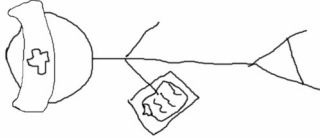
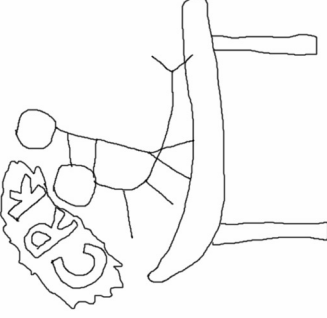
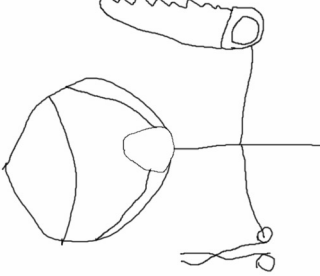

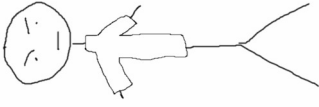
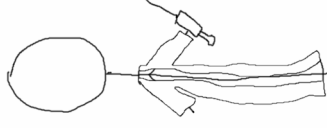
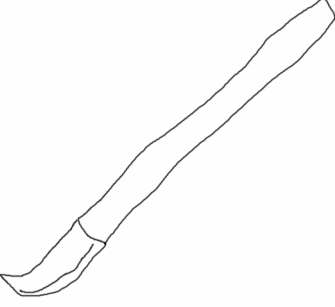
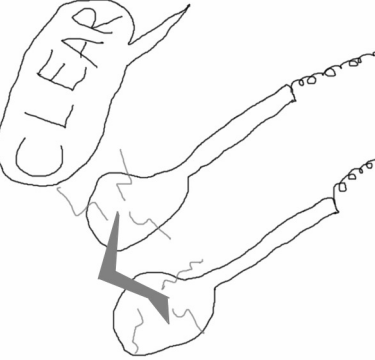


<p>Nurse 1+ 1O</p> 	<p>Chiropractor 1+ 3O</p> 	<p>Surgeon 5+ 3O</p> 	<p>Security Lockdown 2+</p> 
<p>1/1 Medical Attack: Normal <i>Trust me, you want me to like you. We've got two different kinds of thermometers here. I pick which one we use.</i></p>	<p>2/1 Medical Attack: Normal</p>	<p>6/4 Medical Attack: Normal</p>	<p>Medical Interrupt Will block all attacks until the start of the player's next turn.</p>
<p>Orderly 2+ 2O</p> 	<p>Doctor 4+ 2O</p> 	<p>Scalpel 1+</p> 	<p>Those Zappy Paddle Things 4+</p> 
<p>1/2 Medical Attack: Normal <i>You're goin' straight into trouble. Or maybe just straight into a jacket.</i></p>	<p>4/3 Medical Attack: Normal</p>	<p>Medical Tool Bonus: +1/+0</p>	<p>Medical Interrupt Will move one character from the discard pile into the player's hand.</p>

Exercises for writing for a rogue-like game

Notes from the director:

We're working on a new sector style, one full of remnants of an ancient, lost post-spaceflight civilization. The new weapons and upgrades from these will all be plasma based: E.G. plasma cannons, plasma beam drones, and plasma bombs. These weapons will cost one more energy point to use than most of their counterparts, but will do both ion and normal damage.

Some of the pre-existing racial or technological abilities that the player may have:

- Missiles or bombs – The ability to break apart objects or vessels with explosions.
- Ion cannons – The ability to disable electronics.
- Beam weapons – The ability to cut pieces off of objects or vessels.
- Mind Control – The ability to render an enemy crew suggestible.
- Hacking drone – The ability to disable a single electronic subsystem.
- Improved Sensors – The ability to track through debris fields and nebulas.
- Rockmen – Rockmen on the crew are immune to disease and fire.
- Slugs – Slugs are telepathic, immune to mind control, and may be used to track manned ships through nebulas when sensors fail.
- Engi – Engi are part machine, and can interface with alien technology.
- Lanius – Lanius live in vacuum, and do not require oxygen to survive.

We need:

1) Encounter that will provide nothing.

You jump into the system to find that it appears a Mantis pirate ship is waiting for you! Your com crackles, but instead of the menacing face of a Mantis, you see a Slug, with a Human over one slimy shoulder, and a Rockman over the other.

“Greetings and salutations!” the translator says as the Slug blurbles. “We wish you well on your pilgrimage! May the ancients ever smile upon you.”

“Be at peace.” the Human says.

Before you can even respond, the transmission closes, and the (apparently former) pirate ship warps out of the system.

2) Encounter that will only provide something if the ship can track down another ship: e.g. with enhanced sensors or engines.

A small transport ship hails you as your ship drops out of warp. A group of Humans and Mantis appear on screen, all wearing white robes.

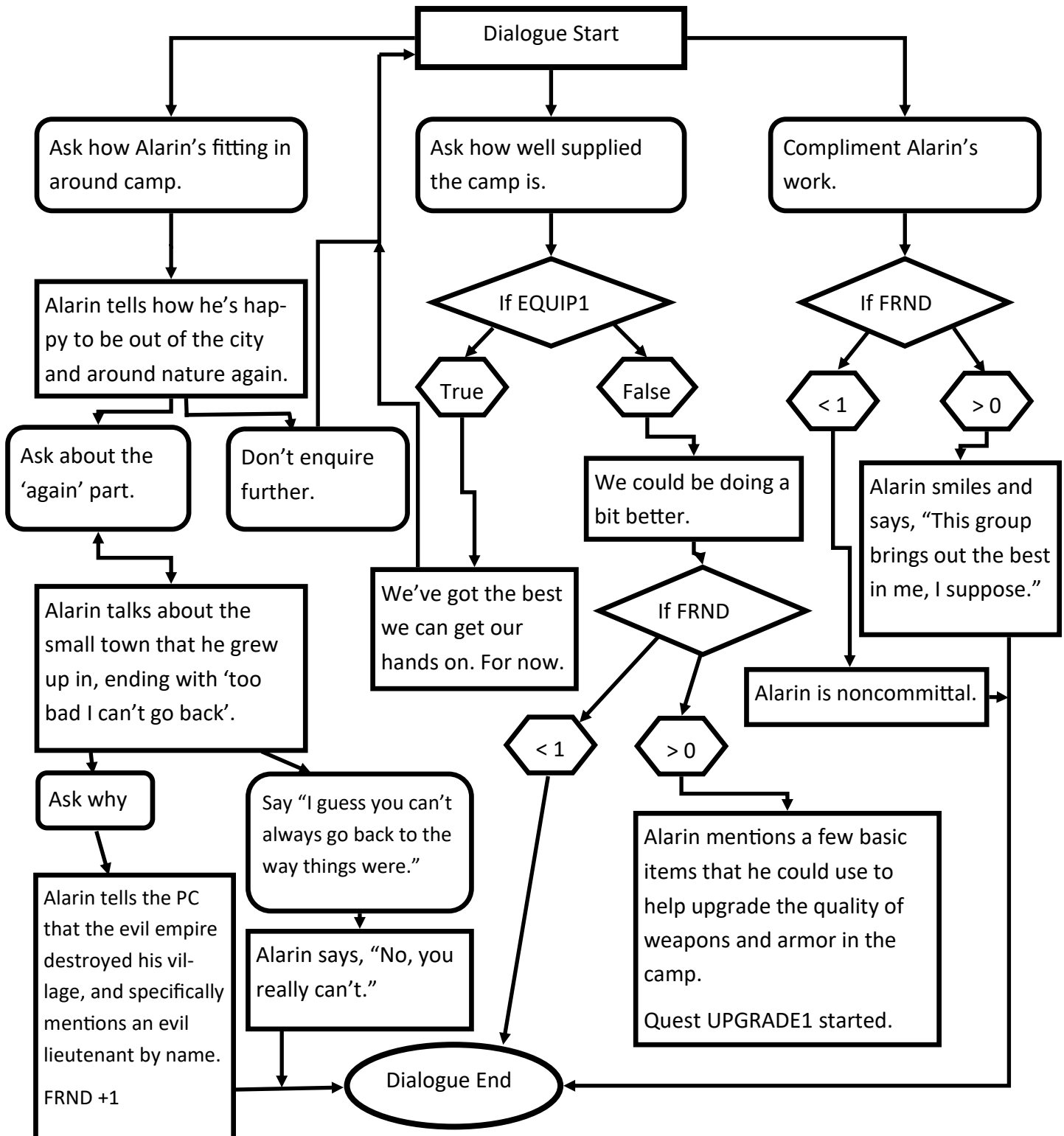
“We have found salvation, but there is danger. Follow us if you dare!”

The ship pulls into an asteroid field.

Options:

- Attempt to follow the ship.
 - *There is a loud crash as an asteroid pings off your hull. Your ship is forced to fall back out of the asteroid field to deal with the damage. (Lose 5 hull points)*
- Let it go.
 - Nothing happens.
- (Improved Sensors) Attempt to intercept it on the other side of the asteroid field.

This is a sample conversation with Alarin, your blacksmith companion. He is taciturn, and does not respond well to flattery, sarcasm, or flirtation unless he is already friendly with the PC. We need a line of questions that will have him talk about his yearning for the quiet life of his now-destroyed village where the PC may gain friendship with him, and once he has greater than 0 friendship, we need a line of dialogue that will lead to him deciding to upgrade the weapons and armor of the party. If there is room, add an additional flirtation option that he may respond to if he is friends with the PC. The numeric variables that can change are: FRND (Friendliness), RI (Romantic Interest) and the Boolean variable that can change is: EQUIP1 (Equipment upgrade 1) and the Quest marker that can start is UPGRADE1. If you could pave the way for Alarin's future personal quest in his backstory dialogue, please do.



We need a sample conversation with Ralthar Thunderstone, a dwarven bartender. The bartender has a stone carving that is an ancient family heirloom that, you have discovered, is actually a key to a hidden door that you need to get through. Since dwarves value family above all else, he won't part with the carving. However, his daughter has chosen to run off and elope with a dwarf from a lower caste, and he doesn't approve of the marriage. He will trade an heirloom for being able to reconnect with his daughter. Dwarven custom is to refuse to speak of relatives who marry into a lower caste, so the PC must pry the information out of him. The Boolean variables that can be unlocked are: DFI (Dwarven Family Importance) and DMC (Daughter married commoner). Both must be unlocked to open up the quest: MARRIAGE1. Some basic information about Thunderstone: He is proud of his mushroom beer recipe, he had hoped to pass the recipe along to his daughter and son-in-law before his daughter eloped, and he will accept the PC convincing his daughter not to marry, or finding some way to raise her paramour's social standing before the wedding. Here are three starter dialogue options.

