Stanger Skies

Initialize

Stats

10 is average.

Every Stat has an out of combat and in combat effect

Will – Special. Space Magic? Mp?

Fortitude – Health /Endurance

Reflex – InterConflict Main Stat/Stealth

Intuition – Interpersonal main Stat/Improves Certain Combat Choices.

Starting Class/Setup

Decides Initial Stats and Equipment

1 to Begin with

Captain all rounder, pistol and nothing suck. Little Cash

14 to all except Intuition, which is 16. Base to compare to. Decent at everything, brilliant at nothing.

compromises

Goes to Intro

Intro

I want variable starts but for now we`ll stick with one.

Mercenary – Describe Ship and Goal “Get Profit, Don’t Die”

Goes to Basic Ship Loop

Basic Ship Loop Stuff

* Talk to Crew

Detail Crew Later. Start with First Mate

* Spend Cash
  + Shop will allow for once of Upgrade Purchase that can come in handy once
  + Add after main loop done for now leave it as a screen with nothing in it.
  + Return to basic ship loop
* Goes to Mission Select
* Captain Quarters Review Character
  + Mission Review
  + Odds and Ends. – Add At the end for whatever jokey crap I want

Mission Select

* Can Decline and return to Basic Ship Loop
* Linear to start with change when we know more
* Will say abit about whats expected from the mission, major fighting or more subtle
* Equipment and Crew Select.
* 1 Mission to Start once it ends loop back to the ship so that the next one can begin
* REQUIRES FUEL TO TAKE AND MOVE TO PLANET

Mission

* Intro and initial choices
* Conflict either Actual or Spoken
* No loop, every choice brings you down a chain but maybe a central hub choice decision?
* CENTRAL MEGACORP SHOP TO BUY SHIP STUFF ALL PLANETS HAVE THE SAME STORE.
* Central point w/ Several leads/choices >> Selected choice outcome changes values >> return to central hub Choices changed because values have changed.
* Combat will be added later for now all combat is spoken, effects based on stats and choices. Good Stats can make things better.
* Resolution and Loot
* Return to Basic Ship Loop

Dialogue Conflict

* Probably each one gets its own loop.
* Follows this flow
* Intro w/ Several Choices based on prior actions and stats.
* Input number to choose branch
* Take choice. Every choice has its consequence prechosen but good stats/Prior actions can change the effect.
* Every enemy has a Spirit Value, when it reaches certain point different actions will work.
* Even failure can still result in a partial success. Not based on stats, players can make sensible choices and still come out on top.