

Context: The player is trying to find out more about the werewolf attacks that have terrorized the neighbourhood. They come across a horn-headed demon woman sitting on a stack of crates at a concert where the werewolf was last seen. She's strumming a lute. The player approaches.

DIALOGUE OPTION	CHARACTER	DIALOGUE LINES	LEADS TO ANOTHER SCENE	GAMEPLAY CHANGES
	NPC	Whatever happened, I didn't do it.	Continued Below	
	NPC	Unless it was dazzling a crowd. Then uh, guilty!	Continued Below	
	Player	Good evening. I'm Detective [CHARNAME] and I'm looking into the attack on your concert tonight.	Continued Below	
	NPC	(Sighs) Cops. Just what I need.	[SCENE 1]	
SCENE 1				
DIALOGUE OPTION 1	Player	Where were you when the werewolf attacked?	Continued Below	
	NPC	On the stage, duh.	Continued Below	
	NPC	We were killing it tonight. Then that mangy dog had to go and shred a guy just as I was getting to my solo...	Continued Below	
	Player	You don't seem concerned that someone died tonight. Why is that?	Continued Below	
	NPC	Course I care. Someone died, so now nobody's gonna wanna watch us.	[SCENE 2]	
DIALOGUE OPTION 2	Player	You're Sae Akvir, right? I saw you and The Songbirds last year in Denver.	Continued Below	
	NPC	Yeah? Cool! Always nice to meet a fan.	Continued Below	
	Player	Could I have an autograph after this?	Continued Below	
	NPC	You betcha.	[RETURN TO SCENE 1 DIALOGUE OPTIONS]	*Player obtains Akvir's autograph in inventory and gains +1 Trust

DIALOGUE OPTION 3	Player	Did you see anything suspicious before the attack?	Continued Below	
	NPC	Not really. It was just like any old concert. Though...	Continued Below	
	NPC	Suspicious lack of security, maybe.	[SCENE 3]	
DIALOGUE OPTION 4	Player	I'll be right back.	Continued Below	
	NPC	Noooo, don't gooooo. (chuckles)	[END]	
SCENE 2				
DIALOGUE OPTION 1	Player	You're a real piece of work, aren't you? A man has died.	Continued Below	*Player loses -1 Trust
	NPC	And I'm <i>real</i> sorry about it.	Continued Below	
	NPC	Look, this is Crookstown. Someone dies out here every damn day. I don't have time to mourn everyone, alrighty?	Continued Below	
	NPC	I don't have time for pigs, either. Fuck off outta here.	[END]	
DIALOGUE OPTION 2	Player	Do you not get a lot of shows?	Continued Below	
	NPC	Used to before Bramble, our manager, skipped town.	Continued Below	
	NPC	When she was here, things were like magic. We had no.1 hits; the crowds loved us, and there were talks about going on tour in the UK and Europe.	Continued Below	
	NPC	Now it's lucky we even get security.	[SCENE 3]	
DIALOGUE OPTION 3	Player	I don't have time for this.	[SCENE 1 DIALOGUE OPTION 4 END]	
SCENE 3				
DIALOGUE OPTION 1	Player	Security? Isn't that the first thing a performer should have before going on stage?	Continued Below	

	NPC	No kidding. The company we were with, Lunar-Sec, left us out to dry. Bastards.	Continued Below	
	NPC	The head guy, Lucas, is somewhere in the back with the rest of the band.	Continued Below	
	NPC	Asshole's probably feeling sorry for himself now that the press and cops are here.	Continued Below	
	Player	I'll talk to him. Thanks for all your help.	[SCENE 4]	
DIALOGUE OPTION 2	Player	No security sounds awful. I'm glad you're okay.	Continued Below	*Player gains +1 Trust
	NPC	You're sweet. It's no thanks to Lunar-Sec though.	Continued Below	
	NPC	The head security guy, Lucas, is somewhere in the back with the rest of the band.	Continued Below	
	NPC	Asswipe's probably feeling sorry for himself now that the press and cops are here.	Continued Below	
	Player	I'll talk to him. Thanks for all your help.	[SCENE 4]	
DIALOGUE OPTION 3	Player	Sounds tough. I'll see you around.	Continued Below	
	NPC	Cop doing a half-ass job? Colour me shocked.	[END]	
SCENE 4				
DIALOGUE OPTION (TRUSTED)	NPC	Hey! Before you scoot off...	Continued Below	If Player has earned 1 or more Trust
	NPC	I'd usually walk over hot coals than help out your sort, but you seem alright.	Continued Below	
	NPC	Take this.	Continued Below	*Player obtains 'Smiley Face Badge'
	NPC	Show this to the bartender at The Moonglow. It'll let em know you can be trusted on the underground floor.	Continued Below	

	NPC	Let's just say there's some... interesting... people that might be able to help your investigation.	Continued Below	
	NPC	Now scram. Good luck with wrangling werewolves.	[END]	
	NPC			
DIALOGUE OPTION (NEUTRAL/NOT TRUSTED)	NPC	Don't let the door hit you on the way out.	[END]	If Player has earned 0 or -1 Trust