



Soul Fighter

Table of contents

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT	20
DEAD NPC INTERACTION (DEAN)	20
Description	20
Object Interaction	20
References.....	20
Comments	21
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN).....	24
"Activate the Speeder" Prompt: No Player Action.....	24
Description	24
Bark Options	24
References.....	24
"Find the Black Faction Camp" Prompt: No Player Action	26
Description	26
Bark Options	26
References.....	26
"Find the Key" Prompt: "No Player Action"	28
Description	28
Bark Options	28
References.....	28
//No bark is played.....	30
Description	30
Expression.....	30
//No bark is played.....	31
Description	31
Expression.....	31
//No bark is played.....	32
Description	32
Expression.....	32
//No objective unlocked.....	33
Description	33
Expression.....	33
//Objective "Activate the Speeder" i	34
Description	34
Expression.....	34
//Objective "Find the Key" is active	35
Description	35

Expression.....	35
//Player exits Loot UI Pop-Up Screen.....	36
Description	36
Expression.....	36
//Player exits Loot UI Pop-Up Screen.....	37
Description	37
Expression.....	37
//Player exits Loot UI Pop-Up Screen.....	38
Description	38
Expression.....	38
//Player has interacted with the bod	39
Description	39
Expression.....	39
//Player has interacted with the bod	40
Description	40
Expression.....	40
//Player has interacted with the ite	41
Description	41
Expression.....	41
//Player has interacted with the ite	42
Description	42
Expression.....	42
//Player has interacted with the ite	43
Description	43
Expression.....	43
//Player has not looted or exited fr	44
Description	44
Expression.....	44
//player loots ALL items	45
Description	45
Expression.....	45
//player loots ALL items	46
Description	46
Expression.....	46
//player loots ALL items	47
Description	47
Expression.....	47

//player loots SOME items but NOT all	48
Description	48
Expression.....	48
//player loots SOME items but NOT all	49
Description	49
Expression.....	49
//player loots SOME items but NOT all	50
Description	50
Expression.....	50
//Player takes no action after 30 se	51
Description	51
Expression.....	51
//Player takes no action after 30 se	52
Description	52
Expression.....	52
//Player takes no action after 30 se	53
Description	53
Expression.....	53
//Player takes no action within 1 mi	54
Description	54
Expression.....	54
//Player takes no action within 1 mi	55
Description	55
Expression.....	55
//Player takes no action within 1 mi	56
Description	56
Expression.....	56
//Player's first time interacting wi	57
Description	57
Expression.....	57
//Player's first time interacting wi	58
Description	58
Expression.....	58
//Player's first time interacting wi	59
Description	59
Expression.....	59
//Resume Gameplay.....	60

Description	60
Expression.....	60
//Resume Gameplay.....	61
Description	61
Expression.....	61
//Resume Gameplay.....	62
Description	62
Expression.....	62
//Resume Gameplay.....	63
Description	63
Expression.....	63
//Resume Gameplay: once player loots	64
Description	64
Expression.....	64
//Resume Gameplay: once player loots	65
Description	65
Expression.....	65
//Resume Gameplay: once player loots	66
Description	66
Expression.....	66
//Resume Gameplay: once player loots	67
Description	67
Expression.....	67
//Resume Gameplay: once player loots	68
Description	68
Expression.....	68
//UI State Unchanged: gameplay does	69
Description	69
Expression.....	69
//UI State Unchanged: gameplay does	70
Description	70
Expression.....	70
//UI State Unchanged: gameplay does	71
Description	71
Expression.....	71
//UI State Unchanged: gameplay does	72
Description	72

Expression..... 72

//UI State Unchanged: gameplay does 73

 Description 73

 Expression..... 73

Back to Exploration..... 74

 Description 74

 Back to Exploration..... 74

Back to Exploration..... 75

 Description 75

 Back to Exploration..... 75

Back to Exploration..... 76

 Description 76

 Back to Exploration..... 76

Back to Exploration..... 77

 Description 77

 Back to Exploration..... 77

Back to Exploration..... 78

 Description 78

 Back to Exploration..... 78

Back to Exploration..... 79

 Description 79

 Back to Exploration..... 79

Back to Exploration..... 80

 Description 80

 Back to Exploration..... 80

Back to Exploration..... 81

 Description 81

 Back to Exploration..... 81

Back to Exploration..... 82

 Description 82

 Back to Exploration..... 82

Davina: "Bastard..." 83

 Menu text 83

 Stage directions 83

 Full text 83

Davina: "Damn it, no key." 84

 Menu text 84

Stage directions 84

Full text 84

Davina: "I'll look again..." 85

Menu text 85

Stage directions 85

Full text 85

Davina: "I'll take a quick look. Need to mov..." 86

Menu text 86

Stage directions 86

Full text 86

Davina: "Mine now, fucker. Now to find your..." 87

Menu text 87

Stage directions 87

Full text 87

Davina: "Not gonna find the key here..." 88

Menu text 88

Stage directions 88

Full text 88

Davina: "Not totally useless. Now how to fin..." 89

Menu text 89

Stage directions 89

Full text 89

Delay of Action 90

 Description 90

 Time 90

Delay of Action 91

 Description 91

 Time 91

Delay of Action 92

 Description 92

 Time 92

Exit 93

 Description 93

 Player Action..... 93

Exit 94

 Description 94

 Player Action..... 94

Exit	95
Description	95
Player Action.....	95
Exit	96
Description	96
Player Action.....	96
Exit	97
Description	97
Player Action.....	97
Exit	98
Description	98
Player Action.....	98
Futher Delay of Action.....	99
Description	99
Time.....	99
Futher Delay of Action.....	100
Description	100
Time.....	100
Futher Delay of Action.....	101
Description	101
Time.....	101
Jump to: [ANNIHILATED HABITAT]	102
Description	102
Jump to: [ANNIHILATED HABITAT]	103
Description	103
Jump to: [ANNIHILATED HABITAT]	104
Description	104
Jump to: [Delay of Action].....	105
Description	105
Jump to: [Delay of Action].....	106
Description	106
Jump to: [Delay of Action].....	107
Description	107
Jump to: [Loot]	108
Description	108
Jump to: [Loot]	109
Description	109

Jump to: [Loot]	110
Description	110
Loot.....	111
Description	111
Player Action.....	111
Loot.....	112
Description	112
Player Action.....	112
Loot.....	113
Description	113
Player Action.....	113
Loot: "First Interaction with NPC Body"	114
Description	114
Bark Options	114
References.....	114
Loot: "None Taken" Barks	115
Description	115
Bark Options	115
References.....	115
Loot: "None Taken" Barks	116
Description	116
Bark Options	116
References.....	116
Loot: "None Taken" Barks	117
Description	117
Bark Options	117
References.....	117
Loot: "Take All" Barks	118
Description	118
Bark Options	118
References.....	118
Loot: "Take All" Barks	119
Description	119
Bark Options	119
References.....	119
Loot: "Take Some" Barks	120
Description	120

Bark Options	120
References	120
Loot: "Take Some" Barks	121
Description	121
Bark Options	121
References	121
Mission Status	122
Description	122
Mission Status	122
No Action Taken	123
Description	123
Player Action.....	123
No Action Taken	124
Description	124
Player Action.....	124
No Action Taken	125
Description	125
Player Action.....	125
Number of Interactions	126
Description	126
Conditions.....	126
Number of Interactions	127
Description	127
Conditions.....	127
Number of Interactions	128
Description	128
Conditions.....	128
Number of Interactions	129
Description	129
Conditions.....	129
Number of Interactions	130
Description	130
Conditions.....	130
Re-interaction Delay.....	131
Description	131
Conditions.....	131
Re-interaction Delay.....	132

Description	132
Conditions.....	132
Re-interaction Delay.....	133
Description	133
Conditions.....	133
UI Loot Popup.....	134
Description	134
UI Prompt	134
UI Prompt	134
References.....	134
UI Loot Popup.....	136
Description	136
UI Prompt	136
UI Prompt	136
References.....	136
UI Loot Popup.....	138
Description	138
UI Prompt	138
UI Prompt	138
References.....	138
UI Loot Popup.....	140
Description	140
UI Prompt	140
UI Prompt	140
References.....	140
UI Loot Popup.....	142
Description	142
UI Prompt	142
UI Prompt	142
References.....	142
UI Loot Popup.....	144
Description	144
UI Prompt	144
UI Prompt	144
References.....	144
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No Player Action.....	146

Davina: "Already have the key, should get to..."	146
Menu text	146
Stage directions	146
Full text	146
Davina: "Can't wait around forever, need to..."	147
Menu text	147
Stage directions	147
Full text	147
Davina: "Gonna lose the trail if I don't act..."	148
Menu text	148
Stage directions	148
Full text	148
Davina: "Gotta get to the Speeder."	149
Menu text	149
Stage directions	149
Full text	149
Davina: "I need to Activate the Speeder."	150
Menu text	150
Stage directions	150
Full text	150
Davina: "I'm losing time here."	151
Menu text	151
Stage directions	151
Full text	151
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Black Faction Camp" Prompt: No Player Action	152
Davina: "Gonna lose the trail, need to move."	152
Menu text	152
Stage directions	152
Full text	152
Davina: "Gotta head for the camp."	153
Menu text	153
Stage directions	153
Full text	153
Davina: "Have to follow that speeder..."	154
Menu text	154
Stage directions	154
Full text	154

Davina: "Need to find the faction camp. Quic..."	155
Menu text	155
Stage directions	155
Full text	155
Davina: "Need to move. My only chance."	156
Menu text	156
Stage directions	156
Full text	156
Davina: "Times wasting, gotta go."	157
Menu text	157
Stage directions	157
Full text	157
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"	158
Davina: "Gotta look for that key."	158
Menu text	158
Stage directions	158
Full text	158
Davina: "I need to find the Speeder Key."	159
Menu text	159
Stage directions	159
Full text	159
Davina: "Key has got to be around here."	160
Menu text	160
Stage directions	160
Full text	160
Davina: "Key's not here. Gotta find it."	161
Menu text	161
Stage directions	161
Full text	161
Davina: "No key. It's got to be around."	162
Menu text	162
Stage directions	162
Full text	162
Davina: "Where the hell is that key?"	163
Menu text	163
Stage directions	163
Full text	163

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC Body"	164
Davina: "Anything useful?"	164
Menu text	164
Stage directions	164
Full text	164
Davina: "Better be useful..."	165
Menu text	165
Stage directions	165
Full text	165
Davina: "Hmm..."	166
Menu text	166
Stage directions	166
Full text	166
Davina: "Let's see."	167
Menu text	167
Stage directions	167
Full text	167
Davina: "Let's take a look."	168
Menu text	168
Stage directions	168
Full text	168
Davina: "What do we have here?"	169
Menu text	169
Stage directions	169
Full text	169
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks.....	170
Davina: "All this and nothing useful."	170
Menu text	170
Stage directions	170
Full text	170
Davina: "All this and nothing useful."	171
Menu text	171
Stage directions	171
Full text	171
Davina: "All this and nothing useful."	172
Menu text	172

Stage directions	172
Full text	172
Davina: "Keep your shit..."	173
Menu text	173
Stage directions	173
Full text	173
Davina: "Keep your shit..."	174
Menu text	174
Stage directions	174
Full text	174
Davina: "Keep your shit..."	175
Menu text	175
Stage directions	175
Full text	175
Davina: "Not taking any of this..."	176
Menu text	176
Stage directions	176
Full text	176
Davina: "Not taking any of this..."	177
Menu text	177
Stage directions	177
Full text	177
Davina: "Not taking any of this..."	178
Menu text	178
Stage directions	178
Full text	178
Davina: "Not what I need."	179
Menu text	179
Stage directions	179
Full text	179
Davina: "Not what I need."	180
Menu text	180
Stage directions	180
Full text	180
Davina: "Not what I need."	181
Menu text	181
Stage directions	181

Full text.....	181
Davina: "Pathetic..."	182
Menu text.....	182
Stage directions.....	182
Full text.....	182
Davina: "Pathetic..."	183
Menu text.....	183
Stage directions.....	183
Full text.....	183
Davina: "Pathetic..."	184
Menu text.....	184
Stage directions.....	184
Full text.....	184
Davina: "Useless.".....	185
Menu text.....	185
Stage directions.....	185
Full text.....	185
Davina: "Useless.".....	186
Menu text.....	186
Stage directions.....	186
Full text.....	186
Davina: "Useless.".....	187
Menu text.....	187
Stage directions.....	187
Full text.....	187
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks	188
Davina: "(I'll) Just empty you of all that.".....	188
Menu text.....	188
Stage directions.....	188
Full text.....	188
Davina: "(I'll) Just empty you of all that.".....	189
Menu text.....	189
Stage directions.....	189
Full text.....	189
Davina: "All mine.".....	190
Menu text.....	190
Stage directions.....	190

Full text.....	190
Davina: "All mine."	191
Menu text.....	191
Stage directions	191
Full text.....	191
Davina: "Everything you got..."	192
Menu text.....	192
Stage directions	192
Full text.....	192
Davina: "Everything you got..."	193
Menu text.....	193
Stage directions	193
Full text.....	193
Davina: "Hmm...I'll take it all."	194
Menu text.....	194
Stage directions	194
Full text.....	194
Davina: "Hmm...I'll take it all."	195
Menu text.....	195
Stage directions	195
Full text.....	195
Davina: "I'll be taking all this.".....	196
Menu text.....	196
Stage directions	196
Full text.....	196
Davina: "I'll be taking all this.".....	197
Menu text.....	197
Stage directions	197
Full text.....	197
Davina: "Mine now."	198
Menu text.....	198
Stage directions	198
Full text.....	198
Davina: "Mine now."	199
Menu text.....	199
Stage directions	199
Full text.....	199

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks	200
Davina: "Don't need it all."	200
Menu text	200
Stage directions	200
Full text	200
Davina: "Don't need it all."	201
Menu text	201
Stage directions	201
Full text	201
Davina: "I'll take this."	202
Menu text	202
Stage directions	202
Full text	202
Davina: "I'll take this."	203
Menu text	203
Stage directions	203
Full text	203
Davina: "Just need this."	204
Menu text	204
Stage directions	204
Full text	204
Davina: "Just need this."	205
Menu text	205
Stage directions	205
Full text	205
Davina: "Keep the junk, I'll take this."	206
Menu text	206
Stage directions	206
Full text	206
Davina: "Keep the junk, I'll take this."	207
Menu text	207
Stage directions	207
Full text	207
Davina: "Keep the rest."	208
Menu text	208
Stage directions	208
Full text	208

Davina: "Keep the rest." 209

 Menu text 209

 Stage directions 209

 Full text 209

Davina: "That's all I need." 210

 Menu text 210

 Stage directions 210

 Full text 210

Davina: "That's all I need." 211

 Menu text 211

 Stage directions 211

 Full text 211

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT

DEAD NPC INTERACTION (DEAN)



Template	Object Interaction
Technical name	FFr_CAEBE3A1
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)

Description







Dean will have two lootable items.

Speeder Key will NOT be found on body, although it can be found near his body.



Object Interaction

References

Attachments


		
Health Serum  <i>Entity</i> {Ntt_48134F67}	Annihilated Habitat  <i>Asset</i> {Ast_97C6B5A0}	scrapyard_by_domini que_van_velsen_dc8c she-pre  <i>Asset</i> {Ast_6E78C767}

Following elements


Back to Exploration  <i>Hub- Back to Exploration</i> {Hub_1277F947}


Previous elements



NPC Interaction 
Hub- Interaction
{Hub_04E317F6}

Involved entities



Health Serum 
Entity
{Ntt_48134F67}

Takes place at

Comments

(2026-03-23)

"Find the Key" objective unlocked only if player interacts with 1 of the 2 speeders.

(2026-03-23)

"**Activate the Speeder**" is unlocked only when player picks up **Speeder key**.

Player may find key *without* unlocking "**Find the Key**" objective by obtaining the **Speeder Key** *before* they interact with the **Speeder**.

Furthermore, player is able to find the key in two different locations. See [mission map](#) for reference.

All situations follow the same blueprint.

(2026-03-23)

If player hasn't found **Speeder Key** or interacted with **Speeder**.

Mission: Mission: Reach The Black Cross Faction Camp remains active.

(2026-03-23)

Mission: Reach The Black Cross Faction Camp is active.

(2026-03-23)

Player is able to interact with a **dead NPC** an infinite amount of times.

If a **dead NPC** is **related** to **Mission/Objectives** specific mission-related barks will play when UI Loot Screen pops up.

(2026-03-23)

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(2026-03-23)

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(2026-03-23)

Added another condition to Number of Interactions as redundant if bark plays with every interaction.

(2026-03-23)

If the player re-engages with the dead NPC **more than 5 seconds after their last interaction**, a bark plays to remind player about current objective, encouraging player pace and forward momentum.

(2026-03-23)

Added another condition to Number of Interactions as redundant if bark plays with every interaction.

(2026-03-23)

If the player re-engages with the dead NPC **more than 5 seconds after their last interaction**, a bark plays to remind player that Speeder Key is not on body.

Reinforcement for players who may have explored elsewhere without finding the Speeder key.

(2026-03-23)

Added another condition to Number of Interactions as redundant if bark plays with every interaction.

(2026-03-23)

During **UI Loot State**, player can choose to Loot, Exit (UI Loot State) or they may idle on the screen.

****If player is able to consume and/or use any of the lootable items during this state, new player action conditions will be needed. Currently, this is not a feature.*

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(2026-03-23)

If player has not taken an action, barks will be played, if enough time has elapsed, to remind player of objective. ****may cut or revisit condition, possible that prompts are too frequent and/or annoying to player.*

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Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)

"Activate the Speeder" Prompt: No Player

Action

Template

Technical name

Project path

Bark Options
Dlg_91D16548
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No Player Action



Description


A series of barks if player has NOT taken ACTION within a pre-determined time frame of CURRENT Game-Play State while "Activate the Speeder" mission is active.

Bark Options References

Attachments

Speaking entities



Davina 

Entity- Player Selected
{Char_Davina_01}

Following elements




Further Delay of Action 

Hub- Time

{Hub_B3C4777B}

Previous elements

	
//Player takes no action after 30 se ...	//Player takes no action within 1 mi ...
 Condition	 Condition
{Cnd_B0C25763}	{Cnd_87C4B7A1}

Involved entities

Takes place at

"Find the Black Faction Camp" Prompt: No Player Action

Template	Bark Options
Technical name	Dlg_5836A2FC
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Black Faction Camp" Prompt: No Player Action



Description

A series of barks if player has NOT taken ACTION within a pre-determined time frame of CURRENT Game-Play State while Mission is active but no objectives have been unlocked.

Bark Options References

Attachments

Speaking entities



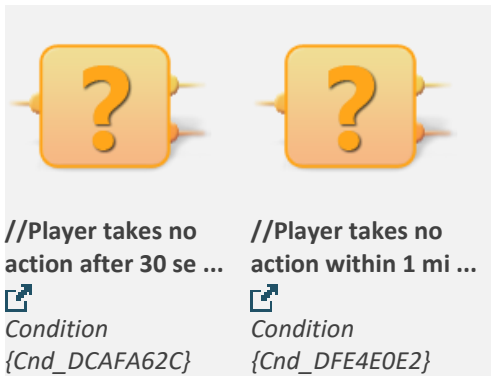
Davina [↗](#)
 Entity- Player Selected
 {Char_Davina_01}

Following elements



Futher Delay of Action [↗](#)
 Hub- Time
 {Hub_5CEE2678}

Previous elements



Involved entities

Takes place at

"Find the Key" Prompt: "No Player Action" [↗](#)

Template	Bark Options
Technical name	Dlg_40C1D65E
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"



Description

A series of barks if player has NOT taken ACTION within a pre-determined time frame of CURRENT Game-Play State while "Find the Key" mission is active.

Bark Options References

Attachments

Speaking entities



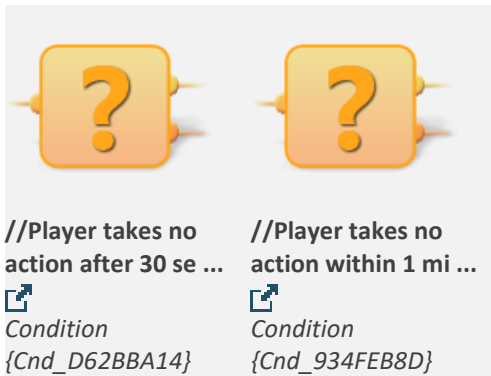
Davina [↗](#)
Entity- Player Selected
{Char_Davina_01}

Following elements



Futher Delay of Action [↗](#)
Hub- Time
{Hub_FA7BAEE9}

Previous elements



Involved entities

Takes place at

//No bark is played. 

Template

Technical name

Ins_9BF7BD12

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//No bark is played.

//No bark is played. 

Template

Technical name

Ins_E7FBF159

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//No bark is played.

//No bark is played. 

Template

Technical name

Ins_1DC61347

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//No bark is played.

//No objective unlocked [↗](#)

Template

Technical name

Cnd_FE3FC617

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//No objective unlocked

//Objective "Activate the Speeder" i ...

Template

Technical name

Cnd_AB415610

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Objective "Activate the Speeder" is active.

//Objective "Find the Key" is active

Template

Technical name

Cnd_ED7453A8

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Objective "Find the Key" is active

//Player exits Loot UI Pop-Up Screen

Template

Technical name

Cnd_DAED59C2

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player exits Loot UI Pop-Up Screen

//Player exits Loot UI Pop-Up Screen

Template

Technical name

Cnd_50CCE58C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player exits Loot UI Pop-Up Screen

//Player exits Loot UI Pop-Up Screen

Template

Technical name

Cnd_579E884D

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player exits Loot UI Pop-Up Screen

//Player has interacted with the bod ...[↗](#)

Template

Technical name

Cnd_B5B8AE6F

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has interacted with the body < 3 times.

//Player has interacted with the bod ...[↗](#)

Template

Technical name

Cnd_DB993E2B

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has interacted with the body < 3 times.

//Player has interacted with the ite ...

Template

Technical name

Cnd_29EA55FE

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has interacted with the item >5 second before reengaging

//Player has interacted with the ite ...

Template

Technical name

Cnd_D5AEE0BF

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has interacted with the item >5 second before reengaging

//Player has interacted with the ite ...

Template

Technical name

Cnd_F2D3BCC8

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has interacted with the item >5 second before reengaging

//Player has not looted or exited fr ...

Template

Technical name

Ins_36DB6E60

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has not looted or exited from UI state.

//player loots ALL items

Template

Technical name

Cnd_7774A8E4

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots ALL items

//player loots ALL items

Template

Technical name

Cnd_C960659C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots ALL items

//player loots ALL items

Template

Technical name

Cnd_6431F962

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots ALL items

//player loots SOME items but NOT all [↗](#)

Template

Technical name

Cnd_1B918585

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots SOME items but NOT all

//player loots SOME items but NOT all [↗](#)

Template

Technical name

Cnd_293402CF

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots SOME items but NOT all

//player loots SOME items but NOT all [↗](#)

Template

Technical name

Cnd_F984DDFD

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots SOME items but NOT all

//Player takes no action after 30 se ...

Template

Technical name

Cnd_D62BBA14

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action after 30 seconds.

//Player takes no action after 30 se ...

Template

Technical name

Cnd_DCAFA62C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action after 30 seconds.

//Player takes no action after 30 se ... [↗](#)

Template

Technical name

Cnd_B0C25763

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action after 30 seconds.

//Player takes no action within 1 mi ...

Template

Technical name

Cnd_934FEB8D

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action within 1 minute of "Find the Key" Prompt Bark playing.

//Player takes no action within 1 mi ...

Template

Technical name

Cnd_DFE4E0E2

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action within 1 minute of "Find the Key" Prompt Bark playing.

//Player takes no action within 1 mi ...

Template

Technical name

Cnd_87C4B7A1

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action within 1 minute of "Find the Key" Prompt Bark playing.

//Player's first time interacting wi ...

Template

Technical name

Cnd_5C701900

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player's first time interacting with body

//Player's first time interacting wi ...

Template

Technical name

Cnd_C0F5235E

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player's first time interacting with body

//Player's first time interacting wi ...

Template

Technical name

Cnd_EBCC276A

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player's first time interacting with body

//Resume Gameplay.

Template

Technical name

Ins_5716180D

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay.

//Resume Gameplay.

Template

Technical name

Ins_978C0991

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay.

//Resume Gameplay.

Template

Technical name

Ins_84A38E14

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay.

//Resume Gameplay.

Template

Technical name

Ins_F55252F6

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay.

//Resume Gameplay: once player loots ...

Template

Technical name

Ins_C8148EB7

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay: once player loots ALL items, the UI pop-up disappears and gameplay resumes.

//Resume Gameplay: once player loots ...

Template

Technical name

Ins_0FCACBD9

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay: once player loots ALL items, the UI pop-up disappears and gameplay resumes.

//Resume Gameplay: once player loots ...

Template

Technical name

Ins_BE5B40C0

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay: once player loots ALL items, the UI pop-up disappears and gameplay resumes.

//Resume Gameplay: once player loots ...

Template

Technical name

Ins_7D19F901

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay: once player loots ALL items, the UI pop-up disappears and gameplay resumes.

//Resume Gameplay: once player loots ...

Template

Technical name

Ins_F96E0B00

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay: once player loots ALL items, the UI pop-up disappears and gameplay resumes.

//UI State Unchanged: gameplay does ...

Template

Technical name

Ins_59D82AF0

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//UI State Unchanged: gameplay does not resume

//UI State Unchanged: gameplay does ...

Template

Technical name

Ins_40B6DC27

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//UI State Unchanged: gameplay does not resume

//UI State Unchanged: gameplay does ...

Template

Technical name

Ins_A59676C2

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//UI State Unchanged: gameplay does not resume

//UI State Unchanged: gameplay does ...

Template

Technical name

Ins_62E6A1A0

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//UI State Unchanged: gameplay does not resume

//UI State Unchanged: gameplay does ...

Template

Technical name

Ins_9F6692BA

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//UI State Unchanged: gameplay does not resume

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_EAB47094
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_1E0E368D
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_F6E531B7
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_9F4F9178
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_F2B8F668
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_456A2846
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_3625138C
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_50BAB32D
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_B2B5F5D8
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Davina: "Bastard..."

Template

Technical name

DFr_A108FA73

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Seething

Full text

Bastard...

Davina: "Damn it, no key." [↗](#)

Template

Technical name

DFr_F838D064

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Full text

Damn it, no key.

Davina: "I'll look again..." [↗](#)

Template

Technical name

DFr_B1CBFDB8

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Full text

I'll look again...

Davina: "I'll take a quick look. Need to mov..."

Template

Technical name

Project path

DFr_2DA1D4DB

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Full text

I'll take a quick look. Need to move.

Davina: "Mine now, fucker. Now to find your..."

Template

Technical name

Project path

DFr_8E176B22

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Threatening

Full text

Mine now, fucker. Now to find your camp.

Davina: "Not gonna find the key here..."

Template

Technical name

DFr_AB2AA0F4

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Full text

Not gonna find the key here...

Davina: "Not totally useless. Now how to fin..."

Template

Technical name

Project path

DFr_AD305E4E

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Threatening

Full text

Not totally useless. Now how to find your camp?

Delay of Action

Template	Time
Technical name	Hub_8A15C21F
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Delay of Action

Template	Time
Technical name	Hub_784A6641
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)

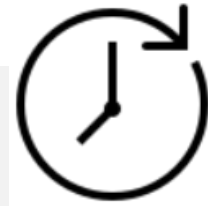


Description

Time

Delay of Action

Template	Time
Technical name	Hub_8152A7D9
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Exit

Template

Technical name

Project path

Player Action

Hub_91359AB0

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Exit

Template

Technical name

Project path

Player Action

Hub_9CF83FAE

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Exit

Template

Technical name

Project path

Player Action

Hub_2CCEF218

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Exit

Template

Technical name

Project path

Player Action

Hub_223E333B

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Exit

Template

Technical name

Project path

Player Action

Hub_F14DED40

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Exit

Template

Technical name

Project path

Player Action

Hub_D166E986

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)

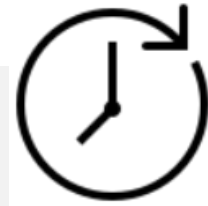


Description

Player Action

Futher Delay of Action [↗](#)

Template	Time
Technical name	Hub_FA7BAEE9
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Futher Delay of Action [↗](#)

Template

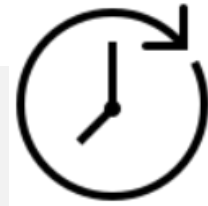
Time

Technical name

Hub_5CEE2678

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)

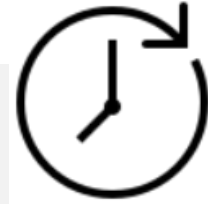


Description

Time

Futher Delay of Action [↗](#)

Template	Time
Technical name	Hub_B3C4777B
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Jump to: [ANNIHILATED HABITAT] 

Template

Technical name

Jmp_E01444E4

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [ANNIHILATED HABITAT] 

Template

Technical name

Jmp_DAC1DAFB

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [ANNIHILATED HABITAT] 

Template

Technical name

Jmp_26EA1BE8

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [Delay of Action]

Template

Technical name

Jmp_764E6CC1

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [Delay of Action]

Template

Technical name

Jmp_D47883B7

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [Delay of Action]

Template

Technical name

Jmp_52E62E0B

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [Loot]

Template

Technical name

Jmp_4567D359

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [\[Loot\]](#)

Template

Technical name

Jmp_5DDBC75E

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [\[Loot\]](#)

Template

Technical name

Jmp_BDA2EA2C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Loot

Template
Technical name
Project path

Player Action
Hub_3B76D59D
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Loot

Template
Technical name
Project path

Player Action
Hub_B2E3E8AF
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Loot

Template
Technical name
Project path

Player Action
Hub_ODD37358
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Loot: "First Interaction with NPC Body" [↗](#)

Template

Technical name

Project path

Bark Options

Dlg_CF9CDDAA

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"

Description

A series of generic barks used when player interacts with a dead NPC body, for the first time.

Bark Options

References

Attachments

Speaking entities

Davina [↗](#)Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements

//Player's first time
interacting wi ... [↗](#)

Condition

{Cnd_EBCC276A}

Involved entities

Takes place at

Loot: "None Taken" Barks [↗](#)

Template

Bark Options

Technical name

Dlg_3FFCFA94

Project pathFlow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks

Description

A series of barks for when player EXITS UI Pop-up Screen WITHOUT looting item(s).

Bark Options

References

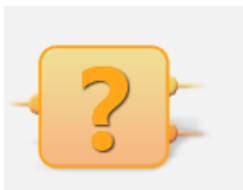
Attachments

Speaking entities

**Davina** [↗](#)*Entity- Player Selected
{Char_Davina_01}*

Following elements

Previous elements

**//Player exits Loot UI
Pop-Up Screen** [↗](#)*Condition
{Cnd_DAED59C2}*

Involved entities

Takes place at

Loot: "None Taken" Barks [↗](#)

Template	Bark Options
Technical name	Dlg_D14D9CBA
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Description

A series of barks for when player EXITS UI Pop-up Screen WITHOUT looting item(s).

Bark Options

References

Attachments

Speaking entities

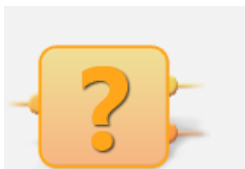


Davina [↗](#)

Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



//Player exits Loot UI
Pop-Up Screen [↗](#)

Condition
{Cnd_50CCE58C}

Involved entities

Takes place at

Loot: "None Taken" Barks [↗](#)

Template

Bark Options

Technical name

Dlg_A45BBDD8

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Description

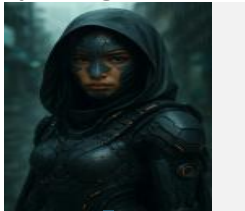
A series of barks for when player EXITS UI Pop-up Screen WITHOUT looting item(s).

Bark Options

References

Attachments

Speaking entities



Davina [↗](#)

Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



//Player exits Loot UI
Pop-Up Screen [↗](#)

Condition
{Cnd_579E884D}

Involved entities

Takes place at

Loot: "Take All" Barks [↗](#)



Template	Bark Options
Technical name	Dlg_0EA7E882
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks

Description

A series of barks for when Davina LOOTS the ENTIRE bank of item(s) on an NPC

Bark Options

References

Attachments

Speaking entities



Davina [↗](#)
Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



//player loots ALL items [↗](#)
Condition
{Cnd_7774A8E4}

Involved entities

Takes place at

Loot: "Take All" Barks [↗](#)

Template

Bark Options

Technical name

Dlg_0D68E30D

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Description

A series of barks for when Davina LOOTS the ENTIRE bank of item(s) on an NPC

Bark Options

References

Attachments

Speaking entities



Davina [↗](#)

Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



//player loots ALL
items [↗](#)

Condition

{Cnd_6431F962}

Involved entities

Takes place at

Loot: "Take Some" Barks [↗](#)



Template	Bark Options
Technical name	Dlg_EDE308B0
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks

Description

A series of barks for when Davina LOOTS but NPC still has banked item(s) stored.

Bark Options

References

Attachments

Speaking entities



Davina [↗](#)
Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



Exit [↗](#)
Hub- Player Action
{Hub_D166E986}

Involved entities

Takes place at

Loot: "Take Some" Barks [↗](#)



Template	Bark Options
Technical name	Dlg_7A702745
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks

Description

A series of barks for when Davina LOOTS but NPC still has banked item(s) stored.

Bark Options

References

Attachments

Speaking entities



Davina [↗](#)
Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



Exit [↗](#)
Hub- Player Action
{Hub_9CF83FAE}

Involved entities

Takes place at

Mission Status

Template	Mission Status
Technical name	Hub_80BB2D2A
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Mission Status

No Action Taken

Template	Player Action
Technical name	Hub_D763FB8A
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Player Action

No Action Taken

Template	Player Action
Technical name	Hub_B67417C6
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Player Action

No Action Taken

Template	Player Action
Technical name	Hub_F52FD862
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Player Action

Number of Interactions

Template	Conditions
Technical name	Hub_168F2460
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Number of Interactions

Template	Conditions
Technical name	Hub_729C72F9
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Number of Interactions

Template	Conditions
Technical name	Hub_E7A6A11E
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Number of Interactions

Template	Conditions
Technical name	Hub_85A2B07E
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Number of Interactions [↗](#)

Template	Conditions
Technical name	Hub_A70281CB
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Re-interaction Delay [↗](#)

Template	Conditions
Technical name	Hub_9EB747F7
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Re-interaction Delay [↗](#)

Template	Conditions
Technical name	Hub_5662B639
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Re-interaction Delay [↗](#)

Template	Conditions
Technical name	Hub_36539213
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

UI Loot Popup

Template	UI Prompt
Technical name	FFr_163DA482
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

- 1) Health Serum
- 2) Barley

UI Prompt





UI Prompt

Slot	Feature Category
	-

Description

References


Attachments


 <p>Health Serum </p> <p>Entity {Ntt_48134F67}</p>	 <p>Barley </p> <p>Entity- Raw Ingestibles {Ntt_07B913C4}</p>
---	--

Following elements

		
Loot 	Exit 	No Action Taken 
<i>Hub- Player Action</i> {Hub_3B76D59D}	<i>Hub- Player Action</i> {Hub_91359AB0}	<i>Hub- Player Action</i> {Hub_D763FB8A}





Previous elements



//Player's first time interacting wi ... 

Condition
{Cnd_5C701900}

Involved entities

	
Health Serum 	Barley 
<i>Entity</i> {Ntt_48134F67}	<i>Entity- Raw Ingestibles</i> {Ntt_07B913C4}

Takes place at

UI Loot Popup

Template	UI Prompt
Technical name	FFr_A937ECC3
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

Items dependent on what (if any) item(s) are stored on Dean.

UI Prompt





UI Prompt

Slot	Feature Category
	-

Description

References

Attachments

	
Health Serum  Entity {Ntt_48134F67}	Barley  Entity- Raw Ingestibles {Ntt_07B913C4}

Following elements



Loot	Exit	No Action Taken
<i>Hub- Player Action</i> {Hub_3B76D59D}	<i>Hub- Player Action</i> {Hub_91359AB0}	<i>Hub- Player Action</i> {Hub_D763FB8A}

Previous elements

<i>//Player has interacted with the bod ...</i>	<i>//Player has interacted with the ite ...</i>	<i>//Player has interacted with the ite ...</i>
<i>Condition</i> {Cnd_B5B8AE6F}	<i>Condition</i> {Cnd_29EA55FE}	<i>Condition</i> {Cnd_29EA55FE}

Involved entities

Health Serum	Barley
<i>Entity</i> {Ntt_48134F67}	<i>Entity- Raw Ingestibles</i> {Ntt_07B913C4}

Takes place at

UI Loot Popup

Template	UI Prompt
Technical name	FFr_E9FE06CA
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

- 1) Health Serum
- 2) Barley

UI Prompt





UI Prompt

Slot	Feature Category
	-






Description

References


Attachments


	
Health Serum  <i>Entity</i> {Ntt_48134F67}	Barley  <i>Entity- Raw Ingestibles</i> {Ntt_07B913C4}

Following elements

		
Loot 	Exit 	No Action Taken 
<i>Hub- Player Action</i> {Hub_B2E3E8AF}	<i>Hub- Player Action</i> {Hub_2CCEF218}	<i>Hub- Player Action</i> {Hub_B67417C6}





Previous elements



//Player's first time interacting wi ... 

Condition
{Cnd_C0F5235E}

Involved entities

	
Health Serum 	Barley 
<i>Entity</i> {Ntt_48134F67}	<i>Entity- Raw Ingestibles</i> {Ntt_07B913C4}

Takes place at

UI Loot Popup

Template	UI Prompt
Technical name	FFr_FB81DBC1
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

Items dependent on what (if any) item(s) are stored on Dean.

UI Prompt





UI Prompt

Slot	Feature Category
	-

Description




References

Attachments

	
Health Serum  Entity {Ntt_48134F67}	Barley  Entity- Raw Ingestibles {Ntt_07B913C4}


Following elements



Loot 	Exit 	No Action Taken 
<i>Hub- Player Action</i> {Hub_B2E3E8AF}	<i>Hub- Player Action</i> {Hub_2CCEF218}	<i>Hub- Player Action</i> {Hub_B67417C6}


Previous elements




//Player has interacted with the
ite ... 
Condition
{Cnd_D5AEE0BF}

Involved entities



Health Serum 
Entity
{Ntt_48134F67}



Barley 
Entity- Raw Ingestibles
{Ntt_07B913C4}

Takes place at

UI Loot Popup

Template	UI Prompt
Technical name	FFr_3120E147
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

- 1) Health Serum
- 2) Barley

UI Prompt





UI Prompt

Slot	Feature Category
	-







Description

References


Attachments


 <p>Health Serum </p> <p>Entity {Ntt_48134F67}</p>	 <p>Barley </p> <p>Entity- Raw Ingestibles {Ntt_07B913C4}</p>
---	--

Following elements

		
Loot 	Exit 	No Action Taken 
<i>Hub- Player Action</i> {Hub_ODD37358}	<i>Hub- Player Action</i> {Hub_F14DED40}	<i>Hub- Player Action</i> {Hub_F52FD862}





Previous elements



//Player's first time interacting wi ... 

Condition
{Cnd_EBCC276A}

Involved entities

	
Health Serum 	Barley 
<i>Entity</i> {Ntt_48134F67}	<i>Entity- Raw Ingestibles</i> {Ntt_07B913C4}

Takes place at

UI Loot Popup

Template	UI Prompt
Technical name	FFr_301DC383
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

Items dependent on what (if any) item(s) are stored on Dean.

UI Prompt





UI Prompt

Slot	Feature Category
	-

Description




References

Attachments


	
Health Serum  Entity {Ntt_48134F67}	Barley  Entity- Raw Ingestibles {Ntt_07B913C4}


Following elements







Loot 	Exit 	No Action Taken 
<i>Hub- Player Action</i> {Hub_ODD37358}	<i>Hub- Player Action</i> {Hub_F14DED40}	<i>Hub- Player Action</i> {Hub_F52FD862}

Previous elements



//Player has interacted with the ite ... 
Condition
{Cnd_F2D3BCC8}

Involved entities

	
Health Serum 	Barley 
<i>Entity</i> {Ntt_48134F67}	<i>Entity- Raw Ingestibles</i> {Ntt_07B913C4}

Takes place at

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No Player Action

Davina: "Already have the key, should get
to..." 

Template

Technical name

Project path

DFr_70387B35

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No
Player Action



Menu text

Stage directions

Full text

Already have the key, should get to the Speeder.

Davina: "Can't wait around forever, need to..."

Template

Technical name

Project path

DFr_0DB6C968

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No Player Action



Menu text

Stage directions

Full text

Can't wait around forever, need to leave.

Davina: "Gonna lose the trail if I don't act..."



Template

Technical name

Project path

DFr_679FAED2

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No Player Action



Menu text

Stage directions

Full text

Gonna lose the trail if I don't act soon.

Davina: "Gotta get to the Speeder."

Template

Technical name

Project path

DFr_88EB948C

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No
Player Action



Menu text

Stage directions

Full text

Gotta get to the Speeder.

Davina: "I need to Activate the Speeder."

Template

Technical name

Project path

DFr_898B94CA

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No
Player Action



Menu text

Stage directions

Full text

I need to Activate the Speeder.

Davina: "I'm losing time here."

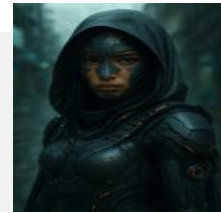
Template

Technical name

Project path

DFr_50123EEB

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Activate the Speeder" Prompt: No
Player Action



Menu text

Stage directions

Full text

I'm losing time here.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Black Faction Camp" Prompt: No Player Action

Davina: "Gonna lose the trail, need to
move." 

Template

Technical name

Project path

DFr_D176D9A9

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Gonna lose the trail, need to move.

Davina: "Gotta head for the camp."

Template

Technical name

Project path

DFr_DB2B550C

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Gotta head for the camp.

Davina: "Have to follow that speeder..."

Template

Technical name

Project path

DFr_78FB9060

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Have to follow that speeder...

Davina: "Need to find the faction camp.

Quic..." 

Template

Technical name

Project path

DFr_FA2ADB63

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Need to find the faction camp. Quick!

Davina: "Need to move. My only chance."

Template

Technical name

Project path

DFr_1CA56880

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Need to move. My only chance.

Davina: "Times wasting, gotta go."

Template

Technical name

Project path

DFr_A413EE5E

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Black Faction Camp"
Prompt: No Player Action



Menu text

Stage directions

Full text

Times wasting, gotta go.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"

Davina: "Gotta look for that key." [↗](#)

Template

Technical name

Project path

DFr_F1D5E558

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player
Action"



Menu text

Stage directions

Full text

Gotta look for that key.

Davina: "I need to find the Speeder Key."

Template

Technical name

Project path

DFr_BBF9B2BD

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"



Menu text

Stage directions

Full text

I need to find the Speeder Key.

Davina: "Key has got to be around here."

Template

Technical name

Project path

DFr_AA2CF73C

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player
Action"



Menu text

Stage directions

Full text

Key has got to be around here.

Davina: "Key's not here. Gotta find it."

Template

Technical name

Project path

DFr_2371D04D

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player
Action"



Menu text

Stage directions

Full text

Key's not here. Gotta find it.

Davina: "No key. It's got to be around." [↗](#)

Template

Technical name

Project path

DFr_D18D9276

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"



Menu text

Stage directions

Full text

No key. It's got to be around.

Davina: "Where the hell is that key?"

Template

Technical name

Project path

DFr_54271E4C

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"



Menu text

Stage directions

Full text

Where the hell is that key?

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC Body"

Davina: "Anything useful?"

Template

Technical name

Project path

D65D8277

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Anything useful?

Davina: "Better be useful..."

Template

Technical name

Project path

DFr_A5B261E6

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Better be useful...

Davina: "Hmm..."

Template

Technical name

Project path

DFr_8A5DDA34

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Hmm...

Davina: "Let's see." [↗](#)

Template

Technical name

Project path

DFr_5C25B04D

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Let's see.

Davina: "Let's take a look."

Template

Technical name

Project path

DFr_24161803

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

Let's take a look.

Davina: "What do we have here?"

Template

Technical name

DFr_E8F69DAC

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "First Interaction with NPC
Body"



Menu text

Stage directions

Full text

What do we have here?

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks

Davina: "All this and nothing useful." [↗](#)

Template

Technical name

DFr_AD5AB87F

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

All this and nothing useful.

Davina: "All this and nothing useful." [↗](#)

Template

Technical name DFr_9C89A54B

Project path Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

All this and nothing useful.

Davina: "All this and nothing useful." [↗](#)

Template

Technical name

DFr_66884499

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

All this and nothing useful.

Davina: "Keep your shit..."

Template

Technical name

DFr_B5E32398

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Keep your shit...

Davina: "Keep your shit..."

Template

Technical name

DFr_314F2BB6

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Keep your shit...

Davina: "Keep your shit..."

Template

Technical name

DFr_0435F858

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Keep your shit...

Davina: "Not taking any of this..."

Template

Technical name

DFr_797A97E4

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not taking any of this...

Davina: "Not taking any of this..."

Template

Technical name

DFr_FA03DE91

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not taking any of this...

Davina: "Not taking any of this..."

Template

Technical name

DFr_1DC238B3

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not taking any of this...

Davina: "Not what I need."

Template

Technical name

DFr_420474DC

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not what I need.

Davina: "Not what I need."

Template

Technical name

DFr_A05CAF79

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not what I need.

Davina: "Not what I need."

Template

Technical name

DFr_6B4FEB15

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not what I need.

Davina: "Pathetic..."

Template

Technical name

DFr_69453990

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Pathetic...

Davina: "Pathetic..."

Template

Technical name

DFr_C2404A7C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Pathetic...

Davina: "Pathetic..."

Template

Technical name

DFr_OE2C91EC

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Pathetic...

Davina: "Useless."

Template

Technical name

DFr_382ABD66

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Useless.

Davina: "Useless."

Template

Technical name

DFr_46243A05

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Useless.

Davina: "Useless."

Template

Technical name

DFr_AE727DAC

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Useless.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks

Davina: "(I'll) Just empty you of all that." [↗](#)

Template

Technical name

Dfr_8F1EB5C8

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

(I'll) Just empty you of all that.

Davina: "(I'll) Just empty you of all that."

Template

Technical name

DFr_9603F46E

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

(I'll) Just empty you of all that.

Davina: "All mine."

Template

Technical name DFr_F34DDF2B

Project path Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

All mine.

Davina: "All mine."

Template

Technical name

DFr_FE807FB1

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

All mine.

Davina: "Everything you got..."

Template

Technical name DFr_F1DA4B74

Project path Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Everything you got...

Davina: "Everything you got..."

Template

Technical name

DFr_16E09F1C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Everything you got...

Davina: "Hmm...I'll take it all."

Template

Technical name

DFr_7EBAB041

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Hmm...I'll take it all.

Davina: "Hmm...I'll take it all."

Template

Technical name

DFr_2F1EEC14

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Hmm...I'll take it all.

Davina: "I'll be taking all this."

Template

Technical name

DFr_77A86BEF

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

I'll be taking all this.

Davina: "I'll be taking all this."

Template

Technical name

DFr_55CA81B9

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

I'll be taking all this.

Davina: "Mine now." [↗](#)

Template

Technical name

DFr_51409119

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Mine now.

Davina: "Mine now." [↗](#)

Template

Technical name

DFr_34C7D46B

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Mine now.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks

Davina: "Don't need it all." [↗](#)

Template

Technical name

DFr_95B411D0

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Don't need it all.

Davina: "Don't need it all." [↗](#)

Template

Technical name

DFr_AD652876

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Don't need it all.

Davina: "I'll take this." [↗](#)

Template

Technical name

DFr_F5B96DF3

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

I'll take this.

Davina: "I'll take this." [↗](#)

Template

Technical name

DFr_8AD12601

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

I'll take this.

Davina: "Just need this."

Template

Technical name

DFr_A3B15B1A

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Just need this.

Davina: "Just need this."

Template

Technical name

DFr_5DF6D1D5

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Just need this.

Davina: "Keep the junk, I'll take this."

Template

Technical name

DFr_19B20C62

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Keep the junk, I'll take this.

Davina: "Keep the junk, I'll take this."

Template

Technical name

DFr_4FD4F9F1

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Keep the junk, I'll take this.

Davina: "Keep the rest."

Template

Technical name

DFr_470F6D96

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Keep the rest.

Davina: "Keep the rest."

Template

Technical name

DFr_FEC584D2

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Keep the rest.

Davina: "That's all I need."

Template

Technical name DFr_BD040C24

Project path Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

That's all I need.

Davina: "That's all I need." [↗](#)

Template

Technical name

DFr_7C5D4AC0

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

That's all I need.