

Fallout 4 Side Quest: A Second Chance

Contents:

- Quest Dialogue
- Additional Flavour Text Assets
- In-Engine Quest Implementation Screenshots

Quest Dialogue:

Quest Stage 1: Player has met Delia and is given the task of retrieving the blueprints folder.

Conversation Phase One

NPC Prompt: Oh hey, I'm Delia. Welcome to my little corner of Mass Pike. What can I do for ya?

- **[Positive] Hi. Nice place you got here Delia.**
- Thanks. It's got its charms, that's for sure. Beats the hell out of my old shack, at least.
- **[Negative] More like Mess Pike.**
- Hilarious.
- **[Neutral] Nice to meet you.**
- You too. Don't often see new faces around these parts.
- **[Question] What do you do here?**
- Ah, ya know, this and that. Tinkering, trading, scrapping and upgrading. Planning on turning this place into a small business. Gotta keep busy around these parts.

NPC Prompt: Anyway, it's good to know there are still people out there who value a bit of honest conversation. Most folks are just out for what they can beg, barter or steal. You make it to this part of the Pike, and it's usually straight to 'steal'.

Conversation Phase Two

NPC Prompt: Well, enough of the pleasantries. Say, you look like you know your way around a workshop.

- **[Positive] Yeah, I'm pretty handy at the workbench.**
- Good. I've been hoping to run into a like-minded type. Someone with a bit of technical know-how and creative vision.
- **[Negative] Construction's not really for me, to be honest.**
- Yeah, well, we all gotta make sacrifices these days.
- **[Neutral] I'm not too bad with a set of tools, I guess.**
- See, I knew it. I could tell when you walked in, you're just like me. Turning a pile of crap into a technical marvel really pushes your buttons too!
- **[Question] What's that supposed to mean?**
- I didn't mean anything by it. Just that you look like you're not afraid of a bit of elbow grease, that's all.

Conversation Phase Three

NPC Prompt: Look, I'll cut to the chase. I've got a pretty good setup here, but I'm a sitting duck if you know what I'm saying. I've got a plan for how to fix that, but it's risky.

- **[Positive] Fortune favours the bold. Tell me more.**
- [\[to Scene 2 - Elaborate Phase\]](#)
- **[Negative] If it's risky, maybe it's not worth bothering with.**
- [\[to Scene 2 - Rude Phase\]](#)
- **[Neutral] Go on.**
- Well, look around. The workshop's taking shape, but it needs some defences. If I had my blueprints, I could build them tomorrow. Problem is, they're...somewhere else.
- **[Question] Risky? What kind of plan are you talking about?**
- [\[to Scene 2 - Elaborate Phase\]](#)

[\[Scene 2 - Elaborate Phase\]](#)

NPC Prompt: I want to build some top-class defences for the workshop, protect what I've got, you know? Thing is, I can't do it without my blueprints folder. Which was stolen from me by some...people I used to work with.

- **[Positive] That's terrible. Maybe I can help you build some defences.**
- That's good of ya, but what I really need is to get that folder back from the goons who've got it. They could do a lot of damage if they start reading those plans. [\[to Scene 2 - Backstory Phase\]](#)
- **[Negative] Let me guess, you want me to go and get it back for you.**
- You got something better to do?
- **[Neutral] That's pretty ruthless of them.**
- Yeah, you're not wrong about that. Still, I gotta get that folder back.
- **[Question] What kind of people are we talking about, Delia? [speech challenge]**
- [\[speech challenge pass\]](#) The worst kind. The kind I wish I'd never laid eyes on. I just...I don't really want to get into it right now.
- [\[speech challenge fail\]](#) Thieving scum, that's who. That's all you need to know.

[\[Scene 2 - Rude Phase\]](#)

NPC Prompt: Well, that's a crappy attitude. Maybe I'll ask someone with more backbone.

- **[Positive] Sorry, you're right. How can I help?**
- [\[to Scene 2 - Elaborate Phase\]](#)
- **[Negative] Yeah, you do that.**
- Thanks for nothing. [END]
- **[Neutral] Woah, take it easy.**
- Sorry, you just caught me off guard. Look, hear me out. [\[to Scene 2 - Elaborate Phase\]](#)
- **[Question] Why can't you go and get the blueprints back yourself?**
- It's complicated. Let's just say I parted with these guys on bad terms, alright?

Conversation Phase Four

NPC Prompt: Look, I really need those blueprints. If you can get them for me, I'll make it worth your time.

- **[Positive] Sure. Happy to you help out.**
- Yes! Thank you! Alright, so these guys have a base up near the old Wildwood Cemetery. I don't know if they're still there or not, but I reckon it's a good place to start. [END] [to [Quest Stage 2](#)]
- **[Negative] Nah. Sounds like a lot of hassle.**
- Fair enough. [to [Scene 2 - Backstory Phase](#)]
- **[Neutral] I'm not sure.**
- Well, think it over. Look, I'll mark the gang's old camp on your map. If you're in the area, maybe you could check it out. No pressure. [END] [to [Quest Stage 2](#)]
- **[Question] What aren't you telling me?[speech challenge]**
- [\[speech challenge pass\]](#) Okay, I didn't want you to judge me, but they're Raiders. Yeah, that's right. I used to be in their gang. Believe me, I hate that more than anyone else ever could. [to [Scene 2 - Backstory Phase](#)]
- [\[speech challenge fail\]](#) Nothing major. They're a bunch of scumbags, but nothing someone like you couldn't handle, I'm sure. Here's the location. I'd be really glad of your help. [END] [to [Quest Stage 2](#)]

[[Scene 2 - Backstory Phase](#)]

NPC Prompt: I was just a kid when they took me. I know it's no excuse, but running with them was all I ever knew. Growing up in that gang, I picked up plenty of different skills. Still, it always just felt wrong...the things they did...I never wanted that to be my life.

- **[Positive] I'm so sorry. People who'd kidnap a child are the lowest of the low.**
- Yeah. I don't even remember what happened to my real parents. I guess it's better that way, huh?
- **[Negative] So you grew up as a Raider? That's kind of messed up.**
- Do you think I don't know that? I was a kid, I did what I had to do to survive.
- **[Neutral] Go on.**
- Anyway, I spent a lot of time making notes, drawing plans, and writing down everything I learned. Built up a pretty useful manual over the years. Knew I'd need that kind of info for when I could escape.
- **[Question] So what happened?**
- Well, I'd been planning my escape for a long time. Just needed to find my nerve and the right moment. In the meantime, I'd built up a pretty big folder of notes and blueprints. Figured I'd need them once I was finally free.

Conversation Phase Two

NPC Prompt: So one night, the gang was planning an ambush on this local settlement. I saw my chance to get out. Faked a chem overdose and they headed out without me. But when I

searched my stash, the folder was missing. I knew one of those bastards had taken it, but I didn't have time to look around.

- **[Positive] So you ran away and left it behind.**
- Yeah. I had to. It was my best shot at putting plenty of distance between me and them. I figured I'd find a way to get it back later.
- **[Negative] It can't have been that important then.**
- I'd been working on that folder since I was about fourteen. It was the only thing that kept me from going off the rails. It was very important. Still is.
- **[Neutral] I see.**
- So yeah, I skipped out of there and headed as far south as I could, until I found this place.
- **[Question] Didn't they try and come after you?**
- I didn't stick around to find out, but I'm sure they'll be looking for me. Either way, they've got those plans, and that's not a good thing.

Conversation Phase Three

NPC Prompt: Alright. Now you know all the gory details, what do you say? Will you help me out?

- **[Positive] Of course I'll help you, Delia. Leave it to me.**
- You will? Thank you. Here's where the old camp was. The folder should be there somewhere unless they've moved on. Just be careful, alright? They can be unpredictable. [END] [[to Quest Stage 2](#)]
- **[Negative] I don't want to get involved in this drama.**
- Oh, ok. I mean, I'm disappointed, but I get it. [END]
- **[Neutral] I don't know.**
- Well, think it over. Look, I'll mark the group's old camp on your map. If you're in the area, maybe you could check it out. No pressure. [END]
- **[Question] Is there anything else I need to know?**
- Well, they're not exactly the most friendly bunch, but they're also pretty stupid. So if you wanna avoid a fight, you could probably slip into the camp without them noticing. Here's the location. Just avoid entering from the roadside, 'cause they'll see you coming. [END] [[to Quest Stage 2](#)]

Pip-Boy update - I met Delia, a runaway ex-Raider who wants to leave her criminal past behind. Delia's asked me to find her old blueprints folder so she can build better defences for her new workshop business. She thinks they could be with her old gang at their hideout up near Wildwood Cemetery.

Objective update [SetStage10]- Find Delia's old gang hideout near Wildwood Cemetery.

Quest Stage 2: Player has tracked down the raider gang and dealt with them one way or another.

Pip-Boy update on finding the location - I've found the Raider camp Delia told me about. I need to get inside and see if Delia's blueprints are there.

Objective update on finding the location [SetStage20] - Search the camp for Delia's blueprints folder.

Possible quest expansion: create a corresponding Raider NPC and write optional dialogue scenes.

Quest Stage 3: Player has retrieved the blueprints folder.

Pip-Boy update - I found Delia's blueprints at the Raider gang's hideout. Time to head back to her workshop and give her the folder.

Objective update [SetStage30] - Return to Delia at Mass Pike East.

Quest Stage 4: Player has given blueprints to Delia and obtained a reward.

Conversation Phase One

NPC Prompt: You're back! So, did you have any luck tracking down my diagrams?

- **[Positive] Yeah, I got your blueprints back for you.**
- I can't believe it. This means I can start building those defence systems and really make something of this place!
- **[Negative] It was so easy, you probably could've done it yourself.**
- Glad it was such a walk in the park for you.
- **[Neutral] You don't need to worry anymore.**
- You mean you got 'em? I...I can't believe you actually got them back for me.
- **[Question] Didn't you say something about making it worth my while?**
- Don't worry, I haven't forgotten. You really did me a solid. Going out of your way to help me like that...I appreciate it.

Conversation Phase Two

NPC Prompt: Look, I know it's not much, but I want to thank you for helping me out. With these plans back, I can start taking this place to the next level.

- **[Positive] I'm glad I could help you out, Delia. You deserve a break after what you've been through.**
- Thanks, that means a lot. Hey, don't forget to come visit the next time you're down this way, okay? Here. better get started on these turrets. [END] [Quest Complete - XP Reward + 100 Caps]
- **[Negative] It was nothing.**
- Well, I'm grateful. Here. Thanks again. I better make a start on building these turrets.[END] [Quest Complete - XP Reward + 100 Caps]
- **[Neutral] No problem.**
- Hey, don't underestimate the importance of helping people out. These days, that's a rare quality. Here. Thanks again. I better get started on these turrets.[END] [Quest Complete - XP Reward + 100 Caps]

- **[Question] What will you do now?**
- Well, I'm gonna get to work on making this place my own. New defence systems, fully operational workshop - the sky's the limit! And it's all thanks to your help. Here. I better get started on these turrets. [END] [Quest Complete - XP Reward + 100 Caps]

Pip-Boy update - I returned the blueprints folder to Delia at the abandoned Red Rocket near Mass Pike East. She can start building new defences for her workshop and move on with her life.

Objective update [SetStage 40/Quest Complete] - Completed: A Second Chance

Additional Assets Created:

Delia's Blueprints Folder (BOOK):

| ID | Name | Book Text |
|--------------------|--------------------|--|
| DDQBlueprintFolder | Delia's Blueprints | <p><p align="left">Property of Delia Sharpe PRIVATE AND CONFIDENTIAL</p> <p>Blueprints & Diagrams:</p> <ul style="list-style-type: none"> - Spotlight Construction Blueprint - Machinegun Turret Construction Blueprint - Heavy Machinegun Turret Construction Blueprint - Shotgun Turret Construction Blueprint - Wall-Mounted Turret Construction Blueprint - Laser Turret Construction Blueprint - Missile Turret Construction Blueprint <p>Parts lists & Diagrams:</p> <ul style="list-style-type: none"> - Generator (small, medium, large) - Windmill Generator - Water pump (standard, powered) - Water purifier (standard, industrial) <p>Crafting:</p> <ul style="list-style-type: none"> - Armor Workbench Diagram - Weapons Workbench Diagram - Power Armor Station Diagram <p>TBC </p></p> |

Delia's Terminal (TERM):

| Index | ID | Item Text | Display Text |
|-------|----|-----------|---|
| 1 | 1 | I Made It | I did it. I made it out of there. Never thought I'd actually get out in one |

| | | | |
|---|---|-------------------------|--|
| | | | <p>piece, but I'm out. Finally.</p> <p>They're probably out looking for me already, but I reckon I covered my tracks well enough. Stayed off the roads and made south as fast as I could. Didn't stop once to look back. If they're coming for me, they'll have a hell of a lot of ground to cover by now. With any luck, they'll guess I went straight to Diamond City. Idiots.</p> <p>At least I found this place. It's pretty banged up, but this old terminal's gonna come in handy now I've got it working again.</p> |
| 2 | 2 | Can't Run From The Past | <p>I still remember that day. The day they came for me. Weird, I don't remember my real family at all anymore. I know I had one, cause I heard them screaming when the Raiders burst into our shack.</p> <p>All of us kids were rounded up outside and made to watch as they set everything on fire. I screwed my eyes shut after a while, but I could still smell it. Don't think I'll ever forget that bit. Heavy black smoke, thick and coppery. It hung around in my nostrils like the threat of a nosebleed. I didn't know what death smelled like until that morning.</p> <p>They found it funny, I think. Watching us lose everything. When it was done, they took me with them. Think I passed out, but when I woke up, we were back at their camp.</p> <p>Nothing was ever the same after that.</p> |
| 3 | 3 | So Far, So Good | <p>It's been a week now.</p> <p>I managed to do some scavenging around the tunnel and picked up some stuff that should come in useful. Nothing exciting, but at least I've got a bedroll and some ammo. I reckon I can really make something out of this place though. Just need to stock up on parts and make some new plans. Can't believe I don't have my folder. Guess it's just another price to pay.</p> <p>No sign of the gang yet. Maybe they've got bored of looking.</p> <p>Maybe they've moved on.</p> <p>That's all I wanna do.</p> |
| 4 | 4 | Karma | <p>Had a close encounter with some Raiders today. I thought it was them, but it was just another bunch of assholes passing through the Pike. I climbed up on the trash cans out back and got up on the roof, thinking it'd be better to lay low up there. They didn't do much damage, but they did help themselves to most of my new stash.</p> |

| | | | |
|---|---|-----------------------|---|
| | | | I gotta get some defense systems set up if I'm gonna stay here. |
| 5 | 5 | Nightmares | <p>Struggling to sleep.</p> <p>Even though I'm free out here, my head's still trapped in that camp. I keep dreaming about them finding me and dragging me back there. Don't even think they'd kill me, it'd be more fun for them to kidnap me twice.</p> <p>I can't. I can't go back there. I won't do those things again.</p> <p>Time to start getting serious about defending myself. Gonna have to head back into the city to find more parts.</p> |
| 6 | 6 | A Good Day | <p>It's been a while since I updated my logs, but today's been too good to keep to myself.</p> <p>I've struck up a deal with the gang across the way. They've started guarding the East exit of the Pike. At first, I thought I was gonna have to skip out and find somewhere new to set up. But I managed to get one of them talking when he wandered over here for a smoke break.</p> <p>Turns out, they're in a similar situation to me. Kidnapped by their gangs when they were too young to do anything about it, now stuck shooting up anyone who gets close to their leader's hangouts. They hate it too.</p> <p>So, I told them my story and they offered to help keep this place protected on the down low. I bet there are more of us who feel the same way. Just wish there was something I could do about it.</p> |
| 7 | 7 | Best Laid Plans | <p>Seems the new guys over at the tunnel entrance looked at their boss the wrong way or something. The stupid bastard came out of his hidey hole and blew holes into both of them this morning. Shit.</p> <p>At least he didn't give them a chance to say anything first. Means he's still none the wiser about me being here and can run off back to his rat warren without killing me too.</p> <p>Back to square one.</p> |
| 8 | 8 | Facing The Inevitable | <p>I need that folder back.</p> <p>There's no other way around it. If I'm gonna set up here properly, even just in the short term, I'm gonna need to hold off threats. That means turrets, traps and tech.</p> <p>It's all in my blueprints. I started putting that folder together as soon as I figured out how to build stuff. There's so much in there that'd help me get things off the ground now. Pretty sure I could even get a regular water</p> |

| | | | |
|--|--|--|--|
| | | | supply going if I had the diagrams to hand. How the hell am I gonna get the folder though? I can't go back there. Not now. It'd be suicide. |
|--|--|--|--|

Quest Implementation In Creation Kit:

The screenshot shows the 'Quest: DeliaDialogueQuest' editor in the Creation Kit. The interface includes a 'Quest Data' tab with sub-tabs for 'Quest Stages', 'Quest Objectives', 'Quest Aliases', 'Player Dialogue', 'Command Dialogue', 'Scenes', 'Scene Collections', 'Combat', 'Favors', 'Detection', 'Service', 'Misc', and 'Scripts'. A table on the left lists quest stages with columns for 'Index', 'Log', and 'Notes'. The main area contains configuration options for quest execution (Run on start?, Run on stop?, Keep Instance Data From Here On), Log Entry, Notes, and Conditions. A 'Papyrus Fragment' section shows a script snippet: `SetObjectiveDisplayed(10)
DeliaContainer.Enable()
DDQCompLocation.AddToMap()`. Below this are 'Designer Notes' and quest completion/failure settings. A 'Conditions' table is also visible.

| Index | Log | Notes |
|-------|-----|----------------------|
| 10 | Y | Stage 1: player ... |
| 20 | Y | Stage 2: Player ... |
| 30 | Y | Stage 3: Player ... |
| 40 | Y | Player has return... |

| Target | Function Name | Function Info | Comp | Value |
|--------|---------------|---------------|------|-------|
| | | | | |
| | | | | |
| | | | | |

Quest: DeliaDialogueQuest

Quest Data | Quest Stages | **Quest Objectives** | Quest Aliases | Player Dialogue | Command Dialogue | Scenes | Scene Collections | Combat | Favors | Detection | Service | Misc | Scripts

| Objective Index | Track | Display Text |
|-----------------|-------|---|
| 10 | Yes | Find Delia's old gang hideout near Wildwood Cemetery. |
| 20 | Yes | Search the camp for Delia's blueprints folder. |
| 30 | Yes | Return to Delia at Mass Pike East. |

Quest Objective Data

Index: 10 Display Text: Find Delia's old gang hideout near Wildwood Cemetery.

ORed With Previous No Stats Tracking

| Target Ref | Conditions |
|-----------------|------------|
| DeliaContainer | |
| DDQMarker | |
| DDQCampLocation | |

Quest Target Data

Target Alias: NONE Keyword: NONE

Compass Markers Ignore Locks Hostile Use Straight Line Pathing

Conditions

| Target | Function Name | Function Info | Comp | Value |
|--------|---------------|---------------|------|-------|
|--------|---------------|---------------|------|-------|

<< >> New

Quest: DeliaDialogueQuest

Quest Data | Quest Stages | Quest Objectives | Quest Aliases | **Player Dialogue** | Command Dialogue | Scenes | Scene Collections | Combat | Favors | Detection | Service | Misc | Scripts

ID: DeliaDialogueQuestScene0Index 10 Edit Data Edit Actor Behavior Begin on quest start Stop quest on end Interruptible Disable Dialogue Camera

Template Scene: NONE Player Dialogue Prevent Player Exit Dialogue Pause Actors Current Scenes Camera Distance Override: 0.0

Dialogue only Show scene links No Follower Idle Chatter Dialogue Distance Override: 0.0 FDV override: 0.00 Edit Actor Flags Show all text

| EditorID | Index | Flags |
|----------------|-------|-------|
| DeliaDialog... | 10 | |
| ElaborateS... | 20 | |
| RudeScene* | 20 | |
| DeliaScene... | 30 | |
| BackstoryS... | 40 | |
| ReturnSce... | 50 | |

Alias Keywords

| Type | Editor ID |
|------|-----------|
|------|-----------|

Scene Editor

Scene 1: DeliaDialogueQuestScene0Index 10

Scene 2: DeliaDialogueQuestScene0Index 20

Scene 3: DeliaDialogueQuestScene0Index 30

Scene 4: DeliaDialogueQuestScene0Index 40

Scene 5: DeliaDialogueQuestScene0Index 50

Scene 6: DeliaDialogueQuestScene0Index 50

Scene 7: DeliaDialogueQuestScene0Index 50

Scene 8: DeliaDialogueQuestScene0Index 50

Scene 9: DeliaDialogueQuestScene0Index 50

Scene 10: DeliaDialogueQuestScene0Index 50

Scene 11: DeliaDialogueQuestScene0Index 50

Scene 12: DeliaDialogueQuestScene0Index 50

Scene 13: DeliaDialogueQuestScene0Index 50

Scene 14: DeliaDialogueQuestScene0Index 50

Scene 15: DeliaDialogueQuestScene0Index 50

Scene 16: DeliaDialogueQuestScene0Index 50

Scene 17: DeliaDialogueQuestScene0Index 50

Scene 18: DeliaDialogueQuestScene0Index 50

Scene 19: DeliaDialogueQuestScene0Index 50

Scene 20: DeliaDialogueQuestScene0Index 50

Scene 21: DeliaDialogueQuestScene0Index 50

Scene 22: DeliaDialogueQuestScene0Index 50

Scene 23: DeliaDialogueQuestScene0Index 50

Scene 24: DeliaDialogueQuestScene0Index 50

Scene 25: DeliaDialogueQuestScene0Index 50

Scene 26: DeliaDialogueQuestScene0Index 50

Scene 27: DeliaDialogueQuestScene0Index 50

Scene 28: DeliaDialogueQuestScene0Index 50

Scene 29: DeliaDialogueQuestScene0Index 50

Scene 30: DeliaDialogueQuestScene0Index 50

Scene 31: DeliaDialogueQuestScene0Index 50

Scene 32: DeliaDialogueQuestScene0Index 50

Scene 33: DeliaDialogueQuestScene0Index 50

Scene 34: DeliaDialogueQuestScene0Index 50

Scene 35: DeliaDialogueQuestScene0Index 50

Scene 36: DeliaDialogueQuestScene0Index 50

Scene 37: DeliaDialogueQuestScene0Index 50

Scene 38: DeliaDialogueQuestScene0Index 50

Scene 39: DeliaDialogueQuestScene0Index 50

Scene 40: DeliaDialogueQuestScene0Index 50

Scene 41: DeliaDialogueQuestScene0Index 50

Scene 42: DeliaDialogueQuestScene0Index 50

Scene 43: DeliaDialogueQuestScene0Index 50

Scene 44: DeliaDialogueQuestScene0Index 50

Scene 45: DeliaDialogueQuestScene0Index 50

Scene 46: DeliaDialogueQuestScene0Index 50

Scene 47: DeliaDialogueQuestScene0Index 50

Scene 48: DeliaDialogueQuestScene0Index 50

Scene 49: DeliaDialogueQuestScene0Index 50

Scene 50: DeliaDialogueQuestScene0Index 50

Scene 51: DeliaDialogueQuestScene0Index 50

Scene 52: DeliaDialogueQuestScene0Index 50

Scene 53: DeliaDialogueQuestScene0Index 50

Scene 54: DeliaDialogueQuestScene0Index 50

Scene 55: DeliaDialogueQuestScene0Index 50

Scene 56: DeliaDialogueQuestScene0Index 50

Scene 57: DeliaDialogueQuestScene0Index 50

Scene 58: DeliaDialogueQuestScene0Index 50

Scene 59: DeliaDialogueQuestScene0Index 50

Scene 60: DeliaDialogueQuestScene0Index 50

Scene 61: DeliaDialogueQuestScene0Index 50

Scene 62: DeliaDialogueQuestScene0Index 50

Scene 63: DeliaDialogueQuestScene0Index 50

Scene 64: DeliaDialogueQuestScene0Index 50

Scene 65: DeliaDialogueQuestScene0Index 50

Scene 66: DeliaDialogueQuestScene0Index 50

Scene 67: DeliaDialogueQuestScene0Index 50

Scene 68: DeliaDialogueQuestScene0Index 50

Scene 69: DeliaDialogueQuestScene0Index 50

Scene 70: DeliaDialogueQuestScene0Index 50

Scene 71: DeliaDialogueQuestScene0Index 50

Scene 72: DeliaDialogueQuestScene0Index 50

Scene 73: DeliaDialogueQuestScene0Index 50

Scene 74: DeliaDialogueQuestScene0Index 50

Scene 75: DeliaDialogueQuestScene0Index 50

Scene 76: DeliaDialogueQuestScene0Index 50

Scene 77: DeliaDialogueQuestScene0Index 50

Scene 78: DeliaDialogueQuestScene0Index 50

Scene 79: DeliaDialogueQuestScene0Index 50

Scene 80: DeliaDialogueQuestScene0Index 50

Scene 81: DeliaDialogueQuestScene0Index 50

Scene 82: DeliaDialogueQuestScene0Index 50

Scene 83: DeliaDialogueQuestScene0Index 50

Scene 84: DeliaDialogueQuestScene0Index 50

Scene 85: DeliaDialogueQuestScene0Index 50

Scene 86: DeliaDialogueQuestScene0Index 50

Scene 87: DeliaDialogueQuestScene0Index 50

Scene 88: DeliaDialogueQuestScene0Index 50

Scene 89: DeliaDialogueQuestScene0Index 50

Scene 90: DeliaDialogueQuestScene0Index 50

Scene 91: DeliaDialogueQuestScene0Index 50

Scene 92: DeliaDialogueQuestScene0Index 50

Scene 93: DeliaDialogueQuestScene0Index 50

Scene 94: DeliaDialogueQuestScene0Index 50

Scene 95: DeliaDialogueQuestScene0Index 50

Scene 96: DeliaDialogueQuestScene0Index 50

Scene 97: DeliaDialogueQuestScene0Index 50

Scene 98: DeliaDialogueQuestScene0Index 50

Scene 99: DeliaDialogueQuestScene0Index 50

Scene 100: DeliaDialogueQuestScene0Index 50

Cancel

Layout: Default Apply OK

Quest: DeliaDialogueQuest

Quest Data | Quest Stages | Quest Objectives | Quest Aliases | Player Dialogue | Command Dialogue | Scenes | Scene Collections | Combat | Favours | Detection | Service | Misc | Scripts

ID: DeliaDialogueQuestScene0Index 10 | Edit Data | Edit Actor Behavior | Begin on quest start | Stop quest on end | Interruptible | Disable Dialogue Camera

Template Scene: NONE | Player Dialogue | Prevent Player Exit Dialogue | Pause Actors Current Scenes | Camera Distance Override: 0.0 | Edit Actor Flags

Dialogue only | Show scene links | No Follower Idle Chatter | Dialogue Distance Override: 0.0 | FOV override: 0.00 | Show all text

DeliaNPCAlias: D(E), C(E), OC(N), (null)(N)

| EditorID | Index | Flags |
|----------------|-------|-------|
| DeliaDialog... | 10 | |
| ElaborateS... | 20 | |
| FludaScene* | 20 | |
| DeliaScene... | 30 | |
| BackstoryS... | 40 | |
| ReturnScen... | 50 | |

Start Greeting

[F] Oh hey, I'm Delia. Welcome to my little corner of Mass Pike. What can I do for ya?

| Action 1 | | |
|--------------------------|------------------------------------|--|
| [P] Nice place | Hi. Nice place you got here Delia. | Thanks. It's got its charms, that's for sure. Beats the hell out of my old shack, at least. |
| [P] Mess Pike | More like Mess Pike. | Hilarious. |
| [P] Nice to meet you | Nice to meet you. | You too. Don't often see new faces around these |
| [P] What do you do here? | What do you do here? | Ah, ya know, this and that. Tinkering, trading, scrapping and upgrading. Planning this place |

Action 8[Camera]

Anyway, it's good to know there are people out there still who value a bit of honest conversation. Most folks are just out for what they can beg, barter or steal. You make it to this part of the Pike, and it's usually straight to 'steaf'.

Cancel

Topic Info

Topic:

Prompt: (20/80) Custom

Responses: Share Response Data From Info: NONE | Filter:

| Response Text | Emotion | AnimFace... | Edited |
|--|---------|-------------|--------|
| What kind of people are we talking about, Delia? | | | N |

Start Scene

Scene: NONE | Phase: | Start Scene On End

Forced Alias: | ForceGreet Hello | Greet Distance: 0 | Create Scene

| Target | Function Name | Function Info | Comp | Value |
|--------|---------------|---------------|------|-------|
|--------|---------------|---------------|------|-------|

Hours until reset: 0.00 | Reset Global: NONE

Scripts

On begin: Do nothing | Set parent quest stage: 10 - Stage 1: play | Run fragment

On end: Do nothing | Set parent quest stage: 10 - Stage 1: play | Run fragment

Papyrus Fragment: Advanced | ImyQuest: NONE | Compile | Properties | Edit

Script Name: | Add | Remove | Properties

Phase 2

| Action 2 | | |
|----------------------------|--|---|
| [P] I could build you some | That's terrible. Maybe I can help you build some defenses. | That's good of you, but what I really need is to get that folder back from the goons who've got it. [They could do a lot of damage if they start reading those plans. |
| [P] Let me guess | Let me guess, you want me to go and get it back for you. | You got something better to do? |
| [P] They sound ruthless | That's pretty ruthless of them. | Yeah, you're not wrong about that. Still I gotta get that folder back. |
| [P] What kind of people? | [P] What kind of people are we talking about, Delia? | The worst kind. The kind I wish I'd never laid eyes on. I just, I don't really want to get into it right now. |
| | | Thieving scum, that's who. That's all you need to know. |

DK

| EditorID | Index | Flags |
|----------------|-------|-------|
| DeliaDialog... | 10 | |
| ElaborateS... | 20 | |
| RudeScene * | 20 | |
| DeliaScene... | 30 | |
| BackstoryS... | 40 | |
| ReturnSce... | 50 | |

Template Scene: NONE

Player Dialogue Prevent Player Exit Dialogue Pause Actors Current Scenes

Dialogue Distance Override: 0.0 FOV override: 0.00

Dialogue only Show scene links No Follower Idle Chatter

Start Phase | Phase 1: Elaborate Phase | Phase 2

Start Greeting

Action 1(Camerat)

I want to build some top-class defenses for the workshop, and that's what I've got, you know? Thing is, I can't do it without my blueprints folder, which was stolen from me by some... people I used to work with.

Action 2

g1 I could build you some

That's terrible. Maybe I can help you build some defenses.

g2 That's good of ya, but what I really need is to get that folder back from the goons who've got it. They could do a lot of damage if they start heading south, so what

g1 Let me guess, you want me to go and get it back for you?

You got something better to do?

g1 They sound nuttish

That's pretty nuttish of them.

g1 What kind of people?

[SP] What kind of people are we talking about, Delia?

The worst kind. The kind I wish to never lay eyes on. I just... I don't really want to get into it right now.

g1 Throwing scum, that's who. That's all you need to know.

Quest: DeliaDialogueQuest

Quest Data | Quest Stages | Quest Objectives | Quest Aliases | Player Dialogue | Command Dialogue | Scenes | Scene Collections | Combat | Favors | Detection | Service | Misc | Scripts

| Index | Log | Notes |
|-------|-----|----------------------|
| 10 | Y | Stage 1: player ... |
| 20 | Y | Stage 2: Player ... |
| 30 | Y | Stage 3: Player ... |
| 40 | Y | Player has return... |

Run on start? Run on stop? Keep Instance Data From Here On

| Log Entry | Notes | Conditions |
|---|--|------------|
| I returned the blueprints folder to Delia ... | Player has returned to Delia and give... | |

Log Entry

I returned the blueprints folder to Delia at the abandoned Red Rocket near Mass Pike East. She can start building new defenses for her workshop and move on with her life.

Designer Notes

Player has returned to Delia and given her the blueprints back. Quest complete.

Complete Quest Fail Quest

Next quest: NONE

Start scene: [dropdown]

| Target | Function Name | Function Info | Comp | Value |
|--------|---------------|---------------|------|-------|
| | | | | |
| | | | | |
| | | | | |

New

Papyrus Fragment Advanced

kmyQuest: NONE

```

SetObjectiveCompleted(30)
CompleteAllObjectives()
Game.GetPlayer().RemoveItem(DeliaQuestObject)
Game.GetPlayer().AddItem(Caps001, 100)
                    
```

Compile