READ ME

NOTES
This is a high-fantasy RPG sample demonstrating a low-stakes, non-combative encounter. It's a social scene with a side quest to enhance immersion and offer more in the world outside of the main quests.
CHARACTER DYNAMICS
Salīa: a rebellious, sharp-tongued new queen who must travel incognito to help her nation.
Bazil: a terse, strong guardian and longtime friend to Salīa who is suspicious of most characters and is highly protective.
Auro: an odd, but charming leader of the soldiers who has a penchant for coin and conversation. He's warm and welcoming, but wary.
Calvo: a young, stubborn soldier who looks up to Auro. He nearly rode Salīa and Bazil off the road in an earlier moment.
BARKS
Selection Weight: How often a line should be picked from its Variation Group.
Notes: Anything else relevant to implementation.
BRANCHING DIALOGUE
This sheet is an ALTERNATE, INTERACTIVE version of the scene covered in the cutscene sample, NOT a continuation of it.
The two are not meant to be read as one continuous, canon sequence.
They're two different treatments of the same story moment, included to show range across formats.
QUEST
This version adds an optional side quest, **"The Wanderer's Toast**," with a set low-stakes objective, with a small completion reward. More information
is in the section labeled **Quest Sheet**. It's also noted in the other sections as it applies.

LINE ID	CHARACTER	TRIGGER CONTEXT	LINE	VO DIRECTION	VARIATION GROUP	SELECTION WEIGHT	NOTES
BARK_AURO_COIN_01	Auro	Background Chatter - Auro	Coin only enjoys the purses homed by other coin. Gold is quite the charmer, it always welcomes more friends.	Warm, lecturing	Auro_CoinTalk	Standard	
BARK_AURO_COIN_02	Auro	Background Chatter - Auro	To save nothing is to think nothing of yourself.	Playful chiding	Auro_CoinTalk	Standard	
BARK_AURO_COIN_03	Auro	Background Chatter - Auro	If only ten coins greet your pocket, spend only but nine. And so forth.	Cheerful	Auro_CoinTalk	Standard	
BARK_AURO_COIN_04	Auro	Background Chatter - Auro	My riches started with no coin in my pockets, but a true desire for it. That is where it must start for all those who wish to be wealthy.	Sincere, mid-toast	Auro_CoinTalk	Rare	
BARK_SOLDIERS_CHORUS_01	Soldiers (Group)	Background Chatter - Tavern	Wars are all fatuous, all warlords are fools! Since battles are bitter, what's sweeter than truce?	Off-key group singing	Ambient_Tavern	Standard	Reused as generic, repeatable location ambience for any future visit to this tavern (distinct from its one-time use with SONG_001 in the **Branching Dialogue's** quest resolution.)
BARK_SOLDIERS_CHORUS_02	Soldiers (Group)	Background Chatter - Tavern		Off-key group singing, humming the song's chorus	Ambient_Tavern	Standard	No line.
BARK_BACKGROUND_NPCS_01	Background	Background Chatter - Tavern		Rowdy, distant, general cheering and toasting	Ambient_Tavern	Standard	No line.
BARK_BACKGROUND_NPCS_02	Background	Background Chatter - Tavern		Drunk, cheerful humming and mismatched stomping	Ambient_Tavern	Rare	No line.

BRANCHING DIALOGUE

NODE ID	SPEAKER	LINE TYPE	VO DIRECTION	LINE/CHOICE TEXT	CONDITION	VARIABLE/FLAG SET	NEXT NODE
AURO_001	Auro	Line	Standing, dramatic	Oh, I'm so sorry! Our hair is both golden, our eyes both blue, our spirits both sprightly. I suppose we could be cousins and so I must apologize, but I cannot bed you.			CHOICE_002
CHOICE_002	Salîa	Choice	(Auro's testing whether you'll play along or shut him down.)	**A [Play Along]:** That's quite alright.		Rapport_Auro +1	REACT_002A
CHOICE_002	Salîa	Choice	(Auro's testing whether you'll play along or shut him down.)	**B [Stay Guarded]:** You presume a lot for a stranger.		Rapport_Auro +0	REACT_002B
REACT_002A	Auro	Line		I'm so glad you understand. Being pretty is so hard, isn't it? You break hearts just by being. Not that my friends here would quite get it.			CALVO_001
REACT_002B	Auro	Line	An unbothered grin	Ha! Fair enough. I'll behave.			CALVO_001
CALVO_001	Calvo	Line	Recognizing Bazil from from his glare	Get whatever you want. I'll pay it.			BAZIL_001
BAZIL_001	Bazil	Line		There's no need.			AURO_002
AURO_002	Auro	Line		Oh, please. Let him. We mean no harm.			CHOICE_003
CHOICE_003	Salîa	Choice	(How do you respond to the peace offering?)	**A [Accept Graciously]:** Very well.		Rapport_Auro +1	REACT_003A
CHOICE_003	Salîa	Choice	(How do you respond to the peace offering?)	**B [Push for Sincerity]:** It's not about that. We could've gotten hurt, you know?		Rapport_Auro +1; Calvo_Pressed = TRUE	REACT_003B
CHOICE_003	Salîa	Choice	(How do you respond to the peace offering?)	**C [Firmly Refuse]:** Keep your coin. We want nothing from you.		Rapport_Auro -1; Meal_Declined = TRUE	REACT_003C
REACT_003A	Auro	Line	Cheery	Great! Don't be shy, get as much as you want.			SONG_001
REACT_003B	Auro	Line + Immediate Consequence	More genuinely	You're right. We're sorry for that.			SONG_001
REACT_003C	Auro	Line	Staring blankly	Careful. No need to make enemies of friends. That never ends well.			END_CHECK_001
SONG_001	Auro & Soldiers	Line	Off-key group singing, drinks raised	Wars are all fatuous, all warlords are fools! Since battles are bitter, what's sweeter than truce?			END_CHECK_001
END_CHECK_001	SYSTEM	Branch Check		(Resolves based on total Rapport_Auro amount.)	Rapport_Auro >= 1		END_WARM
END_CHECK_001	SYSTEM	Branch Check		(Resolves based on total Rapport_Auro amount.)	Rapport_Auro < 1		END_COOL
END_WARM	Auro	End State	Standing, offering his hand to Bazil	Come on, be good, friends. Thank you for joining us. If we never meet again, I'm glad that we met at all. **[NOTE: Bazil shakes his hand. Auro tips his hat to Salîa. The soldiers keep singing as they leave.]**		Auro_Farewell = Warm	REWARD_WARM
REWARD_WARM	Auro	Line + Reward	Presses something small into her hand as they turn to go	This might come in handy some day. **[NOTE: He gives her a golden coin with ancient markings.]**		Item_Granted = Auro's Coin	TAVERN_EXIT
END_COOL	Auro	End State	Clipped	Travel true. **[NOTE: No handshake is offered. This impacts tone when the player encounters him again later in the game.]**		Auro_Farewell = Cool	TAVERN_EXIT

SCRIPTED TRIGGERS

TRIGGER ID	TRIGGER TYPE	CONDITION	SPEAKER	LINE	BEHAVIOR	NOTES
TRIG_TAVERN_ENTRY_01	Location Entry	Player goes into the Tail-End Tavern for the first time	Salla	Come on, I'm sure it's not too bad.	One-shot	Said just before they head in.
TRIG_BARKEEP_IGNORE_01	Story-State	Player first approaches the bar counter	Bazil	I guess he was right.	One-shot	Happens once the barkeep visibly serves others first.
TRIG_BARKEEP_SERVE_01	Player-State (Social)	Player attempts a friendly expression at the bar	Barkeep	What would you like?	One-shot	
TRIG_AURO_NOTICE_01	Story-State	Salla is caught visibly reacting to Auro's conversation at the next table	Auro	[He turns, mid-sentence, and waves to her.]	One-shot	This is the moment his attention shifts to the player's table, opening the **Branching Dialogue** or **Cutscene.**
TRIG_QUEST_ADDED_01	Story-State	Follows TRIG_AURO_NOTICE_01 (**Branching Dialogue** version)	SYSTEM	[Side Quest Added: **"The Wanderer's Toast"** | Objective: There's more to Auro than coin and charm. See where it leads.]	One-shot	This quest serves the purpose of the player building social relationships with characters within the game, determining future results and who becomes enemies or allies.
TRIG_QUEST_COMPLETE_WARM	Story-State + Variable	Auro_Farewell = Warm	SYSTEM	[Side Quest Complete: "**The Wanderer's Toast**" | Reward: **Auro's Coin**.]	One-shot	This coin helps in later levels when they reconnect.
TRIG_QUEST_COMPLETE_COOL	Story-State + Variable	Auro_Farewell = Cool	SYSTEM	[Side Quest Complete: "**The Wanderer's Toast**" | Reward: None.]	One-shot	This makes reconnection trickier in later levels.
TRIG_HAWK_ARRIVAL_01	Story-State	The soldier's song sequence concludes.	SYSTEM	[Hawking, Salla's bird, swoops through the tavern window and lands on the player, carrying a parchment/message.]	One-shot	This is an exit cue, directing the player back into the main plot. No line display.
TRIG_AURO_CALLBACK_WARM	Story-State + Variable	Auro_Farewell = Warm, if the player encounters Auro again later in the game	Auro	Nice to see some old friends.	One-shot	
TRIG_AURO_CALLBACK_COOL	Story-State + Variable	Auro_Farewell = Cool, if the player encounters Auro again later in the game	Auro	Ah, it's you.	One-shot	
TRIG_AMBIENT_LOOP_01	Time-Based	Player remains in the tavern location.	Tavern Guests/Patrons	[Goes through Background Chatter - Tavern barks.]	Repeatable, 25s cooldown	To keep the atmosphere in the tavern lively without it being overwhelming. No line display.
TRIG_CALVO_CALLBACK_PRESSED	Story-State + Variable	Calvo_Pressed = TRUE, next encounter with Calvo	Calvo	Sorry about the road.	One-shot	
TRIG_CALVO_CALLBACK_UNPRESSED	Story-State + Variable	Calvo_Pressed != TRUE, next encounter with Calvo	Calvo	Friends!	One-shot	

QUEST SHEET

QUEST ID	QUEST NAME	GIVER	TYPE	OBJECTIVE TEXT	START TRIGGER	COMPLETION TRIGGER(S)	REWARD	ADDITIONAL/RELATED	NOTES
QUEST_001	The Wanderer's Toast	Auro	Side Quest (Optional, Non-Combat)	Build a connection with Auro.	TRIG_AURO_NOTICE_01 to TRIG_QUEST_ADDED_01	Either TRIG_QUEST_COMPLETE_WARM or TRIG_QUEST_COMPLETE_COOL	Reward to TRIG_QUEST_COMPLETE_WARM: **Auro's Coin** (Unlocks a warmer greeting if Auro recurs later.) Reward to TRIG_QUEST_COMPLETE_COOL: None.	**Branching Dialogue:** The whole sequence **Triggers:** TRIG_AURO_CALLBACK_WARM, TRIG_AURO_CALLBACK_COOL, TRIG_CALVO_CALLBACK_PRESSED, TRIG_CALVO_CALLBACK_UNPRESSED	The purpose is to connect with Auro and his soldiers as Salta and Bazil are not sure if they can trust them. The quest gives them a bit more information and an opportunity to make allies.