

SID

Level - 7

STATS

ST - 05

PE - 08

EN - 06

CH - 04

IN - 06

AG - 07

LK - 03

Traits - One in a Million; Increased

Perks - TBD

Tag Skills - Firearms (90%), Mechanics (75%), Medic (75%)



Metabolism

Dialogue Info	
Author	Damien Foletto
Dialogue Name	15 Sid
Creature Name	15Sid

Example Dialogue Name: 02 Porter

Example Creature Name: 02Porter

Here's probably the most-commonly-used check script: `GetTotalSkill (PCSpeaker(),SKILL)`

You might want to set up an autocorrect option in word so you don't have to type out the whole thing (I have mine set up so if I type **gett** it spits out the above check with an `==1` at the end of it).

Try using "Avellone-style" node numbering. That's where you give the node a "number" that's actually a unique word, such as **TELLABOUTSELF**: for a node where the PC has asked an NPC to tell about himself. Just refer to that word with your Goto statements (like **Goto TELLABOUTSELF**:) and when you're all done with the dialogue you can do a global replace for that word with a real number. Doing this means that you can group nodes by topic in the dialogue file and not have to worry about renumbering if you have to insert another node later.

If you use this method, be sure to make the word something that is unique and won't accidentally be used in other parts of the dialogue; **ASSHOLEINSULT** is a good word, just **ASSHOLE** isn't because if a node has a character actually saying "asshole" the global search would catch that, too. You can also use a colon character at the end of the unique word like I did in the **TELLABOUTSELF**: example, above. Whatever you do, don't use a number all by itself as a placeholder like this ... I learned the hard way that some numbers pop up everywhere and doing a global replace on them totally screws up your dialogue!

For an example of this method, check out the Avellone_Dialogue_Example_Ordor.doc file in Tools/Design/Documents on sourcesafe (the same place you find this dialogue template file).

Journal entry table

Column 1 is the journal entry number (starting with 1 and increasing by 1 each time)

Column 2 is the quest ID (which the Dialogue Editor generates for you when you enter the dialogue name into the stringtable.

Column 3 is the actual text that'll appear in the PC's journal. It should be written in first-person ("I this, I that, they did something to me.")

1		I convinced Sid to sacrifice his own life in order to save his friend, Bear. Using some explosives that Sid had lying around, Sid strapped them to his person, ran over to the Rusty Hooks' leader, Kyle the Hook, and blew up Kyle and himself. Blood and chunks for everyone, but at least Bear is free from Kyle's control.
2		

Experience Table

Column 1 is the XP entry number (starting with 1 and increasing by 1 each time)

Column 2 is the XP amount for that entry. We haven't defined how we're describing this just yet and I don't know if we're going to use the FR6 system, so for now just put "low", "medium", or "high" and assume it'll be tailored to the PC's level somehow.

Column 3 is the actual text that'll appear in the text window during gameplay. It should be written in second-person ("You gain 500 XP for killing all the humans.")

1		You convinced Sid to use himself as a bomb to blow up Kyle the hook.
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2		You gave Sid a Big Book of Science.
3		You suck! You suck so well, you helped Sid fuel up his mega-flamer.

Node 1				
	Comment	Starting Conditions		
	Reply 1			
	Comment			
	Condition			
	Action			
	Link 1	Goto		
	Comment	Sleepy time. Need script for sleepy check.		
	Condition			
	Action			
	Link 2	Goto		
	Comment	Second time		
	Condition	GetGlobal("15_talked_sid")==1		
	Action			
	Link 3	Goto 2		
	Comment	First time		
	Condition	GetGlobal("15_talked_sid")==0		
	Action	SetGlobal("15_talked_sid", 1)		

2) First Time (SC)

Node 2: First Time				
	Comment			
	Condition			
	Action			

	NodeText 1	What the hell d'ya'll wan... WHOA! HOLY MUTANT SHIT! Wow, uh, sorry there - we don' get no ghouls aroun' these 'ere parts.		
	Comment	If PC is hideously ugly; i.e. <3 CH.		
	Condition	GetPrimaryAttribute (PCSpeaker(), PRIMARYATTRIBUTE_CHARISMA) <3		
	Action	SetGlobal("15_Fugly_PC",1)		
	NodeText 2	Will ya jus' fuckin' lemme work...?! Oh! Uh sorry. Thought ya'll was someone else. Ya'll 'ere to trade, or somethin'?		
	Comment	If CH is >=3		
	Condition	GetPrimaryAttribute (PCSpeaker(), PRIMARYATTRIBUTE_CHARISMA) >=3		
	Action			
	Reply 1	I'm not a ghoul.		
	Comment	A non-dumb response for being an ugly sucker		
	Condition	ISSmartPC() && GetGlobal("15_Fugly_PC")==1		
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action			
	Reply 2	Me no gool! Me hooman.		
	Comment	Dumb response for being an ugly sucker		
	Condition	ISDumbPC() && GetGlobal("15_Fugly_PC")==1		
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action			
	Reply 3	Me ask questions.		
	Comment	A dumb response		

	Condition	ISDumbPC() && GetGlobal("15_Fugly_PC") < 1		
	Action			
	Link 1	Goto 22		
	Comment			
	Condition			
	Action			
	Reply 4	Can I ask you some questions?		
	Comment	A non-dumb response		
	Condition	ISSmartPC() && GetGlobal("15_Fugly_PC") < 1		
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

3) Not a ghou (2)

Node 3: Not a ghou			
	Comment		
	Condition		

	Action			
	NodeText 1	Y'all yankin' my horn! Y'all gots a face like a witchdoctor's rattle... Now, what'cha need?		
	Comment	Non-dumb PC		
	Condition	ISSmartPC()		
	Action			
	NodeText 1	Well strip me naked an' call me tribal, ya'll as dumb as ya'll ugly. Y'all been beatin' up radscorpions with y'all's face? Took a few stingers ta the noodle, too? Bah, what'cha need, <i>gorgeous</i> ?		
	Comment	Dumb PC		
	Condition	ISDumbPC()		
	Action			
	Reply 1	Me ask questions.		
	Comment	A dumb response		
	Condition	ISDumbPC()		
	Action			
	Link 1	Goto 22		
	Comment			
	Condition			
	Action			
	Reply 2	Can I ask you some questions?		
	Comment	A non-dumb response		
	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 3	Goodbye.		
	Comment			
	Condition			
	Action			

	Link 1			
	Comment			
	Condition			
	Action			

4) Questions galore!

Node 4: Questions galore!				
	Comment			
	Condition			
	Action			
	NodeText 1	Go 'head. But make it quick, I gots a bunch o' shit to do.		
	Comment	Came from ghoul accusation		
	Condition	GetGlobal("15_Fugly_PC")==1		
	Action			
	NodeText 2	Make it quick, I gots a bunch o' shit ta do.		
	Comment	Non-dumb PC		
	Condition	GetGlobal("15_First_Questions")==0		
	Action	SetGlobal("15_First_Questions",1)		
	NodeText 3	Why not? It's not like I gots a screwy boss'll shoot me in the noodle if'n I don' gets my shit done. Please, seal my fate an' ask.		
	Comment	Non-dumb PC, gives hint Sid is under pressure to work		
	Condition	GetGlobal("15_First_Questions")==1 && GetGlobal("15_Kyle_Hint")==0		
	Action	SetGlobal("15_First_Questions",2) SetGlobal("15_Kyle_Hint",1)		
	NodeText 4	What part o' <i>make it quick</i> don' ya'll get? AH, fine, ask another damn question.		
	Comment	Non-dumb PC		
	Condition	GetGlobal("15_First_Questions")==2		

	Action	SetGlobal("15_First_Questions",3)		
	NodeText 5	This 'ere ain't never gonna end, is it. Ask...		
	Comment	Generic		
	Condition	GetGlobal("15_First_Questions")==3		
	Action	SetGlobal("15_First_Questions",2)		
	Reply 1	Who are you?		
	Comment	A non-dumb response		
	Condition	ISSmartPC() && GetGlobal("15_who_sid")==0		
	Action	GetGlobal("15_who_sid",1)		
	Link 1	Goto 5		
	Comment			
	Condition			
	Action			
	Reply 2	Tell me again who you are.		
	Comment	Non-dumb, second time asked who		
	Condition	ISSmartPC() && GetGlobal("15_who_sid")==1		
	Action			
	Link 1	Goto 5		
	Comment			
	Condition			
	Action			
	Reply 3	What do you do here?		
	Comment	A non-dumb response		
	Condition	ISSmartPC() && GetGlobal("15_what_sid")==0		
	Action	GetGlobal("15_what_sid",1)		
	Link 1	Goto 21		
	Comment			
	Condition			

	Action			
	Reply 4	Tell me again what you do here.		
	Comment	Non-dumb, second time asked who		
	Condition	ISSmartPC() && GetGlobal("15_what_sid")==1		
	Action			
	Link 1	Goto 21		
	Comment			
	Condition			
	Action			
	Reply 5	Never mind. Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

5) Who are you? (4)

Node 5: Who are you?				
	Comment			
	Condition			
	Action			
	NodeText 1	The name's Sid, an' I fix things aroun' 'ere. Best fix-it guy in the Rusty Hooks, but then again, I'm the only fix-it guy 'round 'ere. Hey, I trade stuff, too – in'erested?		
	Comment	Non-dumb PC Do not know Sid		
	Condition	GetGlobal("15_sid_name")==0		
	Action			

	NodeText 2	Don' 'member too good, eh? The name's Sid! I'm with the Rusty Hooks. Got it?		
	Comment	Know Sid		
	Condition	GetGlobal("15_Sid_Name")==1		
	Action			
	Reply 1	Who or <i>what</i> are the Rusty Hooks?		
	Comment	A non-dumb response		
	Condition	IsSmartPC()		
	Action			
	Link 1	Goto 6		
	Comment	Learn Sid's name an' Rusty Hooks		
	Condition	GetGlobal("15_Sid_Name")==0		
	Action	SetGlobal("15_Sid_Name",1)		
	Link 2	Goto 6		
	Comment	Know Sid's name		
	Condition	GetGlobal("15_Sid_Name")==1		
	Action			
	Reply 2	I want to ask you something else.		
	Comment	A non-dumb response		
	Condition	IsSmartPC()		
	Action			
	Link 1	Goto 4		
	Comment	Learn Sid's name an' Rusty Hooks		
	Condition	GetGlobal("15_Sid_Name")==0		
	Action	SetGlobal("15_Sid_Name",1)		
	Link 2	Goto 4		
	Comment	Know Sid's name		
	Condition	GetGlobal("15_Sid_Name")==1		
	Action			
	Reply 3	Let's trade.		
	Comment			

	Condition			
	Action			
	Link 1			
	Comment	Learn Sid's name an' Rusty Hooks, open store		
	Condition	GetGlobal("15_Sid_Name")==0		
	Action	SetGlobal("15_Sid_Name",1)		
	Link 4			
	Comment	Know Sid's name, open store		
	Condition	GetGlobal("15_Sid_Name")==1		
	Action			
	Reply 4	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Learn Sid's name an' Rusty Hooks		
	Condition	GetGlobal("15_Sid_Name")==0		
	Action	SetGlobal("15_Sid_Name",1)		
	Link 4			
	Comment	Know Sid's name		
	Condition	GetGlobal("15_Sid_Name")==1		
	Action			

6) Rusty Hooks? (5)

Node 6: Rusty Hooks?				
	Comment			
	Condition			
	Action			

	NodeText 1	We here's the Rusty Hooks, that's who – not what! We been 'ere fer a couple o' years now. This place once been known as <i>Bloomfield</i> . Don' know why, though – don' look like no <i>field</i> aroun' 'ere.		
	Comment	Non-dumb PC Don't know Bloomfield		
	Condition	ISSmartPC() && GetGlobal("15_Bloomfield_Name")==0		
	Action			
	NodeText 2	Like I says before, the Rusty Hooks' a raider gang I'm a part of. This 'ere base is ours, we foun' it. T'was called Bloomfield, for some stupid reason. But that don' matter now, 'cause this here's Rusty Hook land.		
	Comment	Dumb PC Know Bloomfield		
	Condition	GetGlobal("15_Bloomfield_Name")==1		
	Action			
	Reply 1	Do you know what Bloomfield was once used for?		
	Comment	A non-dumb response		
	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 7		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Name")==0		
	Action	SetGlobal("15_Bloomfield_Name",1)		
	Link 2	Goto 7		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Name")==1		
	Action			
	Reply 2	What else can you tell me about the Rusty Hooks?		
	Comment	A non-dumb response		
	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 8		
	Comment			

	Condition	GetGlobal("15_Bloomfield_Name")==0		
	Action	SetGlobal("15_Bloomfield_Name",1)		
	Link 2	Goto 8		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Name")==1		
	Action			
	Action			
	Reply 3	I want to ask you something else.		
	Comment	A non-dumb response		
	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 4		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Name")==0		
	Action	SetGlobal("15_Bloomfield_Name",1)		
	Link 2	Goto		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Name")==1		
	Action			
	Reply 4	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			

	Action			
	Link 1			
	Comment			
	Condition			
	Action			

7) Bloomfield purpose?(6)

Node 7: Bloomfield purpose?				
	Comment			
	Condition			
	Action			
	NodeText 1	Beats the shit outta me, kid! I read bits an' pieces 'ere an' there 'bout stars an' space thing-ama-jigs. Mostly stuff I ne'er heard of. A couple o' the computers work, sorta, an' that's where I gots some o' the lingo.		
	Comment	Don't know Bloomfield		
	Condition	ISSmartPC() && GetGlobal("15_Bloomfield_Purpose")==0		
	Action			
	NodeText 2	I've gots no goddam idee. Ya'll hafta do yer own huntin' aroun' to find out.		
	Comment	Know Bloomfield		
	Condition	GetGlobal("15_Bloomfield_Purpose")==1		
	Action			
	Reply 1	What else can you tell me about the Rusty Hooks?		
	Comment	A non-dumb response		
	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 8		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Name")==0		

	Action	SetGlobal("15_Bloomfield_Name",1)		
	Link 2	Goto 8		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Name")==1		
	Action			
	Reply 2	I want to ask you something else.		
	Comment	A non-dumb response		
	Condition	IsSmartPC()		
	Action			
	Link 1	Goto 4		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Purpose")==0		
	Action	SetGlobal("15_Bloomfield_Purpose",1)		
	Link 2	Goto		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Purpose")==1		
	Action			
	Reply 3	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment	Open store		
	Condition	GetGlobal("15_Bloomfield_Purpose")==0		
	Action	SetGlobal("15_Bloomfield_Purpose",1)		
	Link 2	Goto		
	Comment	Open store		
	Condition	GetGlobal("15_Bloomfield_Purpose")==1		
	Action			
	Reply 4	Goodbye.		

	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Purpose")==0		
	Action	SetGlobal("15_Bloomfield_Purpose",1)		
	Link 2	Goto		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Purpose")==1		
	Action			

8) Rusty Hooks info (6, 7)

Node 8: Rusty Hooks info				
	Comment			
	Condition			
	Action			
	NodeText 1	Well, we're run by Kyle the Hook. He took o'er the Hooks three years 'go, 'bouts. Shot the other leader clean inna face. Back then, Kyle's only one with a gun, so the one with the gun leads.		
	Comment	First time explanation about Kyle		
	Condition	GetGlobal("15_Rusty_Hooks")==0		
	Action	SetGlobal("15_Rusty_Hooks",1)		
	NodeText 2	As I says before, we're run by Kyle the Hook. He took o'er the Hooks three years 'go, 'bouts. Shot the other leader clean inna face. Back then, Kyle's only one with a gun, so the one with the gun leads.		
	Comment	Second time and default		
	Condition	GetGlobal("15_Rusty_Hooks")==1		
	Action			
	Reply 1	Continue.		

	Comment			
	Condition			
	Action			
	Link 1	Goto 9		
	Comment			
	Condition			
	Action			

9) Rusty Hooks info (8)

Node 9: Rusty Hooks info				
	Comment			
	Condition			
	Action			
	NodeText 1	We was 'bout to jump Kyle at one time, but Bear came along an' they be friends, now – no one messes with Bear. Now all them guys follow Kyle 'cause o' findin' this place. Tell the truth, it's Bear runs stuff 'round 'ere, not Kyle.		
	Comment	First time explanation about Kyle		
	Condition	GetGlobal("15_Rusty_Hooks")==0		
	Action	SetGlobal("15_Rusty_Hooks",1)		
	NodeText 2	We was 'bout to jump Kyle at one time, but Bear came along an' they be friends, now – no one messes with Bear. Now all them guys follow Kyle 'cause o' findin' this place. Tell the truth, it's Bear runs stuff 'round 'ere, not Kyle.		
	Comment	Second time and default		
	Condition	GetGlobal("15_Rusty_Hooks")==1		
	Action			
	Reply 1	Tell me more about Bear.		
	Comment	A non-dumb response		
	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 10		

	Comment			
	Condition	GetGlobal("15_Bear_Ques")==0		
	Action	SetGlobal("15_Bear_Ques",1)		
	Link 2	Goto		
	Comment			
	Condition	GetGlobal("15_Bear_Ques")==1		
	Action			
	Reply 2	I want to ask you something else.		
	Comment	A non-dumb response		
	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 4		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Purpose")==0		
	Action	SetGlobal("15_Bloomfield_Purpose",1)		
	Link 2	Goto		
	Comment			
	Condition	GetGlobal("15_Bloomfield_Purpose")==1		
	Action			
	Reply 3	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition	GetGlobal("15_Rusty_Ques")==0		
	Action	SetGlobal("15_Rusty_Ques",1)		
	Link 2			
	Comment	Open store		
	Condition	GetGlobal("15_Rusty_Ques")==1		

	Action			
	Reply 4	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition	GetGlobal("15_Rusty_Ques")==0		
	Action	SetGlobal("15_Rusty_Ques",1)		
	Link 2			
	Comment			
	Condition	GetGlobal("15_Rusty_Ques")==1		
	Action			

10) Tell about Bear (9)

Node 10: Bear info				
	Comment			
	Condition			
	Action			
	NodeText 1	First off, he's super mutant. Biggest and ugliest guy I's ever seen. Foun' him when we was raidin' a caravan. He was a guard, or somethin'. T'was an ugly raid and Bear got shot up real bad.		
	Comment	First time explanation about Kyle		
	Condition	GetGlobal("15_Bear_Info1")==0		
	Action	SetGlobal("15_Bear_Info1",1)		
	NodeText 2	Like I says 'fore, he's super mutant. Biggest and ugliest guy I's ever seen. Foun' him when we was raidin' a caravan. He was a guard, or somethin'. T'was an ugly raid and Bear got shot up real bad.		
	Comment	Second time and default		
	Condition	GetGlobal("15_Bear_Info1")==1		

	Action			
	Reply 1	Continue.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 11		
	Comment			
	Condition			
	Action			

11) Tell about Bear Cont. (10)

Node 11: Bear info				
	Comment			
	Condition			
	Action			
	NodeText 1	Kyle musta shot Bear a dozen times 'fore he finally fell flat on 'is face. But bust my nuts, that super mutant survived, an' for <i>some</i> , uh, <i>reason</i> Bear took to Kyle real nice. That's it.		
	Comment	First time explanation about Kyle		
	Condition	GetGlobal("15_Bear_Info2")==0		
	Action	SetGlobal("15_Bear_Info2",1)		
	NodeText 2	Kyle musta shot Bear a dozen times 'fore he finally fell flat on 'is face. But bust my nuts, that super mutant survived, an' for <i>some</i> , uh, <i>reason</i> Bear took to Kyle real nice. That's it.		
	Comment	Second time and default		
	Condition	GetGlobal("15_Bear_Info2")==1		
	Action			
	Reply 1	For "some reason" Bear and Kyle hit it off? What do you mean by that?		
	Comment	A non-dumb response		
	Condition			
	Action			
	Link 1	Goto 12		

	Comment	First time asked, Persuasion >= 80		
	Condition	GetTotalSkill(PCSpeaker(), SKILL_PERSUASION)>= Average()		
	Action			
	Reply 2	I want to ask you something else.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 3	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition	GetGlobal("15_Rusty_Ques")==0		
	Action	SetGlobal("15_Rusty_Ques",1)		
	Link 2			
	Comment	Open store		
	Condition	GetGlobal("15_Rusty_Ques")==1		
	Action			
	Reply 4	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition	GetGlobal("15_Rusty_Ques")==0		

	Action	SetGlobal("15_Rusty_Ques",1)		
	Link 2			
	Comment			
	Condition	GetGlobal("15_Rusty_Ques")==1		
	Action			

12) What do you mean by "Some reason?" (11)

Node 12: Reason				
	Comment			
	Condition			
	Action			
	NodeText 1	Wha'? Nothin'! Nothin' at all. I was jus' sayin', that, uh, it seemed kinda strange-like that Bear liked Kyle afer getting' all shot up an' stuff. Ya know?		
	Comment	First time explanation about Kyle		
	Condition	GetGlobal("15_Bear_Reason2")==0		
	Action	SetGlobal("15_Bear_Reason2",1)		
	NodeText 2	Again? No! Nothin' at all. I was jus' sayin', that, uh, it seemed kinda strange-like that Bear liked Kyle afer gettin' all shot up an' stuff. Ya know?		
	Comment	Second time and default		
	Condition	GetGlobal("15_Bear_Reason2")==1		
	Action			
	Reply 1	You're not telling me everything. Tell me the whole story.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 13		
	Comment			
	Condition	GetTotalSkill(PCSpeaker(), SKILL_PERSUASION) >= Hard()		

	Action			
	Link 1	Goto 33		
	Comment			
	Condition	GetTotalSkill(PCSpeaker(), SKILL_PERSUASION) < Hard()		
	Action			
	Reply 2	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 3	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

13) Sid bares all about Bear (12)

Node 13: Sid bares all about Bear				
	Comment			
	Condition			
	Action			
	NodeText 1	But I... How... AHG! Fine! I'll prob'ly get hooked next week, anyways. T'was me made Bear Kyle's bitch! I done put a bomb next ta Bear's ticker.		

	Comment	First time explanation about Kyle		
	Condition	GetGlobal("15_Sid_Confess")==0		
	Action	SetGlobal("15_Sid_Confess",1)		
	NodeText 2	Heat sappin' your noodle, eh? Fine, fine. I done put a bomb next ta Bear's ticker.		
	Comment	Second time and default		
	Condition	GetGlobal("15_Sid_Confess")>0		
	Action			
	Reply 1	Continue.		
	Comment	A non-dumb response		
	Condition			
	Action			
	Link 1	Goto 14		
	Comment			
	Condition			
	Action			

14) Sid bares all about Bear (13)

Node 14: Sid bares all about Bear				
	Comment			
	Condition			
	Action			
	NodeText 1	Afer I patched Bear's holes from the fight way back, Kyle put his forty-five at my head an' told me ta put a bomb he made next to Bear's ticker. I didn' wanna be scorpion food, so I's did it! I wishin' I didn', but I did.		
	Comment			
	Condition			
	Action			
	Reply 1	What activates the bomb?		
	Comment	A non-dumb response		
	Condition			

	Action			
	Link 1	Goto 15		
	Comment			
	Condition			
	Action			
	Reply 2	I see. I've other questions.		
	Comment	A non-dumb response		
	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 3	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 4	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

15) How bomb works (14)

Node 15: How bomb works			
	Comment		
	Condition		
	Action		
	NodeText 1	It's a radio trigger, 'at's how. I made one outta a hand radio I done scavenge an' linked it ta Bear's heart bomb. Kyle uses it ta make Bear 'is frien'. Bear be a good heart, too. He don' deserve this shit.	
	Comment	First time explanation about Kyle	
	Condition	GetGlobal("15_Sid_Guilt")==0	
	Action	SetGlobal("15_Sid_Guilt",1)	
	NodeText 2	It's a radio trigger, 'at's how. I made one outta a hand radio I done scavenge an' linked it ta Bear's heart bomb. Kyle uses it ta make Bear 'is frien'. Bear be a good heart, too. He don' deserve this shit.	
	Comment	Second time and default	
	Condition	GetGlobal("15_Sid_Guilt")==1	
	Action		
	Reply 1	Perhaps I can help find a way to disable this heart bomb and radio trigger.	
	Comment	A non-dumb response	
	Condition	ISSmartPC() && GetGlobal("15_Sid_Confess") < 2	
	Action		
	Link 1	Goto 16	
	Comment		
	Condition		
	Action	SetGlobal("15_Sid_Confess",2)	
	Reply 2	That's pretty shitty, Sid. You need to make amends for what you did, no matter the cost to yourself.	
	Comment	A non-dumb response	

	Condition	ISSmartPC() && GetTotalSkill(PCSpeaker(), SKILL_PERSUASION) > VeryHard() && GetGlobal("15_sid_suicide")==0		
	Action	SetGlobal("15_sid_suicide",1)		
	Link 1	Goto 17		
	Comment			
	Condition			
	Action			
	Reply 3	Me ask other questions.		
	Comment	A dumb response		
	Condition	ISDumbPC()		
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 4	I see. I've other questions.		
	Comment	A non-dumb response		
	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 5	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		

	Condition			
	Action			
	Reply 6	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

16) PC help with heart bomb (15)

Node 16: PC help with heart bomb				
	Comment			
	Condition			
	Action			
	NodeText 1	Ya be willin' ta help? Then 'ere, take this. It be a short range radio jammer. Make sure it's on when ya'll near Kyle, jus' so he can't use his trigger 'gainst Bear. I'd use it myself, but me bein' old...		
	Comment			
	Condition	GetGlobal("15_Know_Radio_Jammer") > 1		
	Action	GiveNewItem(PCSpeaker, jammer.itm, 1) SetGlobal("15_Know_Radio_Jammer",1)		
	NodeText 2	Ya be willin' ta help? Then make sure that jammer I gives ya'll is on when ya'll near Kyle, jus' so he can't use his trigger 'gainst Bear. I'd use it myself, but me bein' old...		
	Comment			
	Condition	GetGlobal("15_Know_Radio_Jammer",1)		
	Action			
	Reply 1	Yeah, right, that should be useful. I've other questions.		
	Comment			

	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 2	You know, I really prefer you sacrificing yourself, instead. It just helps so many more folks in this troubled land.		
	Comment			
	Condition	GetGlobal("15_sid_suicide") > 0 && SetGlobal("15_sid_suicide") < 3		
	Action			
	Link 1	Goto 19		
	Comment			
	Condition			
	Action			
	Reply 3	I understand. Let's trade, now.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 4	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			

	Condition			
	Action			

17) That's pretty shitty, Sid (15)

Node 17: That's pretty shitty, Sid				
	Comment			
	Condition			
	Action			
	NodeText 1	What ya'll tryin' ta say? I... I reckon I done a pretty shitty thing. This 'ere guilt, I tell ya, it's been eatin' me up inside. I don' know what's ta do!		
	Comment			
	Condition			
	Action			
	Reply 1	You'll go your whole life riddled with guilt knowing the pain you brought your good friend, Bear. You must sacrifice yourself to redeem your wicked deed and allow Bear to be free.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 18		
	Comment			
	Condition			
	Action	SetGlobal("15_sid_suicide",2)		
	Reply 2	Perhaps I can help find a way to disable this heart bomb and radio trigger.		
	Comment	A non-dumb response		
	Condition	GetGlobal("15_sid_confess") < 2		
	Action			
	Link 1	Goto 16		
	Comment			
	Condition			

	Action	setGlobal("15_sid_confess",2)		
	Reply 5	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

18) Sid sacrifice Sid. Only way (14)

Node 18: Sid sacrifice Sid. Only way				
	Comment			
	Condition			
	Action			
	NodeText 1	Ya'll right, ya know. I gots a bunch o' plastic explosives 'ere, maybe I can strap 'em on, jump on Kyle, an' blow us both ta Hell. HAHAHA...! Uh, how's come you ain' laghin'?		
	Comment			
	Condition			
	Action			

	Reply 1	Because I think that's a great plan. You'll not only free your friend, but you'll be freeing yourself from tormenting guilt. You must do this, Sid.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 19		
	Comment			
	Condition			
	Action			
	Reply 2	Perhaps I can help find a way to disable this heart bomb and radio trigger.		
	Comment	A non-dumb response		
	Condition	ISSmartPC() && GetGlobal("15_sid_confess") < 2		
	Action			
	Link 1	Goto 16		
	Comment			
	Condition			
	Action	SetGlobal("15_sid_confess",2)		
	Reply 3	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment	Open store		
	Condition			
	Action			
	Reply 4	Goodbye.		
	Comment			
	Condition			
	Action			

	Link 1			
	Comment			
	Condition			
	Action			

19) Suicide is good plan (15)

Node 19: Siuicide is good plan				
	Comment			
	Condition			
	Action			
	NodeText 1	KILL MYSELF? Ya'll fuckin' crazy!		
	Comment			
	Condition			
	Action			
	Reply 1	I'm serious, Sid. End Bear's suffering and remove two blemishes on the hind end of the wasteland. The pain will go away and you'll be looked upon as a hero.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 20		
	Comment			
	Condition			
	Action	setGlobal("15_sid_suicide",3)		
	Reply 2	Maybe I can help find another way to disable this heart bomb and radio trigger.		
	Comment	A non-dumb response		
	Condition	ISSmartPC() && GetGlobal("15_sid_confess") < 2		
	Action			
	Link 1	Goto 16		

	Comment			
	Condition			
	Action	SetGlobal("15_sid_confess",2)		

20) Convinced Sid to C4 hug (16)

Node 20: Convinced Sid to C4 hug.				
	Comment			
	Condition			
	Action			
	NodeText 1	Ya know, there be a kinda off-kilter wisdom ta what ya'll be sayin'. You're right, stranger, I gots ta redeem myself, and I'm takin that no good sack o' lizard balls with me!		
	Comment			
	Condition			
	Action			
	Reply 2	It takes a brave man to confront his wrongs and try to right them. You go get 'em, Sid!	1	1
	Comment	End. Start cut scene.		
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action	SetGlobal("15_sid_suicide",4)		

21) What do you do? (4)

Node 21: What do you do?				
	Comment			
	Condition			
	Action			

	NodeText 1	I bein' the fix-it guy 'round 'ere. I done fix the main power gen'rator – well, sorta – an' I gots some ol' weapons workin' 'gain. Oh, an' I'm workin' on this 'ere contraption. I calls it the <i>mega-flamer!</i>		
	Comment	PC doesn't know what Sid does		
	Condition	GetGlobal("15_what_Sid_Does")==0		
	Action	SetGlobal("15_what_Sid_Does",1)		
	NodeText 2	Like I says, I bein' the fix-it guy 'round 'ere. I done fix the main power gen'rator an' I gots some ol' weapons workin' 'gain. Oh, an' I'm workin' on this 'ere contraption. I calls it the <i>mega-flamer!</i>		
	Comment	PC Knows what Sid does		
	Condition	GetGlobal("15_what_Sid_Does")==1		
	Action			
	Reply 1	Tell me about the <i>mega-flamer</i> .		
	Comment			
	Condition			
	Action			
	Link 1	Goto 35		
	Comment			
	Condition	GetGlobal("15_Mega-Flamer")<3		
	Action			
	Reply 2	Tell me about the <i>power generator</i> .		
	Comment			
	Condition			
	Action			
	Link 1	Goto 44		
	Comment			
	Condition	GetGlobal("15_Restore_OC_Power")<3		
	Action	SetGlobal("15_Restore_OC_Power",1)		
	Reply 3	I want to ask you something else.		
	Comment			
	Condition	IsSmartPC()		
	Action			

	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 4	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			

22) Me no gool! (2)

Node 22: Me no gool!			
	Comment		
	Condition		
	Action		
	NodeText 1	Well strip me naked an' call me tribal, ya'll as dumb as ya'll ugly. But hey, ol' Sid 'ere's not much better off 'an you. What'cha need, <i>gorgeous?</i>	
	Comment	PC doesn't know what Sid does	

	Condition	GetGlobal("15_what_sid_does")==0		
	Action	SetGlobal("15_what_sid_does",1)		
	Reply 1	Me ask questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 23		
	Comment			
	Condition			
	Action			
	Reply 5	Me trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 6	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

23) Me ask questions (2, 19)

Node 23: Me ask questions.

24) Me help things (20)

Node 24: Me help things			
	Comment		
	Condition		
	Action		
	NodeText 1	Eager simpleton, ain't ya. Y'all know what? I be needin' help with this 'ere base's sub-reactor an' completin' this 'ere mega-flamer. If in y'all wanna help, them's y'all's choices.	
	Comment	PC doesn't know what Sid does	
	Condition	GetGlobal("15_DummyPC_Help")==0 && GetGlobal("15_Mega_Flamer")==0 && GetGlobal("15_Restore_OC_Power")==0	
	Action	SetGlobal("15_DummyPC_Help",1)	
	NodeText 2	So, which'll it be – wanna help with the sub-reactor, or my mega-flamer 'ere?	
	Comment	PC doesn't know what Sid does	
	Condition	GetGlobal("15_DummyPC_Help")==1 && GetGlobal("15_Mega_Flamer") < 2 && GetGlobal("15_Restore_OC_Power") < 2 && GetGlobal("15_Mega_Flamer") > 0 && GetGlobal("15_Restore_OC_Power") > 0	
	Action		
	NodeText 2	Ain't gots nothin' left fer y'all ta do. Now quits waistin' my time an' either trade or leave, frien'.	
	Comment	PC doesn't know what Sid does	
	Condition	GetGlobal("15_Mega_Flamer") > 2 && GetGlobal("15_Restore_OC_Power") > 2	

	Action			
	Reply 1	What sub-ree-ak-toor?		
	Comment	A dumb response		
	Condition	GetGlobal("15_Restore_OC_Power") < 2		
	Action			
	Link 1	Goto 25		
	Comment			
	Condition			
	Action			
	Reply 2	What mega-flay-mur?		
	Comment	A dumb response		
	Condition	GetGlobal("15_Mega_Flamer") < 2		
	Action			
	Link 1	Goto 29		
	Comment			
	Condition			
	Action			
	Reply 3	Me ask other questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 23		
	Comment			
	Condition			
	Action			
	Reply 4	Me trade.		
	Comment			
	Condition			
	Action			

	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

25) What *sub-ree-ak-toor*? (24)

Node 25: What <i>sub-ree-ak-toor</i> ?				
	Comment			
	Condition			
	Action			
	NodeText 1	The sub-reactor t'is what makes them lights flicker pretty. It's only runnin' 'bout forty percent, but I knows I can make it do better. So, y'all wanna help ol' Sid make it run better?		
	Comment			
	Condition	GetGlobal("15_Restore_OC_Power")==0		
	Action	SetGlobal("15_Restore_OC_Power",1)		
	NodeText 1	The sub-reactor t'is what makes them lights flicker pretty. It's only runnin' 'bout forty percent, but I knows I can make it do better. So, y'all wanna help ol' Sid make it run better?		
	Comment			
	Condition	GetGlobal("15_Restore_OC_Power")==1		
	Action			

	Reply 1	Yes.		
	Comment			
	Condition	GetGlobal("15_Restore_OC_Power")==1		
	Action	SetGlobal("15_Restore_OC_Power",2)		
	Link 1	Goto 26		
	Comment			
	Condition			
	Action			
	Reply 2	No. Me ask other question.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 23		
	Comment			
	Condition			
	Action			
	Reply 4	Me trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			

	Comment			
	Condition			
	Action			

26) Yes to dummy sub-reactor quest? (22)

Node 26: Yes to dummy sub-reactor quest				
	Comment			
	Condition			
	Action			
	NodeText 1	Well tie me up an' whip me wid a gecko's tale. Y'all okay, fer a moron. Alls I needs y'all ta do is find me a big, heavy book that reads <i>science...</i> y'all kin read, right?		
	Comment			
	Condition			
	Action			
	Reply 1	Uh...		
	Comment			
	Condition			
	Action			
	Link 1	Goto 27		
	Comment			
	Condition			
	Action			

27) Yes to dummy sub-reactor quest Cont. (23)

Node 27: Yes to dummy sub-reactor quest				
	Comment			
	Condition			
	Action			

	NodeText 1	If'in not, then get someone who kin point it out ta y'all. Now, don' y'all worry none, I can pay ya'll back and throw in some more fer y'all's troubles.		
	Comment			
	Condition			
	Action			
	Reply 1	Me have big book here. You take.		2
	Comment			
	Condition	HasItem(PCSpeaker(), "scibk.itm")		
	Action	SetGlobal("15_Restore_OC_Power",3) TransferItemFromParty(15_Sid(), "scibk.itm", 1)		
	Link 1	Goto 28		
	Comment			
	Condition			
	Action			
	Reply 2	Me find big book for Sid. Me ask other questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 23		
	Comment			
	Condition			
	Action			
	Reply 4	Me trade.		
	Comment			
	Condition			
	Action			
	Link 1			

	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

28) Me have book (20, 23)

Node 28: Me have book				
	Comment			
	Condition			
	Action			
	NodeText 1	Hot damn! Y'all done impressed ol' Sid. I be a man o' my word, so 'ere, take these 'ere caps an' I'll even throw in a ten-percent discount on my trade loot.		
	Comment	Give PC 500 caps and lower prices in Sid's store by 10%.		
	Condition			
	Action	GiveNewMoney(PCSpeaker(), 500)		
	Reply 2	Me ask other questions.		
	Comment			
	Condition			
	Action			

	Link 1	Goto 23		
	Comment			
	Condition			
	Action			
	Reply 4	Me trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

29) What mega-flay-mur? (20)

Node 29: What <i>mega-flay-mur</i> ?			
	Comment		
	Condition		
	Action		
	NodeText 1	It's a big fire spittin' gun. This'll turn a whole gaggle o' tribals into charred shit! I jus' gots a couple more things ta do onnit. Wanna help me finish it?	
	Comment		

	Condition	GetGlobal("15_Mega_Flamer")==0		
	Action	SetGlobal("15_Mega_Flamer",1)		
	NodeText 1	It's a big fire spittin' gun. This'll turn a whole gaggle o' tribals into charred shit. I jus' gots a couple more things ta do onnit. Y'all change yer mind an' wanna help ol' Sid finish it?		
	Comment			
	Condition	GetGlobal("15_Mega_Flamer")==1		
	Action			
	Reply 1	Yes.		
	Comment			
	Condition	GetGlobal("15_Mega_Flamer")==1		
	Action	SetGlobal("15_Mega_Flamer",2)		
	Link 1	Goto 30		
	Comment			
	Condition			
	Action			
	Reply 2	No. Me ask other question.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 23		
	Comment			
	Condition			
	Action			
	Reply 4	Me trade.		
	Comment			
	Condition			
	Action			
	Link 1			

	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

30) Yes to dummy mega-flamer quest (26)

Node 30: Yes to mega-flamer quest				
	Comment			
	Condition			
	Action			
	NodeText 1	Hot Damn! I gots me a human siphon. Now, y'all takes this 'ere end o' this 'ere hose an' when I tells y'all ta suck, y'all suck on that there hose 'til you taste somethin' downright nasty.		
	Comment			
	Condition			
	Action			
	Reply 1	Uh-huh...		
	Comment			
	Condition			
	Action			
	Link 1	Goto 31		

	Comment			
	Condition			
	Action			

31) Yes to dummy mega-flamer quest Cont.(27)

Node 31: Yes to mega-flamer quest				
	Comment			
	Condition			
	Action			
	NodeText 1	When you taste nasty, y'all puts that there hose in that there open nozzle onna mega-flamer. Y'all got that? Okay, 'ere we go...		
	Comment			
	Condition			
	Action			
	Reply 1	<i>Slurp! Slurp! COUGH! GASP! NASTY!</i>		
	Comment			
	Condition	SetGlobal("15_Mega_Flamer",3)		3
	Action			
	Link 1	Goto 32		
	Comment	PC more than 7 endurance		
	Condition	GetPrimaryAttribute (PCSpeaker(), PRIMARYATTRIBUTE_ENDURANCE) >= 7		
	Action			
	Link 2	Goto 33		
	Comment	PC less than 7 endurance, make PC sick.		
	Condition	GetPrimaryAttribute (PCSpeaker(), PRIMARYATTRIBUTE_ENDURANCE) < 7		
	Action			

32) Slurp! > 7 Endurance (28)

Node 32: Slurp! > 7 Endurance			
	Comment		
	Condition		
	Action		
	NodeText 1	Whooo-doggie! Y'all suck better'n a starvin' hag snake onna fat brahmin. Anyways, thanks an' 'ere's a little somethin' fer y'all's trouble, an' I'll knock ten percent from my stock prices.	
	Comment	Give PC 500 caps and lower prices in Sid's store by 10%.	
	Condition		
	Action	GiveNewMoney(PCSpeaker(), 250)	
	Reply 1	Me ask other question.	
	Comment		
	Condition		
	Action		
	Link 1	Goto 20	
	Comment		
	Condition		
	Action		
	Reply 2	Me trade.	
	Comment		
	Condition		
	Action		
	Link 1		
	Comment	Open store	
	Condition		
	Action		
	Reply 3	Goodbye.	
	Comment		

	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

33) Slurp! < 7 Endurance (28)

Node 33: Slurp! < 7 Endurance				
	Comment			
	Condition			
	Action			
	NodeText 1	Whooo-doggie! Y'all don' look that good. Don' be such a pussy an' suck it up! HA! Anyways, thanks an' 'ere's a little somethin' fer y'all's trouble, an' I'll knock ten percent from my stock prices.		
	Comment	Give PC 500 caps and lower prices in Sid's store by 10%. Need script that lowers PC's Endurance 1 point for 24 hours.		
	Condition			
	Action	GiveNewMoney(PCSpeaker(), 250)		
	Reply 1	Uhg... Me ask other question.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 20		
	Comment			
	Condition			
	Action			
	Reply 2	Me trade.		

	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 3	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

34) Tell me the whole story - failed (12)

Node 34: Failed				
	Comment			
	Condition			
	Action			
	NodeText 1	Dat be the whole story, <DIPSHIT>! Y'all gots gecko <SHIT> in them ears? Looky-here, I ain't gots time to babble with y'all, so git goin' an' leave me be.		
	Comment			
	Condition			
	Action			
	Reply 1	Wait, I've other questions.		
	Comment			

	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 2	Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 3	Not before I crush your skull, old man!		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 4	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			

	Action		
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35) Tell me about the mega-flamer (21)

Node 35: Tell me about the mega-flamer			
	Comment		
	Condition		
	Action		
	NodeText 1	It's a big fire spittin' gun. This'll turn a whole gaggle o' tribals into charred shit! I jus' gots a couple more things ta do onnit. Wanna help me finish it?	
	Comment		
	Condition	GetGlobal("15_Mega_Flamer")==0	
	Action	SetGlobal("15_Mega_Flamer",1)	
	NodeText 1	It's a big fire spittin' gun. This'll turn a whole gaggle o' tribals into charred shit. I jus' gots a couple more things ta do onnit. Y'all change yer mind an' wanna help ol' Sid finish it?	
	Comment		
	Condition	GetGlobal("15_Mega_Flamer")==1	
	Action		
	Reply 1	Yes.	
	Comment		
	Condition	GetGlobal("15_Mega_Flamer")==1	
	Action	SetGlobal("15_Mega_Flamer",2)	
	Link 1	Goto 36	
	Comment		
	Condition		
	Action		
	Reply 2	No. I've other questions.	
	Comment		

	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 4	I'd like to trade, instead.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

36) Yes to smart mega-flamer quest (35)

Node 36: Yes to mega-flamer quest				
	Comment			
	Condition			
	Action			

	NodeText 1	Hot Damn! I gots me a human siphon. Now, y'all takes this 'ere end o' this 'ere hose an' when I tells y'all ta suck, y'all suck on that there hose 'til you taste somethin' downright nasty.		
	Comment			
	Condition			
	Action			
	Reply 1	I'm not sucking fuel through a hose. Is there something else I can help with the mega-flamer?		
	Comment			
	Condition	GetTotalSkill(PCSpeaker(), SKILL_MECHANICS)> Easy()		
	Action			
	Link 1	Goto 40		
	Comment			
	Condition			
	Action			
	Reply 1	"Taste something nasty," I got it.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 37		
	Comment			
	Condition			
	Action			

37) Taste something nasty, I got it (36)

Node 37: Taste something nasty, I got it.			
	Comment		
	Condition		
	Action		

	NodeText 1	When you taste nasty, y'all puts that there hose in that there open nozzle onna mega-flamer. Y'all got that? Okay, 'ere we go...		
	Comment			
	Condition			
	Action			
	Reply 1	<i>Slurp! Slurp! COUGH! GASP! NASTY!</i>		
	Comment			
	Condition			
	Action	SetGlobal("15_Mega_Flamer",3)		
	Link 1	Goto 38		
	Comment	PC more than 7 endurance		
	Condition	GetPrimaryAttribute (PCSpeaker(), PRIMARYATTRIBUTE_ENDURANCE) >= 7		
	Action			
	Link 2	Goto 39		
	Comment	PC less than 7 endurance, make PC sick.		
	Condition	GetPrimaryAttribute (PCSpeaker(), PRIMARYATTRIBUTE_ENDURANCE) < 7		
	Action			

38) Slurp! > 7 Endurance (37)

Node 38: Slurp! > 7 Endurance			
	Comment		
	Condition		
	Action		
	NodeText 1	Whooo-doggie! Y'all suck better'n a toothless whore inna raider camp. Anyways, thanks an' 'ere's a little somethin' fer y'all's trouble, an' I'll knock ten percent from my stock prices.	
	Comment	Give PC 500 caps and lower prices in Sid's store by 10%.	
	Condition		

	Action	GiveNewMoney(PCSpeaker(), 250)		
	Reply 1	I've other question.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 2	I'd like to trade trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 3	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

39) Slurp! < 7 Endurance (37)

Node 39: Slurp! < 7 Endurance			
	Comment		
	Condition		
	Action		
	NodeText 1	HA! Y'all lookin' green as a mutie. Don' be such a pussy an' suck it up! HA! Anyways, thanks an' 'ere's a little somethin' fer y'all's trouble, an' I'll knock ten percent from my stock prices.	
	Comment	Give PC 500 caps and lower prices in Sid's store by 10%. Need script that lowers PC's Endurance 1 point for 24 hours.	
	Condition		
	Action	GiveNewMoney(PCSpeaker(), 250)	
	Reply 1	Uhg... I've other questions.	
	Comment		
	Condition		
	Action		
	Link 1	Goto 4	
	Comment		
	Condition		
	Action		
	Reply 2	I'd like to trade.	
	Comment		
	Condition		
	Action		
	Link 1		
	Comment	Open store	
	Condition		
	Action		
	Reply 3	Goodbye.	

	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

40) Not sucking hose (36)

Node 40: Not sucking hose					
	Comment				
	Condition				
	Action				
	NodeText 1	Y'all scared it'll rot y'all's pretty mug, eh? Fine, fine. Reckon I'll siphon it myself. Since y'all knows a tad o' mechanics, kin I's counts on y'all ta watch this meter an' shut off when it's full?			
	Comment				
	Condition				
	Action				
	Reply 1	<i>That I'll do.</i>			
	Comment				
	Condition				
	Action	SetGlobal("15_Mega_Flamer",3)			
	Link 1	Goto 41			
	Comment				
	Condition	GetTotalSkill(PCSpeaker(), SKILL_MECHANICS)>= Hard()			
	Action				
	Link 2	Goto 43			

	Comment			
	Condition	GetTotalSkill(PCSpeaker(), SKILL_MECHANICS)>= Average()		
	Action			

41) That I'll do >=Hard(40)

Node 41: That I'll do >=Hard				
	Comment			
	Condition			
	Action			
	NodeText 1	Jumpin' jeehosafat! I never thought o' turnin' that knob. Y'all knows yer shit pretty damn good. That'll boost the range o' the mega-flamer. Hot damn! Y'all's damn good.		
	Comment			
	Condition			
	Action			
	Reply 1	Seemed like the logical thing to do.		
	Comment			
	Condition			
	Action	SetGlobal("15_Mega_Flamer",4)		
	Link 1	Goto 42		
	Comment			
	Condition			
	Action			

42) Seemed like the logical (41)

Node 42: Seemed like the logical				
	Comment			

	Condition			
	Action			
	NodeText 1	Whatever. But I reckon I do owes y'all somethin' for helping ol' Sid outta a jam, tho. 'Ere, take some o' these caps I been savin', and I'll throw inna fifteen percent discount on my trade stuff.		
	Comment			
	Condition			
	Action	GiveNewMoney(PCSpeaker(), 250)		
	Reply 1	I've other questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 2	I'd like to trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 3	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			

	Comment			
	Condition			
	Action			

43) That I'll do (Average) (40)

Node 43: That I'll do				
	Comment			
	Condition			
	Action			
	NodeText 1	<i>Blech! Yuck! Ne'er get used ta that... Alrihty, that'll do 'er. It done should work likes a charmer. 'Ere's some caps fer y'all's troubles, an' I'll knoch ten percent off my goods.</i>		
	Comment			
	Condition			
	Action	GiveNewMoney(PCSpeaker(), 250)		
	Reply 1	I've other questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 2	I'd like to trade.		
	Comment			
	Condition			
	Action			
	Link 1			

	Comment	Open store		
	Condition			
	Action			
	Reply 3	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

44) Tell me about the sub-reactor (21)

Node 44: Tell me about the sub-reactor				
	Comment			
	Condition			
	Action			
	NodeText 1	'Tis a small reactor that powers e'erythin' in this 'ere complex. I gots it runnin', but only at 'bout forty percent - but I knows it kin do better. So, y'all wanna help ol' Sid make it run better?		
	Comment			
	Condition	GetGlobal("15_Restore_OC_Power")==0		
	Action	SetGlobal("15_Restore_OC_Power",1)		
	NodeText 1	'Tis a small reactor that powers e'erythin' in this 'ere complex. I gots it runnin', but only at 'bout forty percent - but I knows it kin do better. So, y'all wanna help ol' Sid make it run better?		
	Comment			
	Condition	GetGlobal("15_Restore_OC_Power")==1		
	Action			
	Reply 1	Yes.		

	Comment			
	Condition	GetGlobal("15_Restore_OC_Power")==1		
	Action	SetGlobal("15_Restore_OC_Power",2)		
	Link 1	Goto 45		
	Comment	Really good mechanic		
	Condition	GetTotalSkill(PCSpeaker(), SKILL_MECHANICS)>= Hard()		
	Action			
	Link 2	Goto 47		
	Comment	Not so good		
	Condition	GetTotalSkill(PCSpeaker(), SKILL_MECHANICS) < Hard()		
	Action			
	Reply 2	Not right now. I'd like to ask you about something else.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 4	Maybe later. Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			

	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

45) Yes – Really good mechanic(44)

Node 45: Yes – Really good mechanic				
	Comment			
	Condition			
	Action			
	NodeText 1	Wells, y'all looks like y'all's know yer way 'round machinery, so maybe y'all kin looky at that there sub-reactor an' see iff'n y'all kin squeeze some more juice outta her. What'dya say?		
	Comment			
	Condition			
	Action			
	Reply 1	Sure, I'll take a look at it. Where is it?		
	Comment			
	Condition			
	Action	SetGlobal("15_Restore_OC_Power",2)		
	Link 1	Goto 46		
	Comment			
	Condition			
	Action			
	Reply 2	Not right now. I'd like to ask you about something else.		
	Comment			

	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 4	Maybe later. Let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

46) Sure, I'll take a look at it(46)

Node 46: Sure, I'll take a look at it.				
	Comment			
	Condition			
	Action			

	NodeText 1	Hot-digity! Jus' go on yonder ta that there big building next ta this here shop o' mine. At the center o' the buildin's first floor is the sub-reactor. Jus' tell 'em ol' Sid sent y'all.		
	Comment			
	Condition			
	Action			
	Reply 1	I'll do that. I've other questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action			
	Reply 2	Sounds good. Let's trade, first.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 3	On my way. Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

47) Yes – Not so good mechanic (44)

Node 47: Yes – Not so good mechanic			
	Comment		
	Condition		
	Action		
	NodeText 1	That's what I's wantin' ta hear. Now, I need me one o' them fancy science type o' books. Not the ones simpletons use ta fixin' barrel holes usin' gum an' piss, but one like ta fix big <SHIT>.	
	Comment		
	Condition		
	Action		
	Reply 1	I have a book like that here. Take it.	2
	Comment		
	Condition	HasItem(PCSpeaker(), "scibk.itm")	
	Action	SetGlobal("15_Restore_OC_Power",3) TransferItemFromParty(15_Sid(), "scibk.itm", 1)	
	Link 1	Goto 48	
	Comment		
	Condition		
	Action		
	Reply 2	I'll find this book for you. I've other questions.	
	Comment		
	Condition		
	Action		
	Link 1	Goto 4	
	Comment		

	Condition			
	Action			
	Reply 4	Consider it done. In the meantime, let's trade.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment	Open store		
	Condition			
	Action			
	Reply 5	I'll see what I can find. Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

