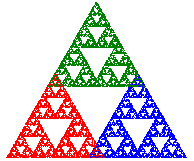
So my goal for the plot is to have it look something like this.



Where it starts with a single point, immediately forks into a couple paths, and then contains completely dissimilar content near the end. One path might go

Character Creation: Bragg has military training. He can spot inefficiencies and rapidly fix chain-of-command problems, but he comes across as cold and hierarchy-minded to civilians.

Act 1: Bragg meets everybody, and commands the counterattack on Flare.

Act 2: Bragg decides to interrogate flare personally, and she attacks him. [His military training allows him to survive, and Flare is killed.]

Act 3: Bragg commands the next op from the hospital, and discovers that Flare was set up by the puppetmaster in Barrio Azteca. [He spots that logistics officer Saito is completely incompetent.] He organizes a strike team to capture xenohuman gang members.

Act 4: [His lack of people skills blows up, as one of his underlings gives an interview calling him a boorish twat. Major internal reshuffling.] He deploys the strike team, intercepting a robbery from the Aztecas.

Act 5: {The Aztecas are now locked in as the major enemy in this arc.} Even news reports acknowledge that Aztecas have taken over the cartels. Bragg is under pressure to prevent a criminal monopoly. He prepares a final stroke, [a decapitation strike for Azteca leadership, or something].

Cool, I think we should just start mapping each act then? In person would be better yo.

Yep! This sort of needs special software just to map it out. And… guh, this thing is huge.

Okay, what’s a variable versus an arc.

Bragg’s skills, advantages, disadvantages, those are all variables. Which xenohumans you choose for the roster are variables.

So what we actually need to plot are all the arcs, their forks, and the skill checks that decide them.   
Yes. That will be the second hardest-part of this. I think I am willing to friendsource much of the plot; calling doug in etc.   
  
So… maybe the gangs they DON’T go after get stronger? Like, in Act two they shout MOTHERLAND and attack the Aztecas, and the power balance shakes out after that where the Deathwise move in, or something.   
  
Also, “Deathwise”. Doesn’t feel right. [But I’m all over the place. let’s write villain gangs.]

“The Pact?” [I like it]  
Ok, Goals of each. (We’re done? We can brainstorm two more.)

Aztecas (with new roster, not just the player roster)  
Corporate group (meh, these are kinda like a cross between the elite and not?)

Artemis’ gang from Miami (really sympathetic poor people.)

\*The Elite (With Alabaster but not Harem. I want her reskinned as, say, Retinue, and available as an XEU hero.)

\*The Militia (sovereign citizens) -- DutyBound go after the Dea  
\*Deathwise (Their ending is fighting a Tyrant, baby tyrant? ) -- (Maybe? Seems a much much bigger scale than everything else. I thought about it and am ok with fighting a Tyrant.)   
not sure where to go with that. but political.

\*U Lovac

Bloodbath, thrill killers that are mobile, they travel the world killing interesting people in interesting places. ()  
Duty-bound (hunting other xenos)   
  
Hmm, So I think there is a legit junction point in act 2 where all the names of the gangs is ploped down and you have your Aid/warrior/whatever ask. Ok boss, which group are we going to focus on first? then we launch into (yeah, you can dress it up, but they player focuses on one at a time or chooses not to in which case we have a auto chosen path for how the story progresses)

Yeah. U Lovac should be a mid arc show up. Now the fun part will be maybe mapping it so certain gangs each the others. U lovac consumes the deathwise if you hurt them but not kill them all. ect. Aztecas grow to power at the exspense of Artemis Gang if we ignore both. The milita and Duty-bound join forces if another gang gets too powerful. I think we just need 2 hours and a few cups of coffee to map it.you free?  
  
Your xenohumans. If they win, they collect your people, quietly take over the other gangs, and you become a figurehead with no power. Possibly mind-controlled.

Oh, sure, we just make act four branchy

I have a horrible thing I want: I want to be able to cross paths in act 4 or so.

Like… you can kerjigger down to a different path with weird choices, in act 4.

I may be getting out of class. Let me check Marmar stuff.   
I am on phone henceforth; computer POWER OFF  
  
I have a whiteboard, but I think it’ll take longer than 2.   
  
Still in class.   
  
Yes. We may need to play ~6 games of dnd to break this down.   
  
Yeah.   
Yeah. Some gangs arrive halfway through.   
  
That’s a little clunky, but yes.   
  
So it’ll be,  
  
“Boss, the gangs we currently have in the city are  
Militia,   
Artemis’ gang  
Deathwise  
[lol idk Elite]”

And if they ignore the Deathwise, they’re more likely to be on a Deathwise path, for HELLA destruction.   
  
We’ve just made like 8 antagonist groups. What really?   
  
I wasn’t gonna finalize until terminus of 4. (It’s arbitrary, at this point. )   
Yes.

1 is basically the same for every playthrough.   
2 is almost the same for every playthrough, near the end it begins to fork.   
3 is one of two big paths, and at the end it forks.

4 has four paths in it, and those become 8, like our number of enemy gangs.

5 can keep going, actually, without really forking much.

6 is go time, terminates in, like, 3 endings per path?

That’s a fuck ton. And 5 could use more action.   
Nono, say your thing too.   
  
Two groups that are kind of similar: U Lovac, and the Duty-Bound-Knights-Of-Purity.   
  
U Lovac: Sort of assassins, operating outside the law and targeting particular xenohumans (someone on the XEU roster.)

DBKOP: KILL ALL XENOS. We have xenos, and that’s ok. KILL ALL XENOS. “And the blacks!”  
“Dammit shut up Lonnie”

Prefab “ISN’T A TINKER”. Everyone in the gang agrees that he’s not a tinker. He totally is.

Honestly, I’d like more than 3, too. 5? 5 could be ok.   
  
Oh, terminal branches on the tree, killing PLAYER in act 2?   
  
Agreed. “simple”

How many endings did you have in mind. (Cause I was thinking… 20)

naw dog. like 20 endings. that’s… that’s my vision.

I acknowledge that this is a fuckload.   
  
“I am fine with this taking a year.”   
  
In class until like 5:30, then Marika until like 8, then DnD. WIth you

I know.

Sure, a couple different plans are available, depending on their background.

Hang on, let me do this more completely. There’ll be subchoices within the choices, like

1. Charge
2. Artillery the fuckers
3. Stranglehold on territory.
4. Vetinari-style soft power. (I know all your names, by the way.)