

Franchise:

Fallout

Summary:

The player can receive this mission from Elder Maxson or from Preston Garvey. Both factions have received intel that plans to an important piece of pre-war technology has been discovered at a CIT facility. The Brotherhood want it to take it out of the hands of the institute and control it's use. The Minutemen want it because they believe it can help support the settlements in the wasteland. If the player visits Father during the mission, he will ask that the player reports that the technology has been destroyed to both groups so that it's kept out of their hands.

Additional Locations:

CIT environmental sciences research facility (could be fitted into existing geometry)

Script:

If the player talks to Preston:

(Neutral, informative)

Preston: General. I've found some information you might find interesting.

Player choices:

1. What is it?
2. Out with it.
3. Better be good.
4. Sarcastic

1. What is it?

(Slightly welcoming)

Player: What is it?

2. Out with it.

(demanding)

Player: Out with it. What's so interesting?

3. Better be good

(Annoyed)

Player: This had better be good.

(Upbeat, slightly pleading)

Preston: I believe you'll find this useful for all our settlements.

4. Sarcastic

(Sarcastic, annoyed)

Player: Is this about problems with *another* settlement?

(Optimistic)

Preston: No. But it might help you take care of them all.

All choices:

(Matter of fact)

Preston: One of our settlements got some interesting intel from a traveling scavenger. They had been exploring on old CIT building when they came across some plans on a terminal. They couldn't make heads or tails of it but there was a section that mentioned clean drinking water. (Hopeful, pleading) Even if it can't provide water, it could still improve the lives of the citizens of the commonwealth.

Player choice:

1. Right on it
2. What's in it for me?
3. Why didn't they grab it?
4. Where?

1. Right on it

(Upbeat, heroic)

Player: I'll get right on it. Is there anything I should know?

2. What's in it for me?

(Questioning, selfish)

Player: What's in it for me?

(Confused, upset)

Preston: What's good for the settlements is good for the minute and you, right General? This could be huge for everyone in the commonwealth and make it easier for the settlements.

3. Why didn't they grab it?

(Questioning, concerned)

Player: That trader had to get pretty close to the terminal to read that. Why didn't they grab the plans when they saw them?

(Hesitant, hiding something)

Preston: About that....

4. Where?

(Questioning, neutral)

Player: Where did they find it?

(Neutral, informative)

Preston: At the CIT environmental science building. Based on what they told me, it looks like they were doing some research on pollution and contamination of the Charles. There has to be something there we can use.

(Return to last player choice with this option grayed out)

All choices:

(Hesitant, concerned)

Preston: There is a catch. It seems like ghouls have overrun the facility, possibly due to something they were keeping there. The trader was barely able to get out of there once the ghouls found them. (Pleading) Please General, this technology could change lives maybe even save them. Don't let some ghouls keep you from helping.

Player Choices:

1. No way.
2. Not scared
3. Let me think about it
4. Sure

1. No way

(Demanding, angry)

Player: No way. You should have told me about this before. I'm not about to risk my life for some unknown and potentially worthless technology.

(Pop back to open world)

(Upset, hopeful)

Preston: Well...I'll be here if you change your mind.

(Return to last player choice if the player reengages Preston)

2. Not scared

(Heroic, hopeful)

Player: I'm not scared of any ghouls. Especially if there in the way of potentially useful technology.

3. Let me think about it

(Concerned, thoughtful)

Player: Let me think about it. I'm not sure if some unknown technology is worth the risk.

(Pop back to open world)

(Hopeful)

Preston: Sure. I'll be here once you make a decision.

(Return to last player choice if the player reengages Preston)

4. Sure

(Neutral, informing)

Player: Sure. I'll go get the plans

Choices 2 and 4:

(Joyous, grateful)

Preston: Thank you General! I've marked the location on your map. I'm sure the commonwealth will be grateful.

(Update the player's quest to get the holotape with the technology)

If the player talks to Maxson:

(Ordering, neutral)

Maxson: Knight, a word if you please.

Player choice:

1. Yes sir?
2. What is it?
3. This better be good.
4. Yes?

1. Yes sir?

(Answering, subordinate)

Player: Yes sir?

2. What is it?

(Questioning, responsive)

Player: What is it?

3. This better be good.

(Annoyed, upset)

Player: This better be good.

(Upset, angry)

Maxson: Excuse me knight? Is that anyway to speak to an elder?

4. Yes?

(Responsive, neutral)

Player: Yes?

All choices:

(Neutral, informative)

Maxson: I have a new mission for you. Our scouts discovered a new building we believe belonged to CIT. They were scouting it out for new technology when they came across plans for something that seems to be able to make fresh resources. We want to make sure this technology stays under our control. Who knows what could happen if the institute or other groups rediscovered this technology.

Player choices:

1. On it sir.
2. What about the scouts?
3. Where?
4. Usefulness?

1. On it sir.

(Answering, subordinate)

Player: I'll get right on it sir!

(Militaristic)

Maxson: Good. I have some more information for you before you go.

2. What about the scouts?

(Concerned, questioning)

Player: What about the scouts? Couldn't they have gotten the plans? They must have gotten pretty close to get that much information.

(Informative, withholding)

Maxson: The scouts ran into a little...difficulty when exploring the building.

3. Where?

(Questioning, neutral)

Player: Where is the building at?

(Informative, neutral)

Maxson: By the Charles river in the heart of the commonwealth. Seems like they were doing some experiments on the river's water.

(Return to last player choice)

4. Usefulness

(Questioning, uncertain)

Player: Is that kind of technology useful to us? Seems like something the citizens could use more than the brotherhood.

(Matter of fact, slightly upset)

Maxson: We can't let the people or the institute get this kind of technology. Who knows what they could use it for.

Choices 1, 2, and 4:

(informative, neutral)

Maxson: There was a slight problem with the scout's mission. As soon as they found the information, they were attacked by ghouls. Only one of the scouts was able to get out and tell us what happened. So you should go in expecting to deal with a large number of ghouls.

Player choice:

1. I can handle it
2. Time to prepare
3. No way
4. How many?

1. I can handle it

(Heroic, proud)

Player: I can handle some ghouls. I'll get the information before they even know I'm there.

(Pop back to the open world)

(Ordering, hopeful)

Maxson: That's good to hear knight. Make sure you get the plans before anyone else. Ad Victoriam.

2. Time to prepare

(concerned)

Player: I need some more time to prepare before I can handle that kind of problem.

(Pop back to the open world)

(Ordering)

Maxson: Alright. Take a little time. Just make sure you get the plans before anyone else.

(Return to the last choice if the player reengages Maxson)

3. No way

(Scared, rejecting)

Player: No way am I doing this if it wiped an entire squad of scouts.

(Pop back to the open world.)

(Upset, angry)

Maxson: Sorry to hear that knight. Come talk to me once you realize your duty.

(Return to last player choice if the player reengages Maxson)

4. How many?

(Questioning, seeking information)

Player: Was the scout able to tell you how many I should expect?

(Neutral, informative)

Maxson: They weren't able to say anything specific. I would expect at least 20 or so with some especially strong ones.

(Return to last choice)

(Update the player's quest to get the holotape with the technology)

If the player talks to Father:

(Welcoming, inquisitive)

Father: I heard that certain interested parties have you on the hunt for a certain piece of technology.

Player choice:

1. Must be mistaken
2. Yes
3. Maybe
4. Where did you hear that?

1. Must be mistaken

(Dismissive, straight faced)

Player: You must be mistaken. No one has asked me about any technology.

(Charisma skill check)

(Skill check succeeded)

(Questioning, disbelief)

Father: Really? I guess my sources must have been wrong. I'll let you be on your way then.

(Pop back to open world. Ignore any negative side effects for picking brotherhood or minutemen in this mission.)

(Skill check failed)

(Questioning, unfazed)

Father: Really? I've heard about this from several sources. Are you sure no one asked you to find anything?

(Return to last player choice)

2. Yes

(Informative, direct)

Player: Yes, I'm looking for a piece of technology in an old CIT building. I've heard that it had something to do with obtaining fresh water.

(looking down on, accepting information)

Father: Good to see you so forthcoming.

3. Maybe

(Roundabout)

Player: Maybe. Someone might have mentioned something about new technology. What do you care?

(Direct, slightly commanding)

Father: The institute is interested in all technology. Especially that which comes from our pre-war research.

4. Where did you hear that?

(Questioning, avoiding)

Player: Who told you anything like that?

(Indirect, pressuring)

Father: The institute has its ways. We hear about everything that goes on in the commonwealth. Even among the ranks of the other major groups.

(Return to last player choice)

Choice 2 or 3:

(Roundabout, offering)

Father: I'm sure you can understand why hearing about this might concern us. We can't just let anyone in the institute do whatever they want, especially with tech that is rightfully ours. I'm sure you can understand. As such, I have an idea of what you can do to address the situation. Why don't you just tell everyone that the plans were destroyed? That way, we maintain control over our technology, you don't have to risk your life, and no one is any wiser.

Player choice:

1. Good of the people?
2. Saves me the hassle
3. For the institute
4. Can't do that

1. Good of the people?

(Questioning, upset)

Player: What about the good of the people of the commonwealth? Couldn't this technology make their lives better.

(Distant, unconcerned)

Father: That's none of my concern. After all, this technology will be freely available to them once they decide to join us.

2. Saves me the hassle

(Aloof, arrogant)

Player: Fine with me. That saves the hassle of having to deal with all those ghouls.

3. For the institute

(Agreeing, subservient)

Player: If it's for the good of the institute, I'm on board. I'll make sure no finds that data.

4. Can't do that

(Rejecting)

Player: I can't do that. This technology could be very useful in the hands of the commonwealth.

Choices 2 or 3:

(Pleased)

Father: Glad to hear you agree. Let me know when this matter is settled and we can move onto to more pressing issues.

(Pop back to the open world)

(Updated quest to show the option of lying to both Maxson and Preston)

Choices 1 or 4:

(Upset)

Father: I'm sorry to hear you feel that way. I'll give you some time to think about it. Let me know if you change your mind.

(Pop back to open world)

(Go back to last player choice if the player re-engages)

The player can then choose to go fight their way through the CIT environmental sciences building to get the holotape or lie to both Maxson and Preston. If they decide to get the holotape, the quest will update to show Preston and/or Maxson as possible people to deliver it to depending on who they talked to.

Talking to Preston before getting the holotape:

(Hopeful, questioning)

Preston: Did you find the information?

Player choice:

1. Where?
2. Why?
3. It wasn't there
4. Not yet

1. Where?

(Questioning, lost)

Player: Where was this information supposed to be again?

(Slightly annoyed)

Preston: At an old CIT building down by the river. The trader said they found it in an old terminal before the ghouls chased them out.

(Return to last player choice)

2. Why?

(Questioning, lost)

Player: Why do we need this again?

(Slightly annoyed)

Preston: The trader mentioned that the found plans for technology dealing with clean water. This could be very valuable to people of the commonwealth. We need to make sure we get this information first and use it to help them.

(Return to last player choice)

3. It wasn't there

(Charisma skill check)

(Apologetic)

Player: Sorry Preston. I scoured that building from top to bottom but didn't find anything. That trader must have been mistaken.

(Skill pass)

(Upset, questioning)

Preston: Really? I was sure this trader was truthful. Maybe something happened to it before you arrived. Either way we can't do much to change it. I'm sure this is a great loss to the people but we'll make do. We always have.

(Pop back to open world)

(Negate any negative effects from the Minutemen for choosing a different ending)

(Skill fail)

(Questioning, disbelief)

Preston: Are you sure? This trader has always been right before. Are you sure you didn't just miss something? This could be very important for the citizens.

(Return to last player choice)

4. Not yet (Automatic choice if the player doesn't have the holotape and hasn't talked to Father)

(Neutral)

Player: Not yet. But there are still a couple areas I can check.

(Neutral, pressing)

Preston. OK. Please be thorough. This could be very good for the commonwealth.

(Pop back to open world)

Talking to Preston after getting the holotape:

(Hopeful, questioning)

Preston: Did you find the information?

Player choice:

1. Right here
2. Better have been worth it
3. It wasn't there
4. Not yet

1. Right here

(Heroic)

Player: I've got it right here. I hope this is as helpful as you expected.

2. Better have been worth it

(Aloof, aggressive)

Player: Wasn't easy getting it from those monsters. This had better be as useful as you made it sound.

(Confident)

Preston: I'm sure this will prove invaluable once we get it looked at.

3. It wasn't there

(Charisma skill check)

(Apologetic)

Player: Sorry Preston. I scoured that building from top to bottom but didn't find anything. That trader must have been mistaken.

(Skill pass)

(Upset, questioning)

Preston: Really? I was sure this trader was truthful. Maybe something happened to it before you arrived. Either way we can't do much to change it. I'm sure this is a great loss to the people but we'll make do. We always have.

(Pop back to open world)

(Negate any negative effects from the Minutemen for choosing a different ending)

(Skill fail)

(Questioning, disbelief)

Preston: Are you sure? This trader has always been right before. Are you sure you didn't just miss something? This could be very important for the citizens.

(Return to last player choice)

4. Not yet

(Neutral)

Player: Not yet. But there are still a couple areas I can check.

(Neutral, pressing)

Preston. OK. Please be thorough. This could be very good for the commonwealth.

(Pop back to open world)

Choice 1 or 2:

(Grateful)

Preston: Thank you General! I'll get this right to Sturges. I'm sure he'll be able to decipher it immediately.

(Pop back to open world)

(Finish quest. Increase reputation with Minutemen. Hurt reputation with Brotherhood and Institute. Unlock a new type of ultraviolet water collector for settlements)

Talking to Maxson before getting the holotape:

(Questioning, authoritative)

Maxson: Did you find that information yet?

Player choice:

1. Where?
2. Why?
3. It wasn't there
4. Not yet

1. Where?

(Questioning, lost)

Player: Where was I supposed to find this again?

(Slightly annoyed, authoritative)

Maxson: There is supposed to be an old CIT building down by the river. Our scouts found the information on an old terminal right before the ghouls wiped them out. Can you remember that, knight?

2. Why?

(Questioning, lost)

Player: Sir, why do we even want this information?

(Annoyed, upset)

Maxson: We want this information because we can't leave it in the hands of the citizens. Whose knows what they could do with it. This could also be a valuable piece of intel we can take right from under the institute's nose. We can't pass up this opportunity. Is that good enough for you knight?

3. It wasn't there

(Charisma skill check)

(Apologetic)

Player: Sorry Sir. I scoured that building from top to bottom but found nothing. No terminal and no information on any institute technology.

(Skill check pass)

(Upset, annoyed)

Maxson: Are you certain? This information cost our scout's lives. I would hate to think all that was in vain. However, if that is how it is that we can't do much to change it. Good job investigating knight.

(Pop back to open world)

(Negate any negative effects from the brotherhood for selecting a different option for the quest)

(Skill check fail)

(Upset, unconvinced)

Maxson: Our scouts wouldn't have wasted their lives on incorrect information. It must be there. Go back and look in every nook and cranny again.

(Return to last player choice)

4. Not yet

(Default option if player hasn't talked to Father yet)

(Neutral)

Player: I haven't had the chance to look for it yet, sir.

(Ordering)

Maxson: Well, get on it knight. It's very important we get this before anyone else has a chance. Especially the institute.

(Pop back to open world)

Talking to Maxson after getting the holotape:

(Questioning, authoritative)

Maxson: Did you find that information yet?

Player choice:

1. Right here
2. That was a pain
3. It wasn't there
4. Not yet

1. Right here

(Direct, following orders)

Player: I've got it right here sir. It was right where the scouts said it would be.

2. That was a pain

(Annoyed, insubordinate)

Player: I've got it. It was pain to get though.

3. It wasn't there

(Charisma skill check)

(Apologetic)

Player: Sorry Sir. I scoured that building from top to bottom but found nothing. No terminal and no information on any institute technology.

(Skill check pass)

(Upset, annoyed)

Maxson: Are you certain? This information cost our scout's lives. I would hate to think all that was in vain. However, if that is how it is that we can't do much to change it. Good job investigating knight.

(Pop back to open world)

(Negate any negative effects from the brotherhood for selecting a different option for the quest)

(Skill check fail)

(Upset, unconvinced)

Maxson: Our scouts wouldn't have wasted their lives on incorrect information. It must be there. Go back and look in every nook and cranny again.

(Return to last player choice)

4. Not yet

(Neutral)

Player: I haven't had the chance to look for it yet, sir.

(Ordering)

Maxson: Well, get on it knight. It's very important we get this before anyone else has a chance. Especially the institute.

(Pop back to open world)

Choice 1 or 2:

(Slightly happy, straight faced)

Maxson: Good to know the scouts didn't waste their lives. I'll pass this onto the scribes. I'm sure they'll be able to figure out the information on it and we can figure out whether or not it will be useful to us.

(Pop back to open world)

(Finish quest. Increase reputation with the brotherhood. Hurt reputation with Minutemen and institute. Unlock a power armor upgrade to increase resistance to energy attacks.)

Return to Father after convincing both the Brotherhood and the Minutemen that the information is lost:

(Neutral, questioning)

Father: Have you convinced the people to give up on their search?

Player choice:

1. Yes
2. It's lost
3. Fooled them
4. No

1. Yes

(Informative)

Player: Yes. They'll no longer be looking for the technology.

(Happy)

Father: Good. They should no longer be an issue then.

2. It's lost

(Informative, dismissive)

Player: I convinced them that the information wasn't there. They should have given up their search.

(Happy)

Father: Good. That should keep them from finding it even if they decide to keep looking.

3. Fooled them

(Dismissive of the commonwealth)

Player: I fooled them into thinking there is no technology. They should no longer be an issue.

4. No

(Apologetic)

Player: No. I haven't been able to convince them to give up yet. It should only be a matter of time though.

(Neutral, pressing)

Father: Make sure they give up. We can't risk them snooping around and finding it themselves.

(Pop back to open world)

Choice 1, 2, or 3:

(Happy, grateful)

Father: Thank you for your help. We'll send an agent there to make sure no one ever finds that information. It would be bad if someone stumbled upon it and started spreading it. They'll get access to our knowledge once they decide to join.

(Pop back to open world)

(Finish quest. Increase reputation with Institute.)

