

TOmS - Bounty Quest Contest Template & Example

[Template](#)
[Example Quest](#)

Template

Quest Name

Name

Table of Contents

[Characters](#)

[Locations](#)

[Quest Steps](#)

[Receiving the quest](#)

[Details/Description/Additional Info](#)

[Finding the target](#)

[Details/Description/Additional Info](#)

[Deal with the target](#)

[Details/Description/Additional Info](#)

[Finish the quest](#)

[Details/Description/Additional Info](#)

[Rewards](#)

[Details/Description/Additional Info](#)

Characters

- Character 1 (Role)
 - Race
 - TBA
 - Description
 - TBA
 - Cutie mark
 - TBA
 - Mane/Tail/Body Color & Design
 - TBA
 - Apparel/Equipment
 - TBA

Locations

- Location 1 (Role)
 - Description
- Location 2
 - Description
 - Sublocation 1 (Role)
 - Description
 - Sublocation 2 (Role)
 - Description

Quest Steps

Receiving the quest

1. Step 1

Details/Description/Additional Info

TBA

Finding the target

1. Step 1
2. Step 2
 - a. Step 2a
 1. Step 2a.1
 - b. Step 2b
2. Step 3
 1. Step 3.1

Details/Description/Additional Info

TBA

Deal with the target

- a. Step 1a
 1. Step 1a.1
- b. Step 1b

Details/Description/Additional Info

TBA

Finish the quest

1. Step 1
2. Step 2

Details/Description/Additional Info

TBA

Rewards

A. Reward A Conditions

- Reward

B. Reward B Condition

- Reward

Details/Description/Additional Info

None

Example Quest

NOTE: This quest is only written as an example for a possible contest entry, and may or may not appear in the game. The quest is unfinished and is missing some details, and it is highly recommended for the submissions to have all of the proper information filled in. You can add/remove steps as you feel fit, as long as it is a solid quest with all of the necessary information required to complete any and all parts of it.

Quest Name

I, Friendship

Table of Contents

[Characters](#)

[Groups/Factions](#)

[Locations](#)

[Quest Steps](#)

[Receiving the quest](#)

[Details/Description/Additional Info](#)

[Finding the target](#)

[Details/Description/Additional Info](#)

[Deal with the target](#)

[Details/Description/Additional Info](#)

[Finish the quest](#)

[Details/Description/Additional Info](#)

[Rewards/Consequences](#)

[Details/Description/Additional Info](#)

Characters

- - Race
 -
 - Description
 -
- Dinkle Bot (Quest Giver)
 - Race
 - Protectapony
 - Gender
 - His voice can be either male or female
 - Description
 - He is protectapony in the town of Friendship City. He looks like a typical protectapony, however speaks in a overly enthusiastic patriotic voice. E.g. “Hello Citizen! Are you enjoying your friendship? I know I am!”
 - Cutie mark
 - N/A
 - Mane/Tail/Body Color & Design
 - N/A
 - Apparel/Equipment
 - N/A
-
- Door Ajar (Target)
 - Race
 - Earth Pony
 - Gender
 - Male, Adult
 - Description
 - Leader of a small gang called Jackrabbit Slims
 - Cutie mark
 - A rabbit skull with a lit cigarette in the mouth
 - Mane/Tail/Body Color & Design
 - His head is completely shaved and is covered in a hockey mask.
 - His tail is short and stubby and the color dark red.
 - His body is slightly larger than normal and a deep green color.
 - Apparel/Equipment
 - Jackrabbit Slims outfit
 - 10mm Pistol

Groups/Factions

- Jackrabbit Slims

- Location
 - Friendship City Slums
- Description
 - Your seemingly typical gang of misfits who antagonize the slums for more easy living.
 - They have an “understanding” with the Friendship City security, namely getting a lot of their less serious crimes/questionable activities ignored in exchange of the gang handling the more dangerous supply/scavenging runs, and other unpleasant tasks.

Locations

- Friendship City
 - Description: As described in the original story of Fallout Equestria
 - Center/Proper (Quest Start Location)
 - Description: As described in the original story of Fallout Equestria
 - Slums (Target Location)
 - Description: Poorer part of Friendship City, located behind the tower, at and around the base of it.

Quest Steps

Receiving the quest

1. Locate and talk to Dinkle Bot

Details/Description/Additional Info

You can find Dinkle Bot in Friendship City. When you talk to him, you quickly figure out his life purpose is to spread friendship, which leads the player to learning that is why he after long travels settled in Friendship City, “the friendliest place on Equestria”.

Dinkle tells you there is an unfriendly pony that does not believe in the spirit of friendship. He believes the only way to make sure the friendship will prevail is to remove him from the equation.

Finding the target

1. Find the leader of the gang (Door Ajar) antagonising the slums.
2. Locate and get in the hideout
 - a. Gain a Jackrabbit Slims gang uniform
 1. Infiltrate the gang hideout
 - b. Go in without a uniform
 1. Gang members inside the hideout will force you in dialogue, telling you to leave. If you refuse, all of them will turn hostile to you.

Details/Description/Additional Info

You can gain a gang uniform by killing one of their members silently and without being seen. If you get seen killing the gang member you took the uniform from, entering the hideout will have the same effect as if going in without uniform. In this event the pony talking to you will have some unique dialogue referencing your actions, demanding you to leave before they return the favor.

Deal with the target

- a. Kill Ajar in open combat
- b. Kill Ajar in stealth

Details/Description/Additional Info

If you try to kill Ajar in open combat, or get seen killing him, the rest of the gang will turn hostile to you.

Finish the quest

1. Cut the head off Ajar and turn it to Dinkle Bot

Details/Description/Additional Info

Due to Dinkle Bot's recognition software and capabilities, the condition of the head does not affect the reward.

Rewards/Consequences

- A. If you kill Ajar without anyone seeing you
 - 2000 Caps
 - Killing Ajar without anyone seeing you do it will make the rest of the gang members suspicious of one another, and leaves them without a leader and common goal. After a few days of ingame time there will be next to none gang members wandering in the slums of Friendship City.
 - Talking to the leader of Friendship City security and revealing what you did will gain you additional 100 Reputation with Friendship City
- B. If you kill Ajar in open combat
 - -100 Reputation lost with Friendship City
 - 1000 Caps
 - Killing Ajar in open combat with other gang members seeing the player do it will make the gang members hostile against the player when encountered in the future, regardless of whether the player killed everyone else in the hideout. The number of gang members will decrease slightly over the next few ingame days, but will stay at around 50% of their original strength.

Details/Description/Additional Info

None