

# Bear

Level - 10

## STATS

ST - 08

PE - 05

EN - 08

CH - 03

IN - 07

AG - 07

LK - 05

**Traits** -

**Perks** -

**Tag Skills** - Unarmed (120%), Melee Weapons (110%), Firearms (110%)



Gifted, Bruiser

Action Boy, More

Criticals (2)

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

**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.")


#### 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		
2		

3

Node 1				
	Comment	Starting Conditions		
	Reply 1			
	Comment			
	Condition			
	Action			
	Link 1	Goto 31		
	Comment	Second time		
	Condition	GetGlobal("15_Talked_Bear")==1		
	Action			
	Link 1	Goto 2		
	Comment	First time		
	Condition	GetGlobal("15_Talked_Bear")==0		
	Action	SetGlobal("15_Talked_Bear",1)		

## 2) First Time (SC)

Node 2: First Time				
	Comment			
	Condition			
	Action			
	NodeText 1	Hello. I'm Bear, what you might call the second in command here at the Rusty Hooks' stronghold. Who are you and how might I help you?		
	Comment			
	Condition			
	Action			

	Reply 1	I'm <CHARNAME>. I would like to ask you some questions.		
	Comment	Smart response		
	Condition	ISSmartPC()		
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action	SetGlobal("15_Know_CHAR_Name",1)		
	Reply 2	Me <CHARNAME>. Me ask questions.		
	Comment	Dumb response		
	Condition	ISDumbPC()		
	Action			
	Link 1	Goto 4		
	Comment			
	Condition			
	Action	SetGlobal("15_Know_CHAR_Name",1)		
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

### 3) Non-dumb questions (02)

	Node 3: Non-dumb questions		
	Comment		
	Condition		

	Action			
	NodeText 1	Certainly. What would you like to know?		
	Comment			
	Condition			
	Action			
	Reply 1	Tell me about yourself.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 6		
	Comment			
	Condition			
	Action			
	Reply 2	Tell me about Kyle the Hook.		
	Comment	Heard of Kyle the Hook		
	Condition	GetGlobal("15_Rusty_Hooks")>0    GetGlobal("15_Talked_Kyle")>0		
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 3	I'd like to know about this place.		
	Comment			
	Condition			
	Action			
	Link 1	Goto		
	Comment			
	Condition			

	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 3	I want to know what color blood you bleed. Die!		
	Comment	Attack!		
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

#### 4) dumb questions (02)

Node 4: dumb questions				
	Comment			
	Condition			
	Action			
	NodeText 1	Oh, I see you might be a tad mentally challenged. I'll try to explain things simply and endeavor... uh, <i>try</i> to be clear.		
	Comment			
	Condition			

	Action			
	Reply 1	Who and what you?		
	Comment			
	Condition			
	Action			
	Link 1	Goto 5		
	Comment			
	Condition			
	Action			
	Reply 2	What you know 'bout Kyle?		
	Comment	Heard of Kyle the Hook		
	Condition	GetGlobal("15_Rusty_Hooks")>0		
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 5	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 3	Me kill you dead.		
	Comment	Attack!		
	Condition			

	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

## 5) >Who and what you (04)

Node 5: Who and what you				
	Comment			
	Condition			
	Action			
	NodeText 1			
	Comment			
	Condition			
	Action			
	Reply 1	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 2	Kinda tough to hit a target that hits back. Time to die!		
	Comment	Attack!		
	Condition			



	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

## 6) Tell me about yourself (03)

Node 6: Tell me about yourself				
	Comment			
	Condition			
	Action			
	NodeText 1	What would you like to know about me?		
	Comment			
	Condition			
	Action			
	Reply 1	What is it you do here?		
	Comment			
	Condition			
	Action			
	Link 1	Goto 7		
	Comment			
	Condition			
	Action			
	Reply 2	How did you end up here?		
	Comment			
	Condition			
	Action			

	Link 1	Goto 8		
	Comment			
	Condition			
	Action			
	Reply 3	Sid told me about your heart bomb. Is that the real reason why you're loyal to Kyle the Hook?		
	Comment			
	Condition	GetGlobal("15_Sid_Confess")>0 GetGlobal("15_Bear_Bomb")==0		
	Action	SetGlobal("15_Bear_Bomb",1)		
	Link 1	Goto 9		
	Comment			
	Condition			
	Action			
	Reply 4	Super mutants are very rare these days. Where are you from?		
	Comment			
	Condition			
	Action			
	Link 1	Goto		
	Comment			
	Condition			
	Action			

## 7) What is it you do here? (06)

Node 7: What is it you do here?				
	Comment			
	Condition			
	Action			

	NodeText 1	Like I said, I'm basically second in command within the ranks of the Rusty Hooks. I keep things in line and make sure no one disrupts the chain of authority, with Kyle the Hook being the last word.		
	Comment			
	Condition			
	Action			
	Reply 1	How did you end up here?		
	Comment			
	Condition			
	Action			
	Link 1	Goto 8		
	Comment			
	Condition			
	Action			
	Reply 2	I've other questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action			
	Reply 3	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

## 8) How did you end up here? (3, 8)

Node 8: How did you end up here				
	Comment			
	Condition			
	Action			
	NodeText 1	Uh... well... there's not much to tell, to be honest. I used to work for a caravan company as security when I met Kyle the Hook. He made me an off I couldn't refuse, so I joined up with the Rusty Hooks. That's about it.		
	Comment	Not dummy		
	Condition			
	Action			
	Reply 1	Sid told me about your heart bomb. Is that the real reason why you're loyal to Kyle the Hook?		
	Comment			
	Condition	GetGlobal("15_Sid_Confess")>0		
	Action			
	Link 1	Goto 9		
	Comment			
	Condition			
	Action			
	Reply 2	I get the feeling you're not telling me everything.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 9		
	Comment			
	Condition	GetTotalSkill( PCSpeaker(), SKILL_PERSUASION)>=85		
	Action			

	Link 2	Goto		
	Comment			
	Condition	GetTotalSkill( PCSpeaker(), SKILL_PERSUASION)<85		
	Action			
	Reply 3	Super mutants are very rare these days. Where are you from?		
	Comment			
	Condition			
	Action			
	Link 1	Goto		
	Comment			
	Condition			
	Action			
	Reply 4	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

## 9) Sid told me about your heart bomb ( 8)

	Node 9: Sid told me about your heart bomb			
	Comment			
	Condition			
	Action			
	NodeText 1	Sid unveiled this information to you? If Kyle ever found out... Please listen carefully – I don't want anything bad to happen to Sid, so please don't mention this information to anyone else.		
	Comment			

	Condition	GetGlobal("15_kyle_kill_sid")==0		
	Action			
	NodeText 2	Sid unveiled this information to you? Then it was you who told Kyle! I suggest you leave my sight before I rip you apart for what you've done - heart bomb be damned!		
	Comment	Sid is dead		
	Condition	HasDied( FindEntity( "Sid" ) ) && GetGlobal("15_kyle_kill_sid")>0		
	Action			
	Reply 1	I won't say anything. Continue.		
	Comment			
	Condition	GetGlobal("15_kyle_kill_sid")==0		
	Action			
	Link 1	Goto 10		
	Comment			
	Condition			
	Action			
	Reply 2	You'll have to sweeten the pot more than that to save your little buddy, Bear. What else you got?		
	Comment			
	Condition	GetGlobal("15_kyle_kill_sid")==0		
	Action			
	Link 1	Goto 25		
	Comment			
	Condition	GetTotalSkill( PCSpeaker(), SKILL_PERSUASION)>=90		
	Action			
	Link 2	Goto		
	Comment			
	Condition	GetTotalSkill( PCSpeaker(), SKILL_PERSUASION)<90		
	Action			
	Reply 4	Wait, I had no idea Kyle would kill Sid. Is there some way I could make it up to you?		

	Comment			
	Condition	HasDied( FindEntity( "Sid" ) ) && GetGlobal("15_kyle_kill_sid")>0 && GetGlobal("15_Help_Bear")==0		
	Action			
	Link 1	Goto 21		
	Comment			
	Condition			
	Action			
	<a href="#">Reply 5</a>	<a href="#">Goodbye.</a>		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	<a href="#">Reply 6</a>	<a href="#">Win some, lose some. You should die, now.</a>		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

## 10) I won't say anything (9)

	Node 10: I won't say anything.		
	Comment		

	Condition			
	Action			
	NodeText 1	I used to work for a caravan company from Hoover Dam called the Crimson Caravan. They were a good bunch, for the most part, and they paid me well for protecting their wares		
	Comment	First time		
	Condition	GetGlobal("15_Bears_Tale_woe")==0 SetGlobal("15_Bears_Tale_woe",1)		
	Action			
	NodeText 2	Like I said before, I used to work for a caravan company from Hoover Dam called the Crimson Caravan. They were a good bunch, for the most part, and they paid me well for protection.		
	Comment	Second time		
	Condition	GetGlobal("15_Bears_Tale_woe")==1		
	Action			
	Reply 1	Continue.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 11		
	Comment			
	Condition			
	Action			
	Reply 5	I've heard enough. Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			



	Reply 6	Win some, lose some. You should die, now.		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

## 11) Continue (10)

Node 11: Continue				
	Comment			
	Condition			
	Action			
	NodeText 1	On one fateful day, the caravan I was protecting was ambushed. It was Kyle and his Rusty Hooks. I went into a frenzy and single handedly killed six Rusty Hooks before succumbing to too many bullet wounds.		
	Comment	First time		
	Condition			
	Action			
	Reply 1	Continue.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 12		
	Comment			
	Condition			
	Action			

	Reply 5	I've heard enough. Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 6	Win some, lose some. You should die, now.		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

## 12) Continue (11)

Node 12: Continue				
	Comment			
	Condition			
	Action			
	NodeText 1	When I came to, I felt a pressure in my chest that was not a left over bullet. Kyle told me a device was surgically inserted next to my heart that could detonate with a single touch to a button on the very watch Kyle was wearing.		
	Comment	First time		
	Condition			
	Action			

	Reply 1	Continue.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 13		
	Comment			
	Condition			
	Action			
	Reply 5	I've heard enough. Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 6	Win some, lose some. You should die, now.		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

### 13) Continue (12)

Node 13: Continue				
	Comment			

	Condition			
	Action			
	NodeText 1	He assured me he would treat me well if I were to be his protector. But the condition of that treatment was that I must be his personal bodyguard. Since I had no desire to die, I agreed.		
	Comment	Heard all of Bear's story about coming to the Rusty Hooks.		
	Condition			
	Action	SetGlobal("15_Heard_Bears_Story1",1)		
	Reply 1	Do you regret your decision?		
	Comment			
	Condition			
	Action			
	Link 1	Goto 14		
	Comment			
	Condition			
	Action			
	Reply 2	I've other questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action			
	Reply 3	I've heard enough. Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			

	Condition			
	Action			
	Reply 4	Win some, lose some. You should die, now.		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

#### 14) Do you regret your decision (13)

Node 14: Do you regret your decision				
	Comment			
	Condition			
	Action			
	NodeText 1	Every day. I don't live my own life. I live my life for Kyle. I may be a super mutant – an abomination to you smooth skins, but I still wish to live, even in this <SHIT> hole of a world.		
	Comment	Heard all of Bear's story about coming to the Rusty Hooks.		
	Condition			
	Action	SetGlobal("15_Heard_Bears_Story1",1)		
	Reply 1	Is there anything I could do to help?		
	Comment			
	Condition			
	Action			
	Link 1	Goto 15		
	Comment			
	Condition			

	Action			
	<a href="#">Reply 2</a>	<a href="#">I've other questions.</a>		
	Comment			
	Condition			
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action			
	<a href="#">Reply 3</a>	<a href="#">I've heard enough. Goodbye.</a>		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	<a href="#">Reply 4</a>	<a href="#">Tough luck. Here, let me kill you so you won't have to do it yourself.</a>		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

## 15) Is there anything I can do to help (13)

Node 15: Is there anything I can do to help

	Comment			
	Condition			
	Action			
	NodeText 1	Unless you know of a way to disable Kyle's radio controlled trigger, or at least get it away from him, then I don't know.		
	Comment			
	Condition			
	Action			
	Reply 1	I have a working radio jamming device. If I stand near Kyle with it turned on, the trigger won't work.		
	Comment	Party has radio jammer and willing to help Bear		
	Condition	PartyHasItem("jammer.itm")		
	Action	SetGlobal("15_Radio_Jam",1)		
	Link 1	Goto 16		
	Comment			
	Condition			
	Action			
	Reply 1	It just so happens I disabled Kyle's radio trigger during the night. It won't be able to detonate your heart bomb. You're free, Bear.		
	Comment	Party has radio jammer and willing to help Bear		
	Condition	GetGlobal("15_Disable_HTrigger")==1		
	Action	SetGlobal("15_Disable_HTrigger",2)		
	Link 1	Goto 28		
	Comment			
	Condition			
	Action			
	Reply 1	I happen to be very mechanically inclined. Maybe I can rewire your bomb so it won't explode.		
	Comment			
	Condition	GetTotalSkill( PCSpeaker(), SKILL_MECHANICS) >= 120 && GetTotalSkill( PCSpeaker(), SKILL_MEDIC) >= 50		

	Action	SetGlobal("15_Disable_HBomb",1)		
	Link 1	Goto 26		
	Comment			
	Condition			
	Action			
	Reply 2	Uh, yeah, I have a working radio jamming device. As long as I stand between twenty and thirty feet from Kyle with it turned on, his trigger won't work. <SD>		
	Comment	PC lies to Bear about the radio jammer, trying to get Bear to blow himself and Kyle up.		
	Condition	GetGlobal("15_Know_Radio_Jammer")==1		
	Action			
	Link 1	Goto 18		
	Comment	Successful deception		
	Condition	GetTotalSkill( PCSpeaker(), SKILL_DECEPTION) >= 120 && GetGlobal("15_Blowup_KB")<2		
	Action	SetGlobal("15_Blowup_KB",1)		
	Link 2	Goto 20		
	Comment	Unsuccessful deception		
	Condition	GetTotalSkill( PCSpeaker(), SKILL_DECEPTION) < 120		
	Action			
	Reply 3	I've other questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action			
	Reply 4	I've heard enough. Goodbye.		
	Comment			
	Condition			



	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 5	Tough luck. Here, let me kill you so you won't have to do it yourself.		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

## 16) You're in luck, Bear (15)

Node 16: You're in luck, Bear				
	Comment			
	Condition			
	Action			
	NodeText 1	I think I see where you might be going with this. If you jam his signal, I can openly challenge him to a pack fight.		
	Comment			
	Condition			
	Action			
	Reply 1	A pack fight?		
	Comment			
	Condition			
	Action			

	Link 1	Goto 17		
	Comment			
	Condition			
	Action			
	Reply 2	Sounds like a plan, let's do it. Let me turn on the radio jammer and you lead the way.		
	Comment	Start cut scene of fight between Kyle and Bear.		
	Condition			
	Action	SetGlobal("15_Radio_Jam",2)		
	Link 1			
	Comment			
	Condition			
	Action			

## 17) A pack fight? (16)

	Node 17: A pack fight?		
	Comment		
	Condition		
	Action		
	NodeText 1	A pack fight is the only way for a Rusty Hook member to usurp the reigning leader without invoking the wrath of the other Rusty Hooks. The winner of the fight leads the Hooks.	
	Comment		
	Condition		
	Action		
	Reply 1	I see. Okay, sounds like a plan, let's do it. Let me turn on the radio jammer and you lead the way.	
	Comment	Start cut scene with Bear going to beat on Kyle.	
	Condition		
	Action	SetGlobal("15_Radio_Jam",2)	
	Link 1		

	Comment			
	Condition			
	Action			
	Reply 2	On second thought, I don't like this plan. Let me ask you about something else.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action			
	Reply 3	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

## 18) Successful deception (15)

Node 18: Successful deception				
	Comment			
	Condition			
	Action			
	NodeText 1	I think I see where you might be going with this. If you jam his signal, I can openly challenge him to a pack fight.		
	Comment			
	Condition			

	Action			
	<a href="#">Reply 1</a>	<i>A pack fight?</i>		
	Comment			
	Condition			
	Action			
	Link 1	Goto 19		
	Comment			
	Condition			
	Action			
	<a href="#">Reply 2</a>	<i>Exactly! Let's do it. You lead the way.</i>		
	Comment			
	Condition			
	Action			
	Link 1	Goto 22		
	Comment			
	Condition			
	Action			

## 19) A pack fight? (18)

Node 19: A pack fight?			
	Comment		
	Condition		
	Action		
	<b>NodeText 1</b>	<i>A pack fight is the only way for a Rusty Hook member to usurp the reigning leader without invoking the wrath of the other Rusty Hooks. The winner of the fight leads the Hooks.</i>	
	Comment		
	Condition		

	Action			
	Reply 1	Great! Let's do it. You lead the way.		
	Comment	Start cut scene of Bear going to fight Kyle and they blow up from Bear's heart bomb.		
	Condition			
	Action	SetGlobal("15_Blowup_KB",2)		
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 2	On second thought, I don't like this plan. Let me ask you about something else.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action			
	Reply 3	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

## 20) Unsuccessful deception (15)

Node 20: Successful deception				
	Comment			
	Condition			
	Action			
	NodeText 1	You're under the misguided perception that <i>all</i> super mutants are complete idiots, aren't you – and you're a terrible liar. I think it's best if you leave - now!		
	Comment			
	Condition			
	Action	SetGlobal("15_Pissed_Bear",1)		
	Reply 1	I'll leave.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 2	Patience my <ASS>, you're going to die!		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

## 21) Is there anyway I can make it up to you (9)

Node 21: Is there any way I can make it up to you				
	Comment			
	Condition			
	Action			
	NodeText 1	<i>Make it up to me? How can any action of yours bring back a friend of <b>mine</b>. Unless you have some mystical means of bringing Sid back to life, or you know how to grant me my freedom, I'd say no, there is nothing you can do.</i>		
	Comment			
	Condition			
	Action			
	Reply 1	I think I might be able to help you with your freedom wish. I have a working radio jamming device. As long as I stand near Kyle with this thing turned on, the trigger won't work.		
	Comment	Party has radio jammer and willing to help Bear		
	Condition	PartyHasItem("jammer.itm")		
	Action	SetGlobal("15_Radio_Jam",1)		
	Link 1	Goto 16		
	Comment			
	Condition			
	Action			
	Reply 2	I seem to have a working radio jamming device. As long as I stand between twenty and thirty feet from Kyle with this thing turned on, his trigger won't work. <SD>		
	Comment	PC lies to Bear about the radio jammer, trying to get Bear to blow himself and Kyle up.		
	Condition	GetGlobal("15_Know_Radio_Jammer")==1		
	Action			
	Link 1	Goto 18		
	Comment	Successful deception		
	Condition	GetTotalSkill( PCSpeaker(), SKILL_DECEPTION) >= 120 && GetGlobal("15_Blowup_KB")<2		

	Action	SetGlobal("15_Blowup_KB",1)		
	Link 2	Goto 20		
	Comment	Unsuccessful deception		
	Condition	GetTotalSkill( PCSpeaker(), SKILL_DECEPTION) < 120		
	Action			
	Reply 3	I've other questions.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 3		
	Comment			
	Condition			
	Action			
	Reply 4	I've heard enough. Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 5	Tough luck. Here, let me kill you so you won't have to do it yourself.		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			



## 22) Exactly, you lead the way (18)

Node 22: Exactly, you lead the way				
	Comment			
	Condition			
	Action			
	NodeText 1	Wait, I don't even know you. How can I put trust in a total stranger? What do you get out of it?		
	Comment			
	Condition			
	Action			
	Reply 1	Nothing, I just want to help you. Besides, this radio jammer Sid gave me was meant to help you. I think Sid would have wanted you to trust me, otherwise he wouldn't have given it to me.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 23		
	Comment			
	Condition			
	Action			
	Reply 2	A stack of loot, if you do it right. I want that .45 he keeps on his side, and maybe a discount on traded goods, too.		
	Comment			
	Condition			
	Action			
	Link 1	Goto 24		
	Comment			
	Condition			
	Action			

## 23) Nothing, I just want to help you (22)

Node 23: Nothing, I just want to help you.				
	Comment			
	Condition			
	Action			
	NodeText 1	Yes, you're right, Sid would have wanted it that way, especially since he gave you that device. Fine, I'll do it.		
	Comment			
	Condition			
	Action			
	Reply 1	Good, you lead the way.		
	Comment	Start cut scene of Bear going to fight Kyle and they blow up from Bear's heart bomb.		
	Condition			
	Action	SetGlobal("15_Blowup_KB",2)		
	Link 1	Goto 23		
	Comment			
	Condition			
	Action			

## 24) A stack of loot, if you do it right (18)

Node 24: A stack of loot, if you do it right.				
	Comment			
	Condition			
	Action			
	NodeText 1	The most common of all human triats – GREED. I suppose I'm not much different, though... All right, if you help me gain my freedom, then you may have whatever <i>loot</i> you find on Kyle's body.		
	Comment			
	Condition			

	Action			
	Reply 1	Good, you lead the way.		
	Comment	Start cut scene of Bear going to fight Kyle and they blow up from Bear's heart bomb.		
	Condition			
	Action	SetGlobal("15_Blowup_KB",2)		
	Link 1			
	Comment			
	Condition			
	Action			

## 25) You'll have to sweeten the pot more than that (9)

Node 25: You'll have to sweeten the pot more than that.				
	Comment			
	Condition			
	Action			
	NodeText 1	Let me put it in terms you'll understand, little human. If you so much as breathe a word of where you got this information, I'll see to it that you're beaten, stripped naked, and then thrown into a hag snake nest. Is that <b>sweet</b> enough for you?		
	Comment			
	Condition			
	Action			
	Reply 1	Uh, yes – yes it is. I don't know what came over me. So, would you please tell me how you came under the servitude of Kyle the Hook?		
	Comment			
	Condition			
	Action			
	Link 1	Goto 10		
	Comment			

	Condition			
	Action			
	Reply 2	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 3	Hefty threat. Let's see if you can back it up.		
	Comment			
	Condition			
	Action	SetMyTeamEnemyToParty()		
	Link 1			
	Comment			
	Condition			
	Action			

## 26) I happen to be very mechanically inclined (15)

Node 26: I happen to be very mechanically inclined				
	Comment			
	Condition			
	Action			
	NodeText 1	You... you're capable of doing that? It would take a great deal of skill to pull that off. Maybe I'll take over the Hooks and turn this group around.		
	Comment			
	Condition			

	Action			
	Reply 1	Then let's get on with it. I hope you're not squeamish...		
	Comment	Fade to black & fade back in. Go to next node		
	Condition			
	Action	SetGlobal("15_Disable_HBomb", 3)		
	Link 1	Goto 27		
	Comment			
	Condition			
	Action			
	Reply 2	I'll think about it. I'd like to ask you about something else.		
	Comment			
	Condition			
	Action	SetGlobal("15_Disable_HBomb", 2)		
	Link 1			
	Comment			
	Condition			
	Action			
	Reply 3	I'll think about it. Goodbye.		
	Comment			
	Condition			
	Action	SetGlobal("15_Disable_HBomb", 2)		
	Link 1			
	Comment			
	Condition			
	Action			

## 27) Then let's get on with it (26)

Node 27: Then let's get on with it

	Comment			
	Condition			
	Action			
	NodeText 1	Thank you, <CHARNAME>, I owe you my life. Funny, it didn't hurt as much as I thought it would... Come, I have a score to settle with a certain <i>Rusty Hook</i> .		
	Comment			
	Condition			
	Action			
	Reply 1	Follow.		
	Comment	PC can follow Bear and watch the fun.		
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			

## 28) It just so happens I disabled (15)

Node 28: It just so happens I disabled				
	Comment			
	Condition			
	Action			
	NodeText 1	You... you did? That's incredible!		
	Comment			
	Condition			
	Action			
	Reply 1			

	Comment			
	Condition			
	Action			
	Link 1	Goto 29		
	Comment			
	Condition			
	Action			
	Reply 1			
	Comment			
	Condition			
	Action			
	Link 1	Goto 30		
	Comment			
	Condition			
	Action			

## 29) Yes, you can join me after you deal with Kyle (28)

Node 29: Yes, you may join me after you deal with Kyle				
	Comment			
	Condition			
	Action			
	NodeText 1	Excellent. This shouldn't take long...		
	Comment			
	Condition			
	Action			
	Reply 1	End.		
	Comment			
	Condition			

	Action			
	Link 1			
	Comment			
	Condition			
	Action			

### 30) No, I have enough in my group (28)

Node 28: No, I have enough in my group				
	Comment			
	Condition			
	Action			
	NodeText 1	As you wish. Should you change your mind, you can probably find me at Hoover Dam – after I deal with Kyle, that is. I'll see you around the wasteland, <CHARNAME>.		
	Comment			
	Condition			
	Action			
	Reply 1	Goodbye.		
	Comment			
	Condition			
	Action			
	Link 1			
	Comment			
	Condition			
	Action			



