fast-Hands leg is better. He gave me medicine plants.

04_Fast_Hands_Leg

0 = unaware

1 = you know his leg is broken

2 = you know the Daughter won't help him

3 = his leg has been set so it heals properly (req good Medicine). Enter a float state. Starts timer (04_Fast_Hands_Timestamp), which eventually (2 months) turns it to state 4...

INSERT AREA + AREA # HERE

4 = his leg is healed. The next time a PC walks into his field of vision, he goes to them, initiates dialogue, and give them broc flowers and nara roots. He then sets himself to state 5...

5 = he has rewarded the healer for his help and his debt is paid (now in float state)

/RECONCILE FAST-HANDS AND THE DAUGHTER OF HECATE

2231

Publically, Merrin is upset with Fast-Hands because he has failed to show proper respect to the goddess and the spirits. Secretly, they had an affair that ended badly, and her feelings are hurt. She'd like him to apologize, and maybe even to continue their affair. He's not so sure about getting back together, but can be cajoled into apologizing (you can even talk him into making an offering/apology to the spirits in front of Merrin, when she's the real target, which keeps their affair secret. That will fix the situation and she'll fix his leg if it hasn't already been fixed yet.)

- CombatBoy can beat him up until he agrees to apologize. He could beat her up, too, but that would be stupid.
- ScienceBoy can bribe her with tribal medicines or the dog-allergy-relief stuff mentioned in the Marie's apprentice quest.
- DiploBoy will have the best chance of convincing them to make up, either through intimidation or diplomacy.
- Stealthboy can sneak around their homes and find some clues about their secret affair, confronting them on it and making them admit (to the PC) what the fuss is really all about, making the speech checks easier (and allowing you to take the ChaBoy route with lower skill totals on your end).

Initiator: Fast-Hands

Importance/Scope: minor/minor

Rewards: XP

Normal Journal: MERRIN It turns out that the "disrespect" between Fast-Hands and Daughter is actually about their secret affair, which ended badly.

I convinced Fast-Hands that an apology to Daughter is a good idea.

Fast-Hands apologized to Daughter and they seem to be over their feud.

She has agreed to fix his leg now.

Dumb Journal: MERRIN Fast-Hands and Daughter had secret fight.

Me tell Fast-Hands to say he sorry.

Fast-hands say he sorry to Daughter

Daughter will fix Fast-Hands leg now.

"04_Fast_Hands_Daughter_Quest"

0 = unaware

3 = allergens placed to force her to agree

4 = Fast-Hands has been threatened/persuaded into apologizing

6 = Fast-Hands apologizes, Merrin fixes his leg

7 = allergy torture worked, Merrin fixes his leg

10 = Fast-Hands apologizes, leg has already been fixed

INSERT AREA + AREA # HERE

04_Fast_Hands_Affair

1 = party knows Fast-Hands and Merrin had an affair

04_Fast_Hands_Threaten

1 = had to threaten him to get him to apologize so Merrin would fix his leg (personal)

04_Merrin_Allergy

1 = found out she's allergic to dogs

2 = she's agreed to fix his leg in exchange for not messing with her allergies

FREE THE SLAVES

Set the slaves free and make a run for it.

- CombatBoy can guard the exit as the slaves escape, engaging the tribals so the slaves have more time to get away.
- ScienceBoy can scout a better path for the escaping slaves out of the town (More food, water, etc.), or drug their guards.
- DiploBoy can distract the guards with questions and chit-chat while the slaves sneak up to KO them or run away.
- Stealthboy can lead the slaves on the sneakiest way out of the building and town, maybe through an emergency exit that has been sealed shut for a long time.

Initiator: PC

Importance/Scope: major/minor

Rewards: good karma, XP

Normal Journal: I freed the Blackfoot slaves.

Dumb Journal: Me free Blackfoot slaves! Me hero!

"04_Free_Slaves_Count "

0 = unaware

1 = one slave has gotten away

2 = two ...

"04_Free_Slaves_Path "

0 = unaware

1 = found a good escape path for the slaves

"04_Free_Slaves_Drugs "

0 = unaware

1 = drugged the guards

INSERT AREA + AREA # HERE

"04_Free_Slaves_Distract "

0 = unaware

1 = distracted the guards with chit-chat while the slaves escape

FREE SLAVE X

This works just like "Free The Slaves," except you're just trying to free a particular slave you've been told about by someone in another area, such as a Mormon missionary, an NCR scientist, a kid from Hoover Dam, etc. some caravan guy, whatever. The PC will also have to deal with the other slaves that want to be rescued, which may take additional shenanigans (even more sneakiness, arranging to have the chosen slave meet you in a far part of the Save-Mart, drugging the other slaves, etc.).

Initiator: XXXX

Importance/Scope: major/medium

Rewards: XP, reward from XXX

Normal Journal: XXX asked me to find his/her RELATIVE, NAME, whom he/she believes was kidnapped by the Blackfoots.

I found NAME, the RELATIVE of XXX. He/she is a slave of the Blackfoots.

Dumb Journal: XXXX

"04_Free_Slave_Name "

0 = unaware

1 = got quest from quest originator

2 = spoke to NAME in slave pen (alternate "free me!" quest origin)

3 = slave has escaped

4 = got your reward from quest initiator

KILL THE BLACKFOOTS

You've decided to wipe these slaving bastards off the face of the earth. Yipee!!

- CombatBoy can kill them all with brute force, or sniping, or whatever. If you're a real evil bastard, you can play nice-nice and give them firearms, but give them sabotaged bullets right before you turn on them so all of their guns backfire when they try to shoot you.
- ScienceBoy can poison the tribe's water (see quest, below), or make sabotaged bullets, or selectively poison a bunch of people in town so they're incapacitated when the time comes for the BIG SLAUGHTER.
- DiploBoy can talk other tribes and groups into banding together to wipe out the Blackfoots. Might be a cool cinematic if you get it all worked out right, with a bunch of columns of dust approaching the Blackfoot village, with an aftermath shot of dead Blackfoot tribals littering the streets of their town. (off screen event)
- Stealthboy can sneak from home to home, quietly and quickly killing everyone in it so no alarm is raised, making the BIG SLAUGHTER that much more safe from the PC's perspective.

INSERT AREA + AREA # HERE

Initiator: PC

Importance/Scope: major/small

Rewards: all of their loot

Normal Journal: I killed all of the Blackfoots.

Dumb Journal: Me kill all Blackfoots!

"04_Kill_Blackfoots_Alliance_Tribename "

0 = unaware

1 = convinced the leaders of tribe X to attack the Blackfoots
(we'll need an incident of this quest state for each tribe in the game)

"04_Kill_Blackfoots"

0 = unaware

1 = killed 1 Blackfoot in town

2 = killed two....

Increment variable in OnDeath() or set kill variable in editor.

Once the current total of Blackfoots and Hangdogs = 0, you're done!

ACQUIRE GUNS FOR THE BLACKFOOTS

Beg, borrow, steal, or build guns for the Blackfoots. This makes them much more friendly to you.

- CombatBoy is best at looting guns from the corpses of his enemies.
- ScienceBoy can repair broken guns, or make zip guns/pipe rifles, or actual pistols and rifles and shotguns.
- DiploBoy can talk a wary gun merchant caravan into making a trek to near the Blackfoot village to make a trade.
- Stealthboy can steal guns from other places and sell/trade/give them here.

[NICHOLAS] – What happens if he steals a gun from here and gives it to them? We might be able to track that, I'm not sure.

Initiator: Kurisu or Chagas

Importance/Scope: major/medium

Rewards: status, reward

Normal Journal: Kurisu/Garun/Chagas told me that the Blackfoots needed more guns, and I could procure them some it would strengthen the tribe and I would be rewarded for it.

I brought the Blackfoots guns.

I repaired broken guns and gave them to the Blackfoots.

I built new guns for the Blackfoots.

I talked a caravan merchant into stopping by the Blackfoot village to trade guns.

Dumb Journal: Blackfoots want guns!

Me got guns for the Blackfoots.

"04_Acquire_Guns_Blackfoots"

1 = provided 1 gun to Kurisu (or the current leader)

2 = provided two....

INSERT AREA + AREA # HERE

100 = have provided 20 guns and have been thanked for it

04_Chagas_Mention_Guns

1 = Chagas has mentioned this quest to you

04_Kurusu_Mention_Guns

1 = Kurisu has mentioned this quest to you

Fix The Ski Lift

Because it's cool to have a working ski lift. It will require some parts and know-how to fix. Once it's fixed, you can find a way to use it to do other things (see later quest, below). ScienceBoy is the winner!

Initiator: PC

Importance/Scope: major/medium

Rewards: xxxx

Normal Journal: The old ski lift in the Blackfoot village is broken, but can be fixed.

—— I fixed part of the broken ski lift.

—— The broken ski lift is almost completely fixed.

—— I fixed the ski lift.

Dumb Journal: Lifting machine at Blackfoots is broken.

—— I start to fix lifting machine.

—— I fix lifting machine more.

—— Lifting machine is all done.

"04_Fix_Ski_Lift "

0 = unaware

1 = know about the ski lift being damaged

2 = fixed 1 part

3 = fixed 2 parts

4 = fixed it all

/IMPROVE THE SMELTING FURNACE/2168

It'll take some convincing and trust, but if they let you shut down the furnace for a couple of days so you can make some upgrades, you can make it burn hotter and with less fuel, giving them better yields on their smelting.

- ScienceBoy is the one with the know-how. If your science is really good, the result is even better than normal.
- DiploBoy has a better chance of talking them into shutting down the furnace.

Initiator: PC

Importance/Scope: minor/medium

Rewards: XP

Normal Journal: After looking at the Blackfoot smelter, I realized it could be improved.

I talked to Scars For Hands, the woman in charge of the smelter, and finally convinced him to let me shut it down for a couple days so I could make improvements on it.

—— I worked on the smelter and made some improvements.

—— I worked on the smelter and made some major improvements.

Dumb Journal: Blackfoot metal-melter works okay, but could be better.

INSERT AREA + AREA # HERE

Me talk to Scars, she say I can stop fires and fix metal-melter.

Me fix metal-melter some.

Metal-melter fixed!

"04_Improve_Smelter"

0 = unaware

2 = Scars has been convinced to shut it down for a couple of days

3 = Scars fired it up again after waiting for two days for PCs to get started

4 = Scars has been convinced to shut it down again despite your previous flaking

5 = for the second time, Scars fired it up again after waiting for two days for PCs to get started. She won't let PCs try it again

6 = some work has been done on it and made it better (moderate skill)

7 = Scars has been told to fire it up after some work (moderate skill)

8 = Scars agreed to shut it down again so PCs can do the last improvements

9 = final work has been done on it (high skill)

10 = Scars has been told to fire it up after good work (high skill)

04P_Smelter_Fixable

1 = have studied the smelter and know it can be improved (personal)

**XXX /BUILD AN AIR PUMP SYSTEM FOR THE FURNACE CAVES
2177**

**FIX THE AIR PUMP, NOT MAKE IT. HAVE THE OBJECT ON-SITE,
BUT BROKEN.**

This place can get pretty smoky and it makes people sick if they work there too long. You can build an air circulation/fan system to blow that smoky air out and bring fresh air in.

- ScienceBoy is the one with the know-how.

Initiator: PC/Scars For Hands

Importance/Scope: minor/medium

Rewards: XP

Normal Journal: The smoke and fumes from the Blackfoot smelter are pretty foul. If I could build an air pump for the furnace cave, the smelter workers would be better off.

I installed an air pump for the furnace caves to keep the air fresh.

<BLACKFOOTLEADER> rewarded me for fixing the air in the furnace cave.

Dumb Journal: Smoke in the furnace cave makes me cough.

Me attach pump to fix bad smoke in furnace cave.

<BLACKFOOTLEADER> happy about fixing air in furnace cave. Give me nice things!

"04_Air_Pump "

0 = unaware

INSERT AREA + AREA # HERE

3 = air pump has been installed

4 = Scars For Hands has been informed of the successful installation

5 = have been rewarded for it by the tribe leader

04P_Air_Knowledge

1 = PC knows the air gets bad (personal)

2 = have talked to Scars For Hands about it, know his guys get sick (party)

5 = have been rewarded for it by the tribe leader (personal)

COLLAPSE THE CAVE ENTRANCES

Using enough explosives in the right locations, you could seal shut each of the cave entrances. Not only would that force anyone inside to die of suffocation, it would piss off the Blackfoots to no end, since you've closed off much of their supplies and their ability to make new metal out of scrap.

- ScienceBoy can make the explosives.
- Stealthboy is the master of setting traps, which is what these are.

Initiator: PC

Importance/Scope: minor/minor

Rewards: karma

Normal Journal: I collapsed one of the tunnel entrances to the Blackfoot caves.

I collapsed a second tunnel entrance to the Blackfoot caves.

The Blackfoots know I had something to do with the cave entrance collapses, and they're not happy about it.

I collapsed a third tunnel entrance to the Blackfoot caves.

I collapsed a fourth tunnel entrance to the Blackfoot caves.

I collapsed a fifth tunnel entrance to the Blackfoot caves.

I collapsed the last tunnel entrance to the Blackfoot caves.

Dumb Journal: Me blow up cave entrance! (x6)

Blackfoots say I blow up caves. How they know?

"04_Collapse_Caves "

0 = unaware

1 = have collapsed one entrance

2 = two...

Once two of them collapse the tribals are aware something is up and they'll suspect it's you.

KILL THE MUTANT GIANT BATS

The bats aren't a threat to you unless you're a ghoul (they'd rather eat fruit and bugs), but you can decide to kill them off anyway. If you kill them off, then manti swarms become possible random encounters near the town, and the float text of the Blackfoots in town mention the increased number of mantis from time to time.

- CombatBoy kills!

INSERT AREA + AREA # HERE

- ScienceBoy can poison them!
- DiploBoy can talk some younger tribals to help him kill the relatively harmless giant bats!
- Stealthboy can sneak about the bat lair during the day and is less likely to wake them all up when murdering sleeping bats!

Initiator: PC

Importance/Scope: minor/medium

Rewards: XP

Normal Journal: Mutant bats live in one of the Blackfoot caves. If they were wiped out, the Blackfoots would have another cave they could use, assuming they cleaned up all the bat shit.

I've killed some of the mutant bats.

I killed all of the mutant bats in the Blackfoot caves.

I've overheard the Blackfoots talking about the greater numbers of mantis roaming around the wasteland ever since I killed off the bats. Maybe the bats were eating the mantis.

Dumb Journal: Bats in Blackfoot caves. If kill bats, Blackfoots have nice new cave!

Me killing the bats.

Me killed all the bats in Blackfoot cave.

Blackfoots say many more mantis in the wasteland this season.

"04_Kill_Bats_Quest"

0 = unaware

1 = know about the bats

2 = have started killing bats

3 = killed all the bats

"04_Kill_Bats_Count"

0 = unaware

1 = killed one bat

2 = two...

once the current total of bats = 0 (they respawn, so it's a kooky check)
you're done

CLEAR THE RUBBLE IN FRONT OF THE MILITARY DOOR IN MINE CAVE 1

Shovels won't do it, but a well-placed charge of explosive can clear all of that rock. Another well-placed charge will let you into the military cache ... and release the robots set there to guard it, who now are tuned to your Prisoner status.

- ScienceBoy can make the explosives.
- Stealthboy is the master of setting traps, which is what these are.

Initiator: PC

Importance/Scope: minor/minor

Rewards: a lotta loot in the cache

Normal Journal: There's a collapsed section in the cave with the bats that could be cleared with explosives.

INSERT AREA + AREA # HERE

I used explosives to clear the collapsed section in the bat cave, and it turns out there's a sealed metal door behind it with some pre-War military markings on it.

The military door in the bat cave is electronically locked.

I was able to blast open the military door in the bat cave.

I was able to use electronic lockpicks to open the door in the bat cave.

I found a cache of military supplies behind the door.

Dumb Journal: Cave-in in bat cave can go BOOM!

Cave-in in bat cave went BOOM! Metal door behind it.

Can't open metal door in bat cave.

Metal door in bat cave went BOOM!

I pick lock with electric thing. Metal door is unlocked.

Behind metal door are weapons and things!

"04_Clear_Military_Rubble "

0 = unaware

1 = know the location can be cleared by explosives

2 = have used the explosives to clear it

3 = know that the door is locked electronically

4 = opened door with explosives

5 = lockpicked the door

6 = opened door, see the military stuff

/GET RID OF THE COYOTES 2431

Those pesky varmints are annoying the Hangdogs! Kill 'em, or drive 'em away!

- CombatBoy kills!
- ScienceBoy can poison them!
- Stealthboy can sneak in and out, making it easier to poison them, set traps for them, etc.

Initiator: Bares His Teeth

Importance/Scope: minor/moderate

Rewards: status, XP

Normal Journal: Bares His Teeth wants be to get rid of the coyotes that live in one of the hillside caves. The Hangdogs don't like the coyotes, preferring "true" dogs.

I've killed all the coyotes.

Dumb Journal: Teeth says coyotes are bad. Real dogs are better. Killing coyotes is good.

Me kill all the coyotes.

"04_Kill_Coyotes_Quest"

0 = unaware

1 = know about the coyotes

3 = killed all the coyotes

"04_Kill_Coyotes_Count"

0 = unaware

1 = killed one coyotes

2 = two...

INSERT AREA + AREA # HERE

once the current total = 0 (they respawn, so it's a kooky check) you're done

Make the Hangdogs Appreciate the Coyotes

They're like dogs, but smaller and quicker, more specialized for certain tasks. And they have their uses, like keeping the local rat population low.

- ScienceBoy can set up a race between a dog and a tamed coyote to show their speed and quickness.
- DiploBoy can talk on and on and on and on about how cool they are.

Initiator: PC

Importance/Scope: minor/medium

Rewards: status, XP

Normal Journal: The Hangdogs dislike the coyotes, but the little guys have their talents. They're fast, and better at getting into small places.

———— I talked to Bares His Teeth for a long time about coyotes and made him realize that they're useful animals and shouldn't be killed.

———— I set up a race between a coyote and one of the Hangdogs' dogs. The coyote won, and the Hangdogs were impressed with its speed. I think they are getting an idea of how useful the coyotes can be.

Dumb Journal: Hangdogs no like coyotes, but coyotes are fast and small.

———— I talk to Teeth about coyotes. Now he likes coyotes, too.

———— I make coyote race dog. Coyote wins! Now Hangdogs like coyotes, too.

"04_Appreciate_Coyotes "

0 = unaware

1 = you know they don't like the coyotes

2 = you have convinced them the coyotes are valuable

"04_Coyote_Race "

0 = unaware

1 = you arranged the race and the coyote won!

"04_Coyote_Talk "

0 = unaware

1 = you talked up the coyotes a lot

/KILL THE RATS FOR THE BLACKFOOTS AND HANGDOGS 2428

With the coyotes gone, the rats of all sizes are free to run amok in the streets of the village. The dogs aren't able to catch them all and eventually give up. You can earn kudos in the village by killing off all of the rats. You also succeed at this quest if you kill off the rats without driving off the coyotes first.

- CombatBoy kills!
- ScienceBoy can poison them!

INSERT AREA + AREA # HERE

- Stealthboy can sneak in and out, making it easier to poison them, set traps for them, etc.

Initiator: Kurisu/Chagas or Bares His Teeth

Importance/Scope: minor/medium

Rewards: XP

Normal Journal: Kurisu/Chagas/Bares His Teeth told me about the tribe's rat problem. Recently large numbers of rats have come out of the caves and now they run amok in the streets of the village. They're too fast for the dogs to catch them all.

I've killed all the rats bothering the Blackfoots.

Coyotes have started sneaking into town and stealing food. They weren't doing this while the rats were here.

Dumb Journal: Blackfoots say rats are everywhere and eating food.

Me kill all rats for Blackfoots.

Coyotes are sneaking into village to steal food.

"04_Kill_Rats_Quest"

0 = unaware

1 = know about the rats

3 = killed all the rats

"04_Kill_Rats_Count"

0 = unaware

1 = killed one rat

2 = two...

once the current total = 0 (they respawn, so it's a kooky check) you're done

After killing the rats, a few days/weeks later the coyotes should leave forever, never to return (food source is gone).

/KILL THE DEVIL DOG 2430

Rather than taming him, you can just kill him.

Initiator: talky Hangdog

Importance/Scope: medium/minor

Rewards: status, Devil-Killer epithet, XP

Normal Journal: The Hangdogs would like to see the Devil Dog killed, as the presence of this "evil spirit" brings bad luck to the tribe.

I killed the Devil Dog and brought its corpse back to the Hangdogs as proof.

Dumb Journal: Hangdogs say me should kill Devil Dog.

Me killed Devil Dog!

"04_Kill_DevilDog"

0 = Unaware of Devil Dog

1 = aware that the Devil Dog is a threat

2 = killed the Devil Dog

3 = reported the kill to Bares His Teeth

INSERT AREA + AREA # HERE

/KILL OFF THE RADSCORPIONS 2432

The coyotes share their cave with some small radscorpions, which aren't much of a threat to the village but might be a nuisance if the coyotes were no longer here, or if the scorpions were left alone to breed to long.

- CombatBoy kills!
- ScienceBoy can poison them! And use their tails to make antivenom!
- Stealthboy can sneak in and out, making it easier to poison them, set traps for them, etc.

Initiator: Kurisu/Chagas/Bares His Teeth

Importance/Scope: minor/medium

Rewards: scorpion tails, XP

Normal Journal: Kurisu/Chagas/Bares His Teeth told me about the radscorpions that live in one of the hillside caves. She/He/He is concerned that if left alone the radscorpions might breed enough to encroach on the town and endanger the villagers.

I've killed all the radscorpions threatening the Blackfoots.

Dumb Journal: Kurisu/Chagas/Teeth says radscorpions live in cave. Radscorpions might enter town and hurt people.

Me kill all Blackfoot radscorpions.

"04_Kill_Radscorpions_Quest"

0 = unaware

1 = know about the radscorpions

3 = killed all the radscorpions

"04_Kill_Radscorpions_Count"

0 = unaware

1 = killed one radscorpion

2 = two...

once the current total = 0 (they respawn, so it's a kooky check) you're done

/DESTROY ALL OF THE SPORE PLANTS 2429

Some fool planted the seeds from a spore plant fruit, hoping to grow more fruit (and not knowing it was a spore plant fruit). Now the damn things are all over one of the gardens and are threatening the nearby villagers.

- CombatBoy kills!
- ScienceBoy can poison them!

Initiator: Kurisu/Chagas/Bares His Teeth

Importance/Scope: minor/minor

Rewards: XP

Normal Journal: Spore plants are starting to show up all over the Blackfoot village.

I've started to deal with the spore plant problem for the Blackfoots.

I've killed all of the spore plants for the Blackfoots.

I released some coyotes into the village. With their small size and good speed, they're well-suited for evading spore plants' attacks.

I told them never to plant the spore plant fruits or they'll come back again.

Dumb Journal: Bad plants attacking Blackfoots. Bad!

Me kill bad plants in village.

Me kill all bad plants in village.

INSERT AREA + AREA # HERE

"04_Kill_Spore_Plants_Quest"

0 = unaware

1 = know about the spore plants

3 = killed all the spore plants

"04_Kill_Spore_Plants_Count"

0 = unaware

1 = killed one spore plants

2 = two...

once the current total = 0 (they respawn, so it's a kooky check) you're done

Poison the Tribe's Water

To do this efficiently, you'd have to not only poison all of their roof runoff water, but all of the water stored in the storage cave as well. You bastard.

- ScienceBoy can make or refine the poison
- DiploBoy might be able to talk someone else into doing it because it's "medicine"
- Stealthboy is best at planting the poison

Initiator: PC

Importance/Scope: minor/medium

Rewards: --

Normal Journal: I've started poisoning the Blackfoots' stored water supply.

----- I've poisoned all of their barrels and cave pools they use to store water.

Dumb Journal: Me poisoning Blackfoot water.

----- Me poison all the blackfoot water. Me sneaky.

"04_Kill_Blackfoots_Poison_Cave"

0 = unaware

1 = poisoned one pool in the cave

2 = two...

Need final numbers from the map to know when you're done

"04_Kill_Blackfoots_Poison_Runoff"

0 = unaware

1 = poisoned one runoff barrel

2 = two...

Need final numbers from the map to know when you're done

INSERT AREA + AREA # HERE

Retrofit the Lift Engine for another purpose
Run their gate? Haul materials up the hillside? Turn it into some weird weapon?
ScienceBoy is the man for the job
Initiator: PC
Importance/Scope: xxxx
Rewards: xxxx
Normal Journal: xxxx
Dumb Journal: xxxx
 "04_Retrofit_Lift"
 0 = unaware
 1 = partially finished (moderate skill)
 2 = totally finished (high skill)

MINE FOR SILVER

If you're desperate, you can waste a lot of time mining and get a little bit of silver. Handy for the guy who feels like he has time to kill but no cash.

- ScienceBoy can work more efficiently (higher Outdoorsman == faster), getting finished slightly faster. Having better tools makes you faster at working, too.
- DiploBoy can talk people into helping him or doing it for him
- Stealthboy can get more in the same amount of time because Steal and Lockpick mean he knows how to get little slivers of silver out of tight places

Initiator: PC

Importance/Scope: minor/minor

Rewards: silver

Normal Journal: I've spotted some small deposits of silver in one of the Blackfoot caves. With time and a little work that silver could be mined. Having the right tools would help, too.

I've spent some time mining silver from the Blackfoot cave.

I've spent some time mining silver from the Blackfoot cave. The multitool really makes it easier.

I talked one of the Blackfoot villagers into mining the silver for me in exchange for a small fee.

It looks like I mined all of the available silver from the Blackfoot cave.

Dumb Journal: Me find silver in cave. Pretty...

Me mine silver. BO-ring.

Me mine silver. Multool makes it easier.

Me talk villager into mining for me. I give them some silver for their work.

Me mine all the silver from Blackfoot

"04_Mine_Silver "

0 = unaware

1 = know there's still silver there

2 = have mined silver

3 = have mined more silver

4 = have mined all of the available silver

INSERT AREA + AREA # HERE

Perhaps this is just controlled by the existence of "dropped" silver in the mines, that takes time to "mine" and this quest would just be about talking someone into doing it for you

OPEN THE SECONDARY SILVER MINE

With some well-placed explosives, you can open up a section in the back of the Storage Cave, revealing another cave with some silver. Then you can mine it with the mining quests.

- ScienceBoy can work more efficiently, getting finished slightly faster. Having better tools makes you faster at working, too.
- DiploBoy can talk people into helping him or doing it for him
- Stealthboy has the best chance of setting the explosives in the right places, opening up the greatest amount of the cave.

Initiator: PC

Importance/Scope: minor/minor

Rewards: silver, XP

Normal Journal: There's a cave-in at the rear of the Blackfoot storage cave that I think can be cleared with explosives.

I used explosives to clear the collapse at the rear of the Blackfoot storage cave.

There are caves beyond.

There's silver in the new area of the Blackfoot storage cave.

It looks like I've mined all of the extra silver I found in the back part of the Blackfoot storage cave.

Dumb Journal: Blackfoot storage cave has place where BOOM can make new tunnel.

I make rocks go BOOM, now have new BOOM cave in Blackfoot storage cave.

Me find silver in BOOM cave!

Me think all silver gone from BOOM cave.

"04_Secondary_Silver_Mine "

0 = unaware

1 = know that you can open that shaft

2 = have opened the shaft

this means you can add states 5-10 for mining more silver to the Mine For Silver Quest

Perhaps this is just controlled by the existence of "dropped" silver in the mines, that takes time to "mine" and this quest would just be about talking someone into doing it for you

MINE FOR GUANO

You can use the bat guano to make (with carbon) gunpowder. Mining it is boring, but it provides raw materials. No archetype here as a particular advantage, except...

- DiploBoy can talk some locals into doing this work for him. Probably kids.

Initiator: PC

Importance/Scope: minor/medium

Rewards: soft delicious guano

Normal Journal: With all the bats in the Blackfoot cave, there's batshit everywhere.

INSERT AREA + AREA # HERE

With all the bats in the Blackfoot cave, there's batshit everywhere. I can use that to make gunpowder.

I've started digging up some of the bat guano to use in making gunpowder.

I hired one of the villagers to dig guano out of the caves for me.

Dumb Journal: xxxx

"04_Mine_Guano "

0 = unaware

1 = ???

Perhaps this is just controlled by the existence of "dropped" guano in the caves, that takes time to "mine" and this quest would just be about talking someone into doing it for you.

The guano will respawn as long as there are bats living here.

MINE FOR COAL POWDER

You can use the small bits of coal dust and coal gravel to make (with the nitrate from bat guano) gunpowder. You can also do this as part of a deal with the ghouls of the Reservation, who need coal. Harvesting it is boring, but it provides raw materials. No archetype here as a particular advantage, except...

- DiploBoy can talk some locals into doing this work for him. Probably kids.

Initiator: PC

Importance/Scope: minor/medium

Rewards: coal, or possibly trade with the ghouls of the Reservation

Normal Journal: There's enough coal dust and residual coal scrap in one of the Blackfoot caves to be useful for something.

There's enough coal dust and residual coal scrap in one of the Blackfoot caves to be useful for making gunpowder.

I've set up a small coal exchange with the ghouls of the Reservation.

I've mined some of the coal from the Blackfoot cave.

I hired one of the villagers to mine coal for me.

It looks like the coal deposits in the Blackfoot cave are finally played out.

Dumb Journal: Blackfoot cave has little pieces of coal.

Blackfoot cave has little pieces of coal. Coal good for making gunpowder!

Me set up deal with ghouls who want coal.

Me hire villager to dig coal for me.

Me think coal all gone from Blackfoot cave.

"04_Mine_Coal "

0 = unaware

1 = you know there's coal there

2 = have mined coal

3 = have mined more coal

4 = have mined even more coal, and the mine is now played out

INSERT AREA + AREA # HERE

MERCHANT QUESTS

If you establish the Blackfoots as legit traders in water, gunpowder, bullets, etc., they can start doing caravans to nearby areas. They won't pay well (since the Blackfoots are pretty tough and can guard themselves) but it's better than nothing.

Needs more info here for giving out the quests, maps to use, encounters to have, locations to go to, etc.

FLOATING QUESTS

Herd some Brahmin

Get me a new dog pup

Help me get a few bullets/a pipe rifle/a zip gun/a nice piece of clothing as a dowry for my daughter (as tech increases in the town, the items become more rare/valuable in nature)

Train my son how to fight your way, stranger

Get me some herbs

SCRIPTING

Scripting covers a number of elements:

Note that there may be some scripting-specific information for NPCs, audio, art requirements and so on that may be listed there.

In addition to the points listed below, this is more like an "Area script" scripting section than anything. Use the GENERAL section for checks that must occur throughout the area, and the TOWN-SPECIFIC and DUNGEON-SPECIFIC for checks for a particular map.

GENERAL

There are some general scripting issues...

- The Town and Leadership:
 - The PC can become the leader of the Hangdogs, but if he leaves for a long time, the Hangdogs don't like it and leadership reverts to the previous leader. This routine takes care of that.
 - Every time the PC leaves the town map (when it's unloaded), it should set a timestamp (04_Hangdog_Leader_Timestamp). When he enters the town (when the map is loaded), it should check this timestamp to see if 10 weeks? (unsure on this, will have to check how long it takes you to go to the nearby areas on the world map) have passed. If so, and if GetPersonalGlobal(PCSpeaker(), "04P_Become_Hangdog_Leader")==4 for any character, then SetPersonalGlobal(PCSpeaker(), "04P_Become_Hangdog_Leader",5) for that character. ==4 means the PC is leader, ==5 means the PC *was* leader but lost the job.
- The Smelter:
 - This is going to need a "hot" version (where the fires are lit) and a "cold" version (where the fire has been put out), probably differing just in a flame animation.
 - If the PC examines the smelter and has at least an average Mechanics skill, he should get a text message (string #XXX) and the script needs to SetGlobal("04_Improve_Smelter",1)
 - OpenTask(2168, 04)
 - AddEntry(2168, 2176) if IsDumbPC() or AddEntry(2168, 2175) if ISSmartPC()

INSERT AREA + AREA # HERE

- When it's hot, the PC can't do anything with it, and the workers (generic townsfolk and the NPC called Scars For Hands) will come by at regular intervals to Use it.
- When it's cold, the workers do not visit it at all.
- Scars For Hands will need a "turn it off" script where she spends several minutes doing Use on the smelter before the flames die out. She'll also need a "turn it on" script where she spends several minutes doing Use on it before the flames start up again. I need a script for these because you can have her do this in dialogue.
- When it is cold, a PC with the Mechanics skill can do two sets of "repairs" on it (one requires good skill, one requires a really good skill).
 - If GetGlobal("04_Improve_Smelter")==2 or ==4 then the fade to black, advance the time two days, fade in, SetGlobal("04_Improve_Smelter",6), AddEntry(2168, 2173) if IsDumbPC(), AddEntry(2168, 2170) if IsSmartPC().
 - If GetGlobal("04_Improve_Smelter")==6 or ==8 then the fade to black, advance the time two days, fade in, and SetGlobal("04_Improve_Smelter",9). AddEntry(2168, 2174) if IsDumbPC(), AddEntry(2168, 2171) if IsSmartPC(), CloseTask(2168, 04)
 - **[NICHOLAS] - Update new values/globals.**
- We'll need to set Examine results for this item based on the state of 04_Improve_Smelter (generic text, can-repair text, some-repairs text, improved burning text, all repairs text, best burning text). **[NICHOLAS] - Note to Chad - request script function**
- Will need to pass several XP entries for the Improve The Smelting Furnace quest.
- The Furnace cave needs to have a smoggy smoky haze (fog effect) in the cave with the actual smelter. This haze causes 1d6 fatigue for every ten minutes you spend in it. The PC's actions can make this haze go away (see below). The first time you take this damage it has to SetGlobal("04_Air_Pump",3) , OpenTask(2177, 04) , AddEntry(2177, 2179) if IsDumbPC(), AddEntry(2177, 2178) if IsSmartPC(),
- Entrance to the Furnace Caves has a metal panel on the ground that's clearly visible. If the PC has successfully built an air pump, they'll have it in their inventory. If the PC uses that inventory item on that metal panel, destroy the pump in the inventory and unhide the hidden air pump dynamic object (which is conveniently in the same location as the metal base). Then SetGlobal("04_Air_Pump",3). Reduce the amount of haze near the furnace (see above) over the course of a minute until the haze is entirely gone. Will need to pass XP entries for the Build An Air Pump System quest. AddEntry(2177, 2181) if IsDumbPC(), AddEntry(2177, 2180) if IsSmartPC(), CloseTask(2177, 04)
- Handle furnace damage via area script
- The Hangdog bitches: Since you can breed Devil Dog to the Hangdog bitches as a favor to Teacher, we need a way to see if any of the bitches are in heat. The bitches are in heat the first 20 days of February and August; have the area check the date and the timestamp global 04_Bitches_Timestamp ... if the date is right and the timestamp is at least 30 days old, set 04_Hangdog_Bitches ==1. At the end of the heat period (Feb 21 and Aug 21), set 04_Hangdog_Bitches to 0. The NPC Teacher can also set up a breeding with Devil Dog and the bitches; if so he sets 04_Hangdog_Bitches ==0 so they're no longer in heat and sets a timestamp (04_Bitches_Timestamp) with the current date/time so the area script doesn't reset it too soon.
- The very first time the Blackfoot village map is loaded we need to set a timestamp (04_Spore_Plant_Timestamp) to the present timestamp. Later visits don't need to reset the timestamp, I just need to know the origin time for this area.
- There are three Hangdog dogs that are irradiated, do not attack, and only walk with the limping animation. The PC can diagnose and treat them, and if successful (either by using RadAway or Average() Medic skill) and...
 - If SmartPC() then AddEntry(3073, 3073)

INSERT AREA + AREA # HERE

- If DumbPC() then AddEntry(3073, 3074)
 - There is a dead ghoul on a remote part of one of the hillsides.
 - There is a trigger around the ghoul, and if the PC walks into the trigger, it activates float: #3065 and SetGlobal 04_Dogs_Ghoul == 1
 - If SmartPC() then AddEntry(3066, 3069)
 - If DumbPC() then AddEntry(3066, 3070)
 - Every day its script needs to check the status of 04_Ghoul_Bury_Timestamp, and if one day has passed since that timestamp, it should hide itself.
 - **[NICHOLAS] – What's the starting condition? Can't just check a timestamp by itself.**
 - If SetGlobal("04_Ghoul_Bury_Timestamp", GetTimeStamp())
- Are there any wacky scripting things you'll need the programmers to be aware of? (For example, can you go to Hoover Dam, aim an artillery cannon at the town of Podunk five miles distant, fire a poison gas shell into the town, then go back to Podunk and all the inhabitants are dead except for the ghouls? Or, if the town is suffering from a disease, does the population die off over time? "Little" things like that.)
 - Are there any cut-scenes in the location? If so, include specific details of how the cut scene plays out, including characters you may need added or subtracted from a map on the fly, camera angles, and so on. **Note:** Be sure to include animations and Ids to the art for scriptors contained within the cut-scene description.
 - Do any creatures in town spawn or respawn? If so, is this respawning tied to any other parameters, such as difficulty level, the player's level, skill use, reputation level, and so on?
 - Are there any changes that occur on the map in terms of spawning, creature difficulty, or otherwise, that vary according to the difficulty level of the game, the level of the player and/or the party, or the fact it's a single-player or a multiplayer game? Do any boss battles become harder? Do any spawned creatures change (behemoth robots instead of rad rats suddenly start popping out of the word work)? Let your programmers know. They like knowing this stuff.
 - **Events:** Any event stuff? These are things that (usually) happen outside of the player making them happen – for example, the robots may attack Denver, the caravans may arrive only on the 3rd and the 15th, slavers may raid the town (possibly after the PC tells them where they are), or Dogbody may ambush the Denver camp, and so on. Some of these events can be player-driven (because you fixed the radio, a wandering robot can beam a coded message through it), and so on. These are more like floating challenges and threats the player has to deal with.

TOWN-SPECIFIC

There are some important things to consider for towns...

- **What happens when the player attacks someone in the area?** The adults of the town will turn against you, those nearby moving in right away and others less near taking sniping positions just in case the melee defenders fall.
- **What happens when the player breaks into one of the houses in the town?** The people of that house will attack (adults and pets, and possibly house-slaves), and 1 or 2 nearby people might join in, but the rest in the area will stand nearby and watch to see the outcome.

INSERT AREA + AREA # HERE

- Are any of the town inhabitants listed in the *Monster Roster* below organized into teams? Do they call for help? Will any of them fight each other if they spot an rival group of townsfolk?

DUNGEON-SPECIFIC

There are some important things to consider for dungeon locations...

- Are any of the monsters listed in the *Monster Roster* below organized into teams? Do they call for help? Will any of them fight each other if they spot an enemy critter? The radscorpions and bats are not team-based (if you can pull them individually, that's how they fight). Coyotes, dogs, rats, Brahmin, and spore plants recognize common threats. Coyotes will fight rats, radscorpions, or spore plants if the opportunity presents itself; radscorpions will stay out of the way of the coyotes so as to not get caught.

COOL SHIT

There are a lot of resources in this area and a lot of things to kill (bats, coyotes, radscorpions, spore plants) if you're looking to get on the good side of the locals). You have the opportunity to become a tribal leader, and to advance their technology by quite a bit, making their success directly related to your coolness.

Weapon/Armor Progression: Starting with leather armor, tribal weapons (including "sharpened" versions of spears), zip guns, pipe rifles, and the rare/expensive standard pistol or rifle. You get a boost when you find/open the military cache. They improve their own weapons if you teach them how, giving you a steady supply of ammo and cheap simple gunpowder weapons which you can use to sell in other areas. For skill-related stuff, there's an Outdoorsman Lab that you can upgrade to a Science Lab. For StealthBoy you can get some cool soft boots that are good for sneaking, and some dogskin clothing that makes you look more impressive and intimidating.

Useful Skills: Persuasion, Deception, Mechanics, Outdoorsman, Science, Sneak, Traps

Merit Badges: Lift Operator (If you get the ski lift working again), Grand Master of Guano (if you do the "Mine Guano" quest), Puppy Orphanmaker (if you kill the adult dogs or coyotes in a lair but leave the puppies)

New Items: The player can learn how to sharpen spears.

What keeps you coming back? Lotsa resources. Many quests to do. The military cache in the tunnel. Checking status on the uplift progress (and getting your money/equipment rewards for it).

Is there an interesting gaming technique, quest, or RPG element about the location? This is a place where you can start with primitive conditions and build them up to at least an 1800s level of technology. You'll see the town become more wealthy and see upgrades to their equipment over time.

Handouts: You'll be able to find old holodisks in the military cache, a journal hidden in one of the homes by Bloch, the leader of the original squad.

Quest Items: yyyyy

Vehicles: none, other than the nonfunctional Greathound bus/gate

INSERT AREA + AREA # HERE

TASK LIST

The **Tasks** section is a list of all the work that needs to be done for the area. It is a good summary for the producer, other designers, artists, and programmers as to what has been done in the area, who to check with if you have questions about certain tasks, and so on.

This section is only useful if it is used. If we're several months into the project and no one has been using it, then it will no longer be used or updated. There's no sense in wasting time doing additional bookkeeping if it's serving no purpose.

SOUND REQUIREMENTS

The **Sound Requirements** section is intended to cover every conceivable audio question you've had to answer for an RPG in the past. You know the drill. Some aspects to consider:

The basic chart for SFX would be as follows:

AREA	SOUND REQUIREMENTS
Blackfoot Village, West Hillside, North Hillside	MUSIC DESCRIPTION
	Blackfoot Village has a faintly western sort of feel (like the slow guitar stuff in FO2), sometimes alternating with a patient but ominous deeper guitar and drum that sounds sort of like the main background music for the movie <i>They Live</i> .
	BASIC SFX
	Wood chopping (day only)
	Ringing of metal on metal/sharpening weapons (day only)
	Loose doors banging open and shut in the wind
	The occasional clatter of pots (day only)
The crackling of burning wood from campfires (night only)	
Dogs barking, growling, and whining (Hangdog areas only)	
WALLA SFX	
People whistling for dogs on occasion (Hangdog areas)	
Children's laughter	
Brief snatches of conversation (energetic, but not angry)	
Sounds of people working (lifting heavy weights, etc.)	
Furnace Cave	MUSIC DESCRIPTION
	As Blackfoot Village, but the furnace cave can have a faster-paced metallic element to it, representing the metal being melted down and reformed into spear tips, knives, etc.
	BASIC SFX
	<i>As Blackfoot Village, plus:</i>
	Burning fire
	Drip of water
	Metal on metal (day only)
Shoveling of wood into a furnace (day only)	
WALLA SFX	
As Blackfoot Village	
Storage Cave, Spelunking Cave (1&2), Mining Caves (1 & 2)	MUSIC DESCRIPTION
	As Blackfoot Village, but at a more muted level, showing that the Blackfoots control this area but they don't necessarily live in the caves.
	BASIC SFX
	Generally pretty quiet
	Animal noises appropriate to the area (mainly coyote noises in the coyote cave)
	WALLA SFX
Drip of water	

INSERT AREA + AREA # HERE

INSERT AREA + AREA # HERE

MAP AND MAP KEY

The **Map** and **Map Key** section has a JPG of the area, with each important location numbered. Again, this is useful for QA, other designers, game editors, and strategy guide authors. Here's an example of what I mean (see next page...):

Note: When laying out maps, make sure you leave enough space for a vehicle to be parked if there ends up being vehicles in the game.

BLACKFOOT MAPS

Green is flatland. Brown is hills. Gray lines are streets/paved roads from the old world.

Brown lines are walkable paths.

Vehicle would be parked outside the main wall, except if you're friendly to them in which case you can park it inside the wall.

INSERT AREA + AREA # HERE

LOCATION CHECKLIST

Each area document will also have a **Location Checklist**.

In Fallout 3, we need to make sure that each character type has an equally enjoyable role-playing experience in each location (evil characters and stupid characters are usually given the short end of the stick; the rewards for these types of characters are usually unbalanced when compared to the goody-two-shoes characters). No more!

In addition, there were a few skills and statistics in Fallout 1 and 2 that didn't see enough use by the designers. As an example, Charisma wasn't nearly as useful as most of the other statistics in Fallout 1, and the Doctor Skill was as useless as a third thumb in both Fallout 1 and Fallout 2. If we take care to see that each stat and skill can be used effectively design-wise in each location in the game, then I think these stats can gain back some of the ground they've lost over the past few games. That's what the location checklist is for.

The location checklist is a glorified grocery list, covering a number of the role-playing possibilities for each "kind" of character the player may have chosen (Stealth Boy, Science Boy, Combat Boy, DiploBoy). This checklist is intended to insure each kind of character has something cool to do in each location, and that the rewards and role-playing experiences for each location are balanced whether the player is good or evil, stupid or smart, a combat monster or a science guy.

Designers don't have to make sure that each entry is checked off for each location – *as long as they make up for it in another of their locations in the game*. The exception to this rule is for early areas of the game, since those are the first areas the players will encounter, and I want their character to have a rich role-playing experience all-around right from the start. (If the player went through three early areas, and his Doctor skill isn't used once, then he's going to be sorry he took it.)

My prototype checklist consists of the following entries:

ATTRIBUTE	CHALLENGE	REWARD
CHARACTER SPECIFIC		
Evil Karma Character	Kill everyone	
Good Karma Character	Free the slaves	
Stupid Character	Chase off/kill the coyotes or rats	
Low Reputation Character	Trade in slaves	
High Reputation Character	Convince them to stop slaving	
Human Character		
Male Character	Become Kurisu's house-husband	
Female Character	Drive out daughter of Hecate	
Strength	Mining tasks	
Perception	Finding the Bloch journal, silver nuggets, rubble that leads to military cache	
Endurance	Do some silver mining	
Charisma	Lead the tribe	
Intelligence	Improve the forge/smelter	
Agility		
Luck	Find the military cache	

COMBAT BOY		
Firearms		
Melee		
Unarmed		
DIPLOBOY		
Barter		
Deception		
Persuasion		
SCIENCE BOY		
Science	Concentrate the dog allergens to piss of the daughter of Hecate	
Outdoorsman	Get parts from destroyed military robots	
Medic	Heal Fast-Hands and the sick dogs	
Mechanics	Upgrade the furnace, fix the ski lift, teach Garun how to repair guns, pick the door on the military cache	
STEALTH BOY		
Lockpick		
Sneak	Sneak into feral dog lair and steal puppies for Hangdogs	
Steal	Better at silver mining	
Traps	Avoid rockfalls near dog lairs, teach Chagas tricks for leadership contest	
GENERIC SKILLS		
Carrot 1 (Bonus Perk, Medal, Epithet, whatever)	Lift Operator (fix the lift)	
Carrot 2	Grand Master of Guano (harvest X amount of guano)	
Carrot 3	Blackfoot Hunter	You help in 3 raids
	Hangdog Hunter	You help in 3 of their raids
	Hangdog Packleader	You take over the Hangdogs
	Walks With the Devil	If you tame the Devil Dog
	Devil Slayer	If you killed the Devil Dog
	House-Mate	You agree to mate with the tribe leader
Easter Egg, Easy 1		
Easter Egg, Easy 2		
Easter Egg, Easy 3		
Easter Egg, Medium 1		

INSERT AREA + AREA # HERE

Easter Egg, Medium 2		
Easter Egg, Hard 1		
PERKS + TRAITS		
Perks (Any cool Perk mileage?)	Animal Friend	Can enter feral dog lair to get a pup without being attacked, Devil Dog has slightly greater chance of liking you
Traits (Any cool Trait mileage?)		
ENVIRONMENT		
Economics	Slaves, dogs, dogmeat. Possibly water, bullets, guns, Brahmin in the future with your help.	
Power/Infrastructure	No power needed, unless the lift becomes operational.	
Food	Dogs, Brahmin, gardening	
Tie to Another Area 1	Slaves stolen from other settlements	
Tie to Another Area 2	Daughter of Hecate is shaman	
Tie to Another Area 3	Chagas the prisoner	
	BOS would like to know about the military cache.	
MULTIPLAYER GAMING		
Multiplayer Elements?		
POST-GAME ADVENTURING		
Ending 1	You teach them how to make guns, and they become badass.	
Ending 2	You don't do much for them either way.	
Ending 3	You convince them to trade water instead of slaves.	
	You wipe out their ability to trade slaves but don't give them anything else to do.	

I'd like these categories to be balanced out among random encounters as well, when possible (obviously, not all categories will apply).

Post-Game Adventuring: (This is likely to get scrapped, since the end game will be pretty final) The Fallout game will continue after you "finish" the game, and the player can keep adventuring if he wants. I want the locations to react to the player having won the game, either with small scraps of dialogue, minor art changes (banners hanging from windows congratulating the "hero"), and so on – anything to give the player a pat on the back.

ROOM FOR IMPROVEMENT

If you upgrade their furnace, more of them will start wearing cheap metal armor. They'll also put more metal on their defensive wall. Even the dogs might get limited armor.

If you refit the ski lift to do something else, then.... Yyyyyy HERE XXX

If you teach them to make guns, more sniper points will appear on the wall and all warriors will carry some sort of pistol or rifle. This means the number of random encounters with Blackfoots will increase in the area (but you're probably friendly to them, so that's OK), and other sorts of random encounters in the area will decrease. Guns will become cheaper here. Technology level for guns only will increase. Morale will be higher.

If they start trading water and Brahmin, the place will become a little more repaired. Rough sections of streets will be paved with flat stones. People will start to dress in more modern clothing to better mix with their trade partners. They'll establish trade relations with nearby settlements. They'll have other sorts of trade goods in town, and at better prices. Perhaps a telegraph line could be strung, or even a new kind of lab available. Overall hp will increase with greater access to medicine and other kinds of food. Technology level will go up to average in all levels.

END MOVIES

Each area document will also have a list of possible **End Movies** depending on what the character did in the location. This section should contain:

- The condition for each end movie. Someone has to script this, so make sure it includes all necessary flags or other conditions that need to be checked.
- The narration text for the end movie. Write it as if Ron Perlman would read it.
- Some suggested art for the end movie slideshow. Keep it as a simple 2D image.

Note: Over the course of the project, you may wish to collect art that may be appropriate for an end movie slideshow and just keep it stored in a folder on the server or locally.

A quick example is provided below:

BLACKFOOT END MOVIES

WHERE TO GO CONDITIONS

The player never entered Blackfoot Village	Skip Cinematic
You gave them guns	Goto X
Stopped them from slaving & left them to die without another economy	Goto X
You made them Brahmin and water traders.	Goto X
You killed everyone in the village	Goto X

1. GUNS OF THE BLACKFOOT

INSERT AREA + AREA # HERE

With the ability to create and repair firearms, the Blackfoots became more aggressive, expanding their territory and swelling their ranks with slaves. The tribal village became the center of a small but dangerous state, avoided by all but the most desperate traders.

Show the village, with simple gun towers behind the main wall. Tribals with guns stand in the foreground, watching a column of slaves head into the village.

2. NO SLAVES, NO LIFE (WTG)

Deprived of their trade in human flesh, the Blackfoots began to dwindle away as the tribute to Caesar's Legion took its toll. Eventually the Blackfoots scattered to the wasteland, and the hounds of the hangdogs ran wild in the hills once again.

An empty, decrepit village, a few human skeletons, and feral dogs running around everywhere, some still with collars.

3. PLAYER DESTROYS THE BLACKFOOTS

Wiped out by the escaped Prisoner, the Blackfoots and Hangdogs vanished as a tribe. Their village was looted by salvagers, and its dogs left to roam free.

An empty, decrepit village, a few human skeletons, and feral dogs running around everywhere, some still with collars.

4. RANCHERS AND WATER TRADERS

Convinced that water and Brahmin were the key to the tribe's prosperity, the Blackfoots began a tentative trade in water and animals with nearby settlements. Their ready supply of the precious drink and hardy stock were well-received by their neighbors, and all villagers reaped the reward. In time, the Blackfoots abandoned slaving for their new trade, and their village experienced a boom in wealth and trade. Though never fully trusted by other settlements, the Blackfoots gained a reputation for fairness and quality goods.

The village, with some tribals dressed in more modern clothing. A series of telegraph wire poles extend from the background and out toward the wasteland.

RANDOM NOTES

This section is just for random notes you've made on the location - brainstorming ideas or whatever. It's like a word junkyard for stuff you might use or might not, but you haven't ruled them out yet.

about 300 people in the tribe, only a fraction of them are on-screen
adventure seed: stole an NCR kid from Hoover Dam or one from New Canaan

Kurisu is a hard-core slaver, and a tough butch bitch with an attitude - she not only has accepted her slaver role, but she's really good at it - I just want it to be a marked contrast to Sulik and a reversal of what one would expect Sulik's sister to be like). My thought with Kurisu was this - at the start of the game, she is a low-karma character, a hard-core slaver who hates her tribal roots and has always been bitter than her brother never came to rescue her. Depending on the player's actions, he can save her (good Karma) or he can drive her deeper into hate (lower Karma). But I'd like Kurisu to be one of those CNPCs whose fate you can change by your actions. I'd also like the player to become one of Kurisu's "house-husbands" if possible (she should have more than 1).

area needs more combat ties and dungeoncrawling. monster caves?
can hire them to track down or enslave people

INSERT AREA + AREA # HERE

Finding the prisoner here seems a little easy to me, but he could be one of the "easy" prisoners in the game. We'll sort it out. I like the existing complication you have for him, but you might want to spice it up with: Chagas was captured by Kurisu, so she owns him, and she's not going to let him go. Kurisu may have sold Chagas to someone else. The player, when asking about escaped prisoners, gets told about another prisoner instead of Chagas, since the Blackfoot don't consider Chagas to be a prisoner - he's one of the tribe. Once the players realize they're chasing the wrong guy, they may come back to find Chagas sold off or missing.

make acquiring Chagas more difficult

If the player kicks the crap out of Kurisu (or some other method of dominance), then the player could take control of the tribe and force them to stop slaving (though this may make them unhappy).

instead of Emancipation, take more slaves!

The players can lure other tribes to this location, and they can fight, killing each other.

The players poison the tribe with their presence, so even the women, children, and brahmin start dying over time. Even if they're slavers, this is bad news.

And what if the player somehow contaminates Chagas with a new strain that does kill him?

If the player defeats Kurisu, maybe the rest of her house husbands show up over time to challenge the PC (kind of like the Morton Bros. In Fallout 2)

Slavery moral issue: If the player has to deal with the Blackfoot, then this becomes a real slippery issue for the player to have to wrestle with - make it in the player's interest (either quest-wise or resource-wise) that makes dealing with the Blackfoot a good thing (like the military weapons cache, the railroad issue, getting them to find prisoners for you, and so on).

Themes/Religion note: It'd be amusing if their slaves were cool with how things were - and they accepted their status, and were angry if the player caused trouble for them)

Quests:

Rescue a New Canaan missionary being held by tribals

Tell other tribals where they can find the Blackfoot (war!)

Find a way to get the Blackfoot to help you round up prisoners from the Big Empty

Get the Blackfoot to break ties with Caesar, or strengthen them

Get the Blackfoot to stop raiding NCR, or increase the raids

Get the Blackfoot to stop messing with the nearby railroad, perhaps

APPENDIX

Include a summary of changes you've done in a document at the end, and dump it into the Source Safe comments, if you can. Chances are, you'll have to email this information to certain people on the team, so it's worthwhile to record here.

8/4/2003: Finished quests and AO.

8/1/2003: Finished the maps.

6/24/2003: Compiled my Blackfoot sections and Jeff's Hangdogs

7/7/2003: Finished document and made changes according to other designer comments

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