

Excerpt from Sovereign Syndicate: an alternate reality/Victorian Era RPG.

→ Player Initiates Conversation

→ New Text Node

✗ Conversation Ends

{ } Indicates a definition of the word was requested and present within the game's glossary.  
Added here as google document notes.

Screenshot of original conversation within Celtx Gem can be found [at the end of this document](#)

// Author/Implementor notes

## CH5 - Palladium - Calvin Quill

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**//Player left the conversation early.** Leads back to ""That's enough of *that* for today." and ""How deep in your drinks are you, Calvin?" choice branch.

[COND]Variable["claTalksToCalvinCH5"] == true and Variable["claResolvesCalvinCH5"] ~= true

CALVIN QUILL

"Couldn't stay away? Can't say I'm surprised."

→

//Player returns after conversation is resolved.

[COND]Variable["claTalksToCalvinCH5"] == true and Variable["claResolvesCalvinCH5"] == true

GRACE

He's mumbling into his highball glass. Best not to disturb him.

→

**//First player entry**

[COND]Variable["claTalksToCalvinCH5"] ~= true and Variable["claResolvesCalvinCH5"] ~= true

[SCRIPT]Variable["claTalksToCalvinCH5"] = true

CALVIN QUILL

"Ah! My imperious neighbour! My connatural cohort, who endures alongside me in that house of vice and misery!"

CLARA REED

"I knew you long before we moved to the {Bell Jar}, Calvin dear."

CALVIN QUILL

"Can not a man wax poetic on his lot? Don't tell me even you've turned sycophant, my adversary! Ms Clara Reed! What a shame!"

//player gets two options



//option 1

CLARA REED

"That's enough of *that* for today. Be safe, Calvin."



//option 2

CLARA REED

"How deep in your drinks are you, Calvin? It's a {titch} early to be chasing {the green fairy}.

CALVIN QUILL

"I'm not inebriated, Clara! Merely miserable."

//player has two options



//option 1

CLARA REED

"Perhaps we should discuss something lighter then? Lift your spirits. Have you seen Tessica's latest work?"



[SCRIPT]Variable["claResolvesCalvinCH5"] = true

CALVIN QUILL

"Of course I'm familiar with my darling Tessica's work! They are marvellous, are they not? Her soul holds all the blessings of {Clio} come to earth. Her form is as regal and flexible as a willow bough."

CLARA REED

"I can corroborate that last part, at least."

INTUITION

He is glaring at me, but it is a glare of being one upped, not genuine malice.

CALVIN QUILL

"For any failings of yours, Clara, you do at least possess an impeccable understanding of the principles of the {aesthete}."

CLARA REED

"I suppose it says something about me that I might earn such compliments from you of all people, Calvin."

CALVIN QUILL

"You did manage to distract me for a short while, Ms Reed. Some thanks are in order."

CLARA REED

"Any time, Calvin dear."



//option 2

[SEQ]SkillCheckTarot(Grace, Medium);

//player makes a skill check if choosing this node



//player fails skill check

[SCRIPT]Variable["claResolvesCalvinCH5"] = true

CLARA REED

"Calvin, I haven't the time for a proper {chaff} I'm afraid. May I at least ask why?"

CALVIN QUILL

"Whatever is the point? My gifts, my virtues are anathema to success! Name for me any great artist who was content with their lot! Simply leave me to my drink! Resign me to the murk and tribulations of my self-made hell!"

CLARA REED

"If that's what you'd like."

CALVIN QUILL

"Ah, and if you're feeling kind, might you inform Souri that there is a draft in the halls? It was atrociously chilly in my room last night."

CLARA REED

"I could loan you my quilt. Garish thing covered in little {bluebonnets} that a client bought for me at market."

CALVIN QUILL

"Terribly kind of you, Clara. Terribly."

CLARA REED

"Be well, Calvin."

CALVIN QUILL

"And you!"



//player passes skill check

CLARA REED

"Calvin dear, I haven't the time for a proper {chaff} I'm afraid. May I at least ask why?"

CALVIN QUILL

"It's those disreputable misers that make their home round {St. Paul's}!"

CLARA REED

"Publishing woes?"

CALVIN QUILL

"Indeed. Am I destined to confine myself to the affront of a pseudonym? To persevere in the annals of history only by way of an echo, or else a false personhood?"

SELF-IMAGE

Clem has left the bottle on his table. He pours himself a glass, places a cube of sugar on his slotted spoon, and glares at it as the drip of ice water melts it slowly into the spirits below.

CALVIN QUILL

"One might have thought he'd have left such indignities as the misapplication of names and false titles behind by this point."

INTUITION

For all his pomp, I know his affront to this topic is genuine. I would not question his anger here.

CLARA REED

"Calvin, for everything you are, you are indeed a good poet. It's a rotten lot, but even I believe you should keep at it. We achieve nothing by turning our backs to the world, eh?"

CALVIN QUILL

"Nothing save the peace and the respite from injustice we crave."

GRACE

He does not spit on the ground to underline his point, but it's a close thing. The peacock.

//player has two options



//option 1

[SCRIPT]Variable["claResolvesCalvinCH5"] = true

CLARA REED

"Be well, Calvin. I'll pop by later if I have the time."



//option 2

CLARA REED

"Perhaps a lighter topic? Have you seen Tessica's latest works?"

//leads into same dialogue as above ("Of course I'm familiar with my darling Tessica's latest endeavors!")



Screenshot of conversation tree in *Celtx Gem* software:

