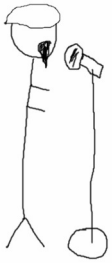
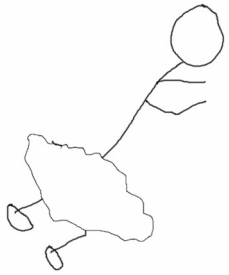
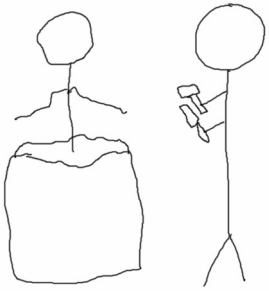
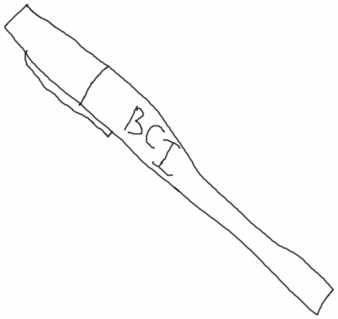
Wine 1✲	Writer 1✠ 1❍	Bassist 3✠ 1❍	Pop Star 1✠ 1❍
Food Service Interrupt	1/2 Fine Arts	2/4 Fine Arts	1/1 Fine Arts
Intercepts and prevents any attack	Attack: Normal	Attack: Normal	Can be tapped to combine stats
from a Fine Arts character.			with any other Fine Arts characters
Ah, yes, a claret. It's got quite a			for a single attack or defense.
nose on it.			
Beat Poet 1✠	Dancer 2✠ 1❍	Sculptor 3✠ 1❍	Pen 2✠
			
0/1 Fine Arts	2/2 Fine Arts	4/2 Fine Arts	Fine Arts Tool
Attack: Normal	Attack: Flying	Attack: Normal	Bonus: +2/+0
I do not know			
all there is to know			
but what I do know			
is that you're all going			
to snap your fingers. Ciao.			

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.

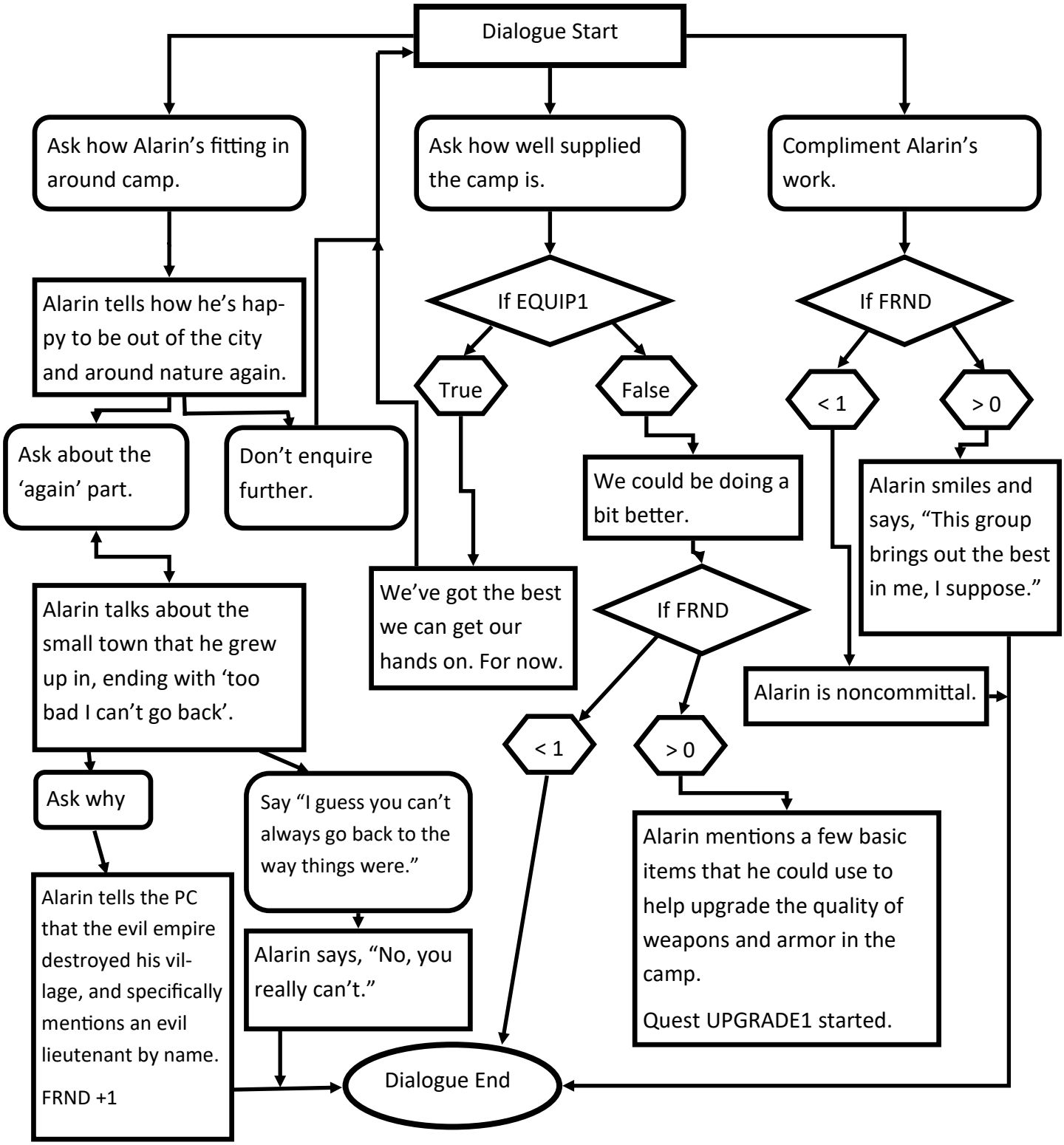
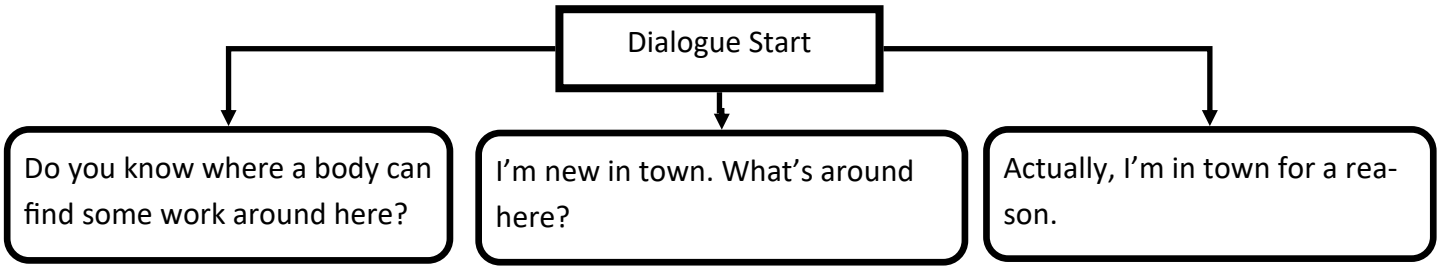
2) Encounter that will only provide something if the ship can track down another ship: e.g. with enhanced sensors or engines.
A small transport ship hails you as your ship drops out of warp. A group of Humans and Mantis appear on screen, all wearing white robes.
"We have found salvation, but there is 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.

- *As you swing back around, the ship hails you again. It appears to be slowly orbiting an asteroid with the remains of an ancient vessel, broken open, its parts strewn across the surface of the asteroid.*
  "Congratulations!" its captain says, "You appear to be true believers. We have no need of this."
  (You get either 30-50 scrap or a level 1 plasma cannon.)

3) Secret Alien Shipyard. This will be the end of a quest marker from an alien star map. The crew will find a dormant shipyard, will have the option to attempt to activate two huge devices. Each will have a 50/50 chance of reacting violently and damaging the ship, or bestowing a piece of new equipment: a Plasma Shield Capacitor.
Attempting to hack, communicate with the technology using an Engi, or enter the station with a Lanius will raise the positive chance to 90, but the failure will result in the death of the Engi or Lanius.

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 Big Nancy, a small-time facilitator in the shadowy parts of the bottom of the cyberpunk city of Seattle. Nancy isn't a crime boss per se, but she tends to have a good ear to the ground. She knows what's going on in town, who to contact for more information, and she's good at helping people get side work as a freelance… just about anything. The PC is in town because an old 'friend' died unexpectedly, and that old friend had left an odd voicemail message a few days prior, indicating that he thought he was in some trouble and could use the help of an old accomplice. The PC needs to be able to get information on the death of their old friend, and must learn about the local Job message board for freelancers to earn their room and board while in town. The Boolean variables that can change are: JBBRD (unlocks a Job message board), WITNS1 (Unlocks information about a bum who sleeps in an alley near the murder scene) SNITCH1 (Unlocks information about a crooked cop who might be willing to sell information about the crime scene.), and RMBRD (gives the PC a cheap, but secure place to stay in a room above the bar.).