

TALLER NARRATIVA EN VIDEOJUEGOS

Festival Videojuegos #DonostiTRON, Noviembre 2016

Julio Martín (cc-by)

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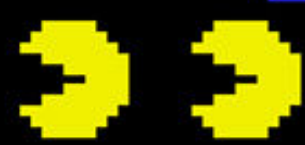




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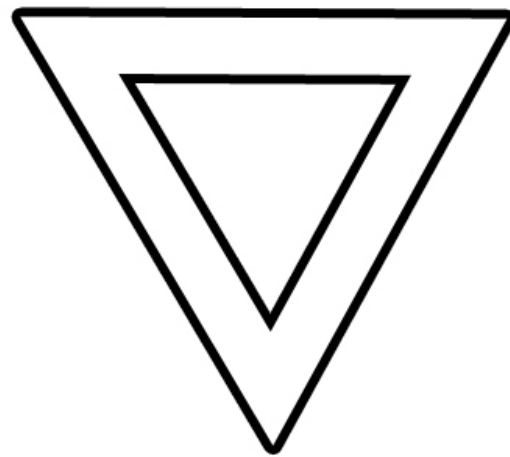
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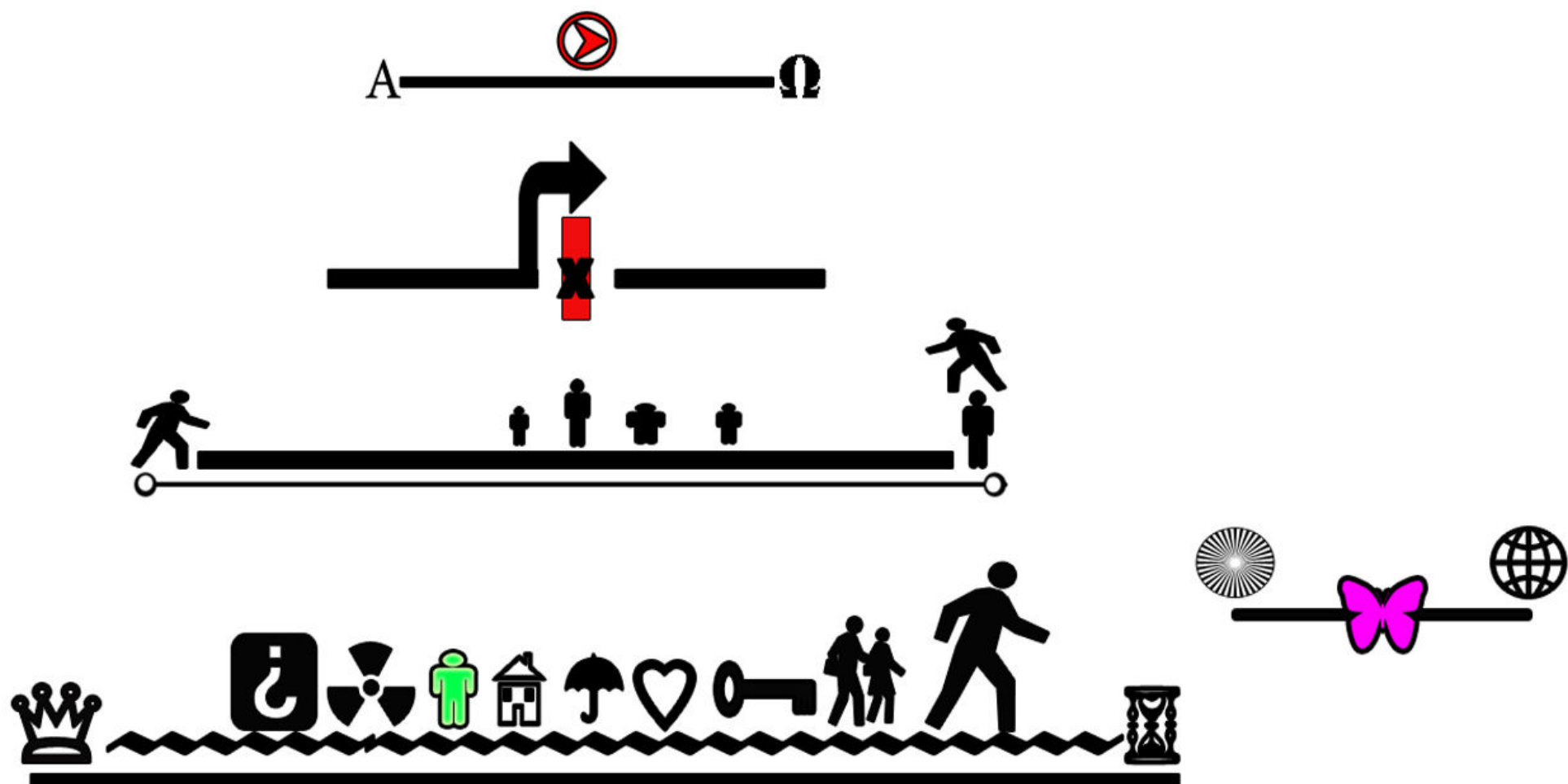


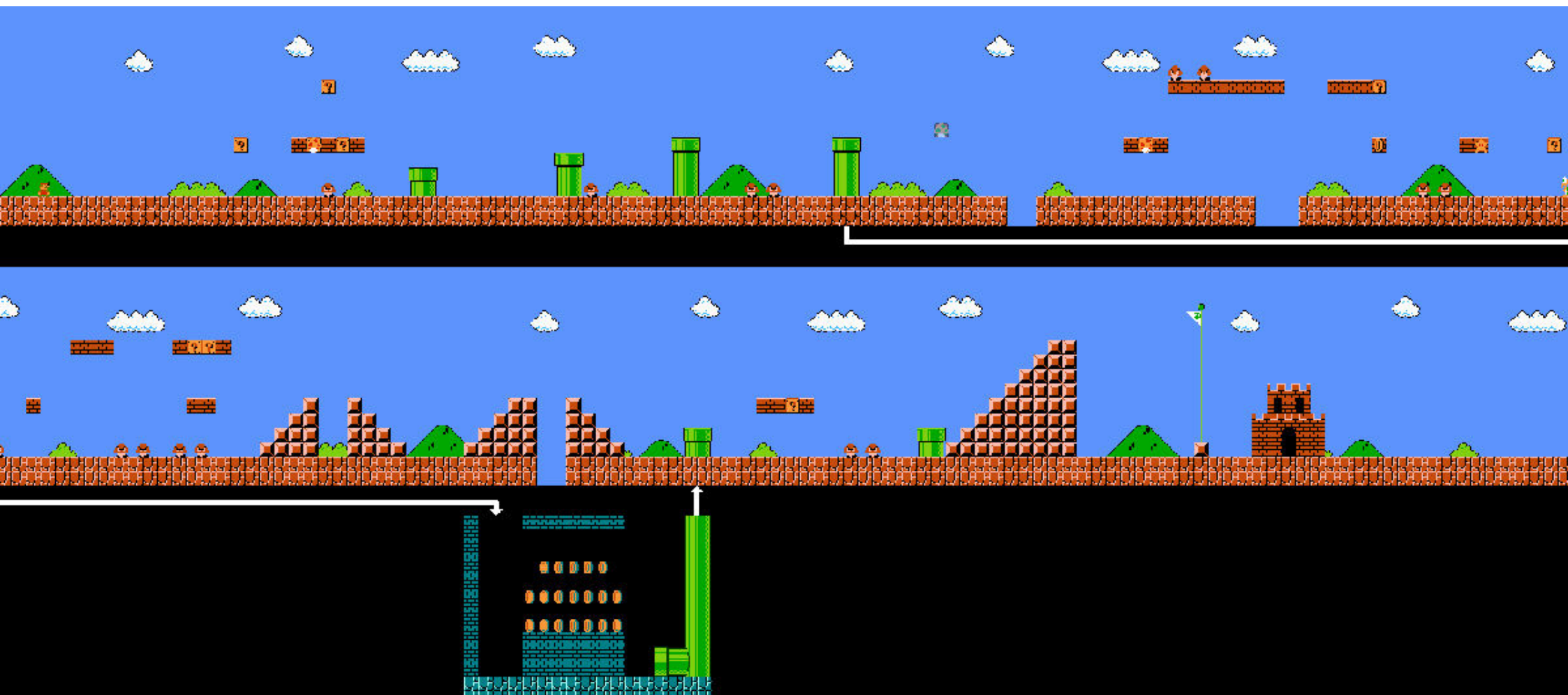
Mecánica

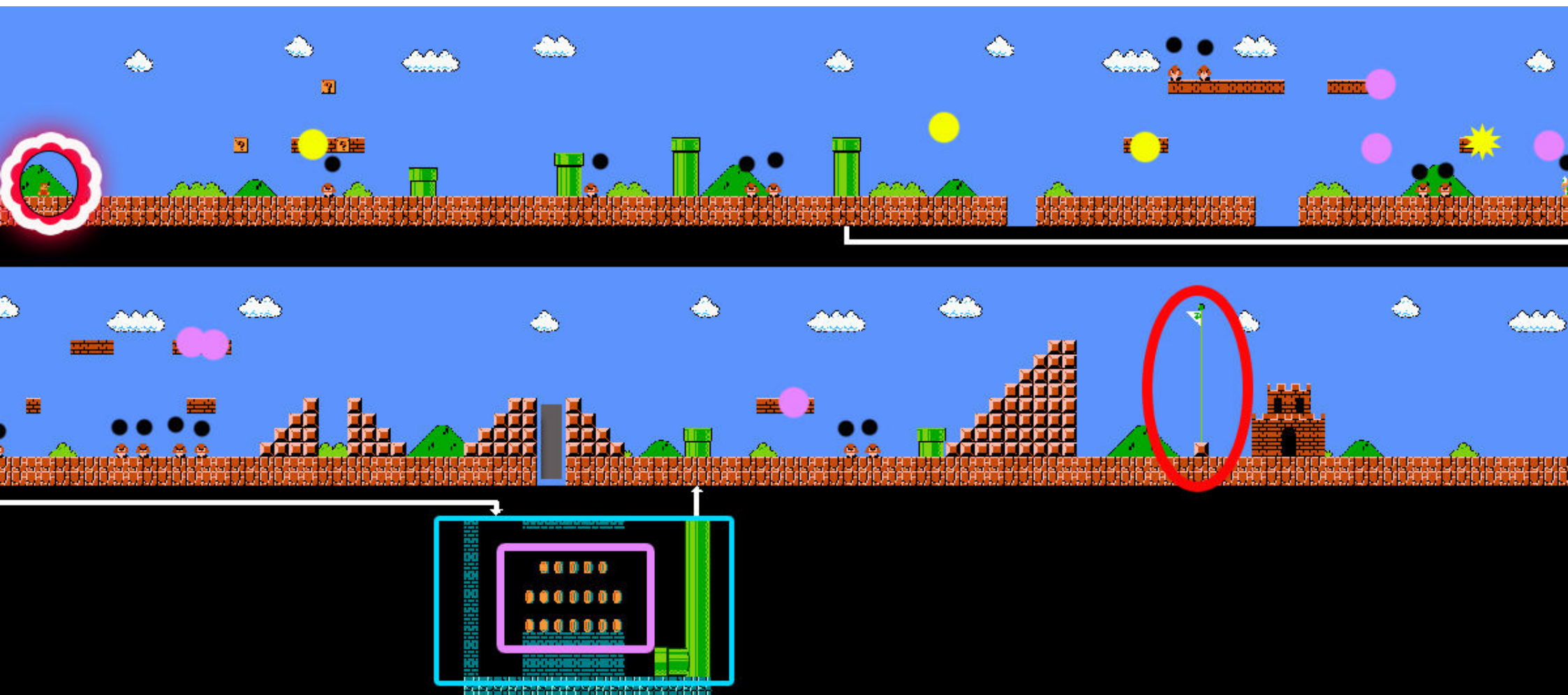
Historia



Narrativa









SKILLS: 3/3 Selected

Barter	9
Energy Weapons	17
Explosives	17
Guns	17
Lockpick	17
Medicine	9
■ Melee Weapons	42
Repair	9
Science	9
Sneak	17
Speech	9
■ Survival	38
■ Unarmed	38



Reset R)

Done A)



The Melee Weapons skill determines your effectiveness with any melee weapon, from the simple lead pipe all the way up to the high-tech Super Sledge.

Followers of the Apocalypse



Dark Hero

Folks still think you're some kind of hero, but you sure can be nasty sometimes.

Ok



NCR



Wild Child

Your wild, seemingly capricious behavior leaves people scratching their heads in confusion and avoiding close contact.

Ok



□ The NCR has declared you a terrorist. Wherever the NCR has jurisdiction, you will be shot on sight.

NCR



Idolized

Renowned for your extensive support and goodwill, you are idolized by the community.

Ok



Brotherhood of Steel



Vilified

For your overwhelmingly monstrous behavior, you have become vilified by the community.

Ok





