READ ME

NOTES
This is a dark, post-apocalyptic survival RPG sample demonstrating systemic combat/traversal barks and a branching companion recruitment scene.
CHARACTER DYNAMICS
X: a deeply guarded and practical survivor who cares a lot more than she shows.
Sailo: a strong but sarcastic companion whose trust must be earned through player choices.
BARKS
Selection Weight: How often a line should be picked from its Variation Group.
Notes: Anything else relevant to implementation. Usually in relation to its position in the **Selection Weight** section and why it's written as it is.
BRANCHING DIALOGUE
This sheet is an ALTERNATE, INTERACTIVE version of the hideout invitation covered in the cutscene sample, NOT a continuation of it.
The two are not meant to be read as one continous, canon sequence.
They're two different treatments of the same story moment, included to show range across formats.

BARKS

LINE ID	CHARACTER	TRIGGER CONTEXT	LINE	VO DIRECTION	VARIATION GROUP	SELECTION WEIGHT	NOTES
BARK_X_ALERT_01	X	Enemy Spotted - Idle/Alert	Of course there's more.	Startled	X_Alert	Standard	
BARK_X_ALERT_02	X	Enemy Spotted - Idle/Alert	Great. Just great.	Dry, deadpan	X_Alert	Standard	
BARK_X_ALERT_03	X	Enemy Spotted - Idle/Alert	Here we go again.	Long exhale	X_Alert	Standard	
BARK_X_ALERT_04	X	Enemy Spotted - Idle/Alert	Don't show them who you are.	Low, a mantra to self	X_Alert	Rare	Thematic callback to X's core mantra - use sparingly, not every alert.
BARK_X_ALERT_05	X	Enemy Spotted - Idle/Alert	Not today.	Firm	X_Alert	Standard	
BARK_X_ALERT_06	X	Enemy Spotted - Idle/Alert	Seriously?	Annoyed	X_Alert	Standard	
BARK_X_DMG_01	X	Taking Damage	Get back!	Sharp, pained	X_Damage	Standard	
BARK_X_DMG_02	X	Taking Damage	That's gonna scar.	Grunted	X_Damage	Standard	
BARK_X_DMG_03	X	Taking Damage	Move, move, move!	Urgent, to self	X_Damage	Standard	
BARK_X_DMG_04	X	Taking Damage	How relaxing.	Sarcastic, absorbing the hit	X_Damage	Standard	
BARK_X_HEAVYDMG_01	X	Heavy Damage	That was something!	Sharp intake of breath	X_HeavyDamage	Standard	
BARK_X_HEAVYDMG_02	X	Heavy Damage	Ha! I need to patch that up.	Grim, assessing	X_HeavyDamage	Standard	
BARK_X_LOWHP_01	X	Low Health	Okay, think.	Controlled panic	X_LowHP	Standard	
BARK_X_LOWHP_02	X	Low Health	Can't stop here.	Breathless, pushing forward	X_LowHP	Standard	
BARK_X_LOWHP_03	X	Low Health	Hold on.	Strained	X_LowHP	Standard	
BARK_X_KILL_01	X	Kill Confirm	Back to where you came from.	Cold, final	X_Kill	Standard	
BARK_X_KILL_02	X	Kill Confirm	That's one less.	Matter-of-factly	X_Kill	Standard	
BARK_X_KILL_03	X	Kill Confirm	Rest up.	Bitterly	X_Kill	Standard	
BARK_X_KILL_04	X	Kill Confirm	About time.	Clipped	X_Kill	Standard	
BARK_X_FIREKILL_01	X	Environmental Kill - Fire	Burn away.	Grim satisfaction	X_FireKill	Standard	
BARK_X_FIREKILL_02	X	Environmental Kill - Fire	Thought you needed some light.	Dark, mild laughter	X_FireKill	Rare	Thematic line connected to a future part of the plot.
BARK_X_FIREKILL_03	X	Environmental Kill - Fire	Goodbye, I guess.	Slightly sad	X_FireKill	Standard	
BARK_X_TRAV_01	X	Traversal - Climb/Jump	Got it!	Effortful	X_Traversal	Standard	
BARK_X_TRAV_02	X	Traversal - Climb/Jump	Don't look down.	Tense, muttering to self	X_Traversal	Standard	
BARK_X_TRAV_03	X	Traversal - Climb/Jump	Here I go.	Steadying breath	X_Traversal	Standard	
BARK_SAILO_ALERT_01	Sailo	Enemy Spotted - Idle/Alert	Ah, here you are.	Bored, flat	Sailo_Alert	Standard	
BARK_SAILO_ALERT_02	Sailo	Enemy Spotted - Idle/Alert	I'm happy to see you.	Sarcastic, to the enemy	Sailo_Alert	Standard	
BARK_SAILO_ALERT_03	Sailo	Enemy Spotted - Idle/Alert	This is going to be fun.	Dry	Sailo_Alert	Standard	
BARK_SAILO_ALERT_04	Sailo	Enemy Spotted - Idle/Alert	How rude.	Mock-offended	Sailo_Alert	Standard	
BARK_SAILO_DMG_01	Sailo	Taking Damage	Ah, I see.	Clipped understatement	Sailo_Damage	Standard	
BARK_SAILO_DMG_02	Sailo	Taking Damage	Fair enough.	Wry acceptance	Sailo_Damage	Standard	
BARK_SAILO_DMG_03	Sailo	Taking Damage	That feels great.	Sarcastic through pain	Sailo_Damage	Standard	Minor hits only. See Heavy Damage (Sailo) set for bigger hits.
BARK_SAILO_LOWHP_01	Sailo	Low Health	That's annoying.	Understated, masking real concern	Sailo_LowHP	Standard	
BARK_SAILO_LOWHP_02	Sailo	Low Health	This is more than I planned for.	Breathless	Sailo_LowHP	Standard	
BARK_SAILO_LOWHP_03	Sailo	Low Health	Not feeling good about this.	Quieter, concerned	Sailo_LowHP	Standard	
BARK_SAILO_HEAVYDMG_01	Sailo	Heavy Damage	Not looking good.	The sarcasm drops	Sailo_HeavyDamage	Rare	Breaks away from his usual sarcastic quips. Shouldn't be the default.
BARK_SAILO_HEAVYDMG_02	Sailo	Heavy Damage	That actually hurt.	Clipped, surprise under the deadpan	Sailo_HeavyDamage	Standard	
BARK_SAILO_KILL_01	Sailo	Kill Confirm	Goodbye.	Dismissive	Sailo_Kill	Standard	
BARK_SAILO_KILL_02	Sailo	Kill Confirm	Next.	Bored efficiency	Sailo_Kill	Standard	
BARK_SAILO_KILL_03	Sailo	Kill Confirm	Until next time.	Mock-sincere	Sailo_Kill	Standard	
BARK_SAILO_KILL_04	Sailo	Kill Confirm	Is this it?	Smug	Sailo_Kill	Standard	
BARK_SAILO_REVIVE_01	Sailo	Reviving/Helping Ally (X)	Don't say I never saved you.	Smug, but sincere	Sailo_Revive	Rare	Relationship beat - showing he cares more than usual.
BARK_SAILO_REVIVE_02	Sailo	Reviving/Helping Ally (X)	Come on. Let's go.	Urgent	Sailo_Revive	Standard	
BARK_SAILO_REVIVE_03	Sailo	Reviving/Helping Ally (X)	Don't be shy to thank me.	Smug	Sailo_Revive	Standard	
BARK_SAILO_TRAV_01	Sailo	Traversal - Climb/Jump	Again?	Flat resignation	Sailo_Traversal	Standard	
BARK_SAILO_TRAV_02	Sailo	Traversal - Climb/Jump	Okay, okay, okay.	Muttered	Sailo_Traversal	Standard	
BARK_SAILO_TRAV_03	Sailo	Traversal - Climb/Jump	Almost there. Just keep steady.	Genuine, concerned	Sailo_Traversal	Rare	Brief sincerity break. Use less often than the other traversal lines.

BRANCHING DIALOGUE

NODE ID	SPEAKER	LINE TYPE	VO DIRECTION	LINE/CHOICE TEXT	CONDITION	VARIABLE/FLAG SET	NEXT NODE
OFFER_001	X	Line	Extending the offer plainly.	Come with me to the hideout.			OFFER_002
OFFER_002	Sailo	Line	Weighing the offer, deadpan.	You got food?			OFFER_003
OFFER_003	X	Line	Honest.	Barely.			OFFER_004
OFFER_004	Sailo	Line		Is the shelter warm?			OFFER_005
OFFER_005	X	Line		Sometimes.			OFFER_006
OFFER_006	Sailo	Line		Any good company?			OFFER_007
OFFER_007	X	Line	Flat.	Not really.			CHOICE_008
CHOICE_008	X	Choice	(He's still deciding. Push, step back, or shut it down.)	**A [Tease]:** Relax. I can protect you if you're scared.		Trust_Sailo +1	REACT_008A
CHOICE_008	X	Choice	(He's still deciding. Push, step back, or shut it down.)	**B [Give agency]:** It's your call.		Trust_Sailo +0	REACT_008B
CHOICE_008	X	Choice	(He's still deciding. Push, step back, or shut it down.)	**C [Dismiss]:** Forget it. Stay out here, then.		Trust_Sailo -1; Sailo_Declined = TRUE	REACT_008C
REACT_008A	Sailo	Line	Amused.	How can I say no to that?			OFFER_009A
REACT_008B	Sailo	Line	Beat. A little caught off guard that she's not pushing.	Alright then.			OFFER_009B
REACT_008C	Sailo	Line + Immediate Consequence	His expression shuts down. He turns and walks away without a word.			Encounter_Difficulty = Elevated (X loses backup for the next stretch); Sailo_Declined = TRUE	OFFER_END_REJECT
OFFER_009A	Sailo	Line	Warmer, lets his guard down slightly. Teasing.	Hmm. I'm all yours for a night. Let's see if you can keep me for another.	Trust_Sailo >= 1		OFFER_010
OFFER_009B	Sailo	Line	Neutral, still testing the arrangement.	One night. Let's see how it goes.	Trust_Sailo < 1		OFFER_010
OFFER_010	X	Line	Reasserting control. **Narrative purpose:** Establishes X's distrust and the practical entry rule for her hideout. This is to check for bites, not arbitrary hostility.	Strip.			CHOICE_011
CHOICE_011	X	Choice	(He stalls, testing her. Silent action choice.)	**A: [Hold the gun on him. Don't explain.]**		Trust_Sailo +0	OFFER_END_PROCEED
CHOICE_011	X	Choice	(He stalls, testing her. Spoken choice.)	**B [Explain the rule]** "I have to be sure you haven't been bit."		Trust_Sailo +1; X_Explained_Rule = TRUE	OFFER_END_PROCEED
OFFER_END_PROCEED	SYSTEM	End State		**[Sailo joins X's hideout. Trust_Sailo carries forward. Dialogue availability in Hideout_Part1 (low trust = transactional lines only; high trust = personal backstory unlocked). NOTE: if X_Explained_Rule is TRUE, the first Hideout_Part1 scene can reference it with a single acknowledging line from Sailo: "So, that's how you got like this."]**		Sailo_Recruited = TRUE	Hideout_Part1_001
OFFER_END_REJECT	SYSTEM	End State		**[Sailo does not join. GAMEPLAY CONSEQUENCE: Sailo leaves. X proceeds without companion support during the next encounter (this is the concrete, felt consequence that sets her back. She'll later meet Sailo at a pharmacy.)]**		Sailo_Recruited = FALSE	END

SCRIPTED TRIGGERS

TRIGGER ID	TRIGGER TYPE	CONDITION	SPEAKER	LINE	BEHAVIOR	NOTES
TRIG_CLUB_ENTRY_01	Location Entry	Player enters the club interior for the first time	X	Hmm. Still looks the same.	One-shot	Ties to the environmental-storytelling piece. First reaction to the space.
TRIG_KITCHEN_LOCK_01	Story-State	Player seals the kitchen door during the Bitten ambush	X	Okay. I made it.	One-shot per encounter	Reinforces the tension beat from the cutscene.
TRIG_HIDEOUT_FIRSTVISIT_LOWTRUST	Story-State + Variable	Sailo_Recruited = TRUE AND Trust_Sailo < 1, on first entry to Hideout_Part1	Sailo	Guess this is it.	One-shot	Neutral/guarded. It reflects the lower-trust path coming out of the Branching Dialogue scene.
TRIG_HIDEOUT_FIRSTVISIT_CALLBACK	Story-State + Variable	X_Explained_Rule = TRUE, on first entry to Hideout_Part1	Sailo	So, that's how you got like this.	One-shot	Delivers the callback in the Branching Dialogue sheet's End State.
TRIG_REJECT_PHARMACY_01	Story-State	Sailo_Declined = TRUE, on player's first entry to the Pharmacy location	Sailo	Couldn't stay away, could you?	One-shot	The reappearance hook after OFFER_END_REJECT.
TRIG_LOWHP_WARNING_01	Player-State (Health)	Player HP drops below 25%	X	Okay, think.	Repeatable, 45s cooldown	
TRIG_ITEM_PICKUP_RADIO	Item Pickup	Player picks up the 'Radio' item for the first time	X	Static. What did I expect?	One-shot	Signals the world's infrastructure is struggling.
TRIG_TIMEOFDAY_DUSK_01	Time-Based	In-game time shifts to dusk while player is outdoors	X	It's almost dark. Not good.	Repeatable, once per day-cycle	