**Agenda:**

* What information we want to put on setting documents and clarify what that information should be

To Do:

* Compile list of roles that are being discussed / fleshed out - pull from notes from past couple meeting notes
* List of plots
* Start Religions bluesheets (after set up on LaTeX)
* Start Nations bluesheets (after set up on LaTeX)
  + Decide by next meeting if have enough info to complete documents - draft beginning of documents and identify holes / where needs further discussion
* World map / continent map - Kelsey / Amanda (due Dec, 2019)

Meeting Minutes

* How to write the documents
  + Annotate - put placeholders in doc for where to update bluesheets / etc if changes are made
  + Command: To-do in Game Tech
    - Does not show up on final printed pages
    - Could put GM only with To-Do in front of but shows up on electronic copies
    - Downsides
      * Do not end up with one document to go check - GM notes scattered throughout all of game…
      * Accidentally miss a command and hand the universe our GM notes
* GM Documents - write starting this month, do this and next month
  + Try to draft something - will allow us to see what we’re missing
  + If it involves another faction that someone else is writing - check with the rest of the group first
  + If ancient history - can make it up first if you want
* Faction Blue Sheet
  + Form of government
    - Names of major players
  + School attendees
    - Kids
    - Representatives
  + Economy
    - Trade
    - Major industries
  + Politics/International relations
    - Relations with the other nations
  + Religious or moral principles
    - Consequences
    - Do people
  + Unusual biological features (if any)
  + Brief History of the country
    - History of when the storm has hit your nation, and what that changed for your nation each time.
      * Separate document for the whole game that just has the timeline
  + Educational system
  + Technology
  + Geography
  + Cultural foods
  + Sexuality and Relationships
    - Will they be different? The same between the nations?
  + Cultural taboos / social norms
    - Leave parts of it up to players
    - Frameworks for things that players should know
  + Costuming Related Items
    - Ie: perhaps farming country embraces hobbit / LOTR type style
  + Magic
    - How does it impact your nation
    - How does it work differently in your nation
    - DO YOU EAT PAPER???
* Ideas
  + Hemaphroditic? Eggs?
  + Player using “holiday” to swap places
    - Best friend stays (who cannot vote) so that sibling can go to a different country to elope / be with their person
* Timeline of Storms
  + Storms - hit every 3 years
  + Is everyone there, everyone who is part of the school? Or are there other students there?
    - More than the players, but they’re off on “Holiday” - getting sent home to spend time with family in case they get blown up by a storm that your classmates are going to be picking
    - NPCs that aren’t present that players may have close personal ties with
  + College - 3 year education
    - Non-royalty - must be smart enough, talented enough, have enough magic
    - Royalty - automatically get to go
    - Some people pay to go, some people get in based on connections
    - Some are voting as freshmen, some as older
  + Storm Hit These Locations starting with present year:
    - Present year - happening, don’t know where
    - T-3: Vikings
    - T-6: Vikings (was Technocracy’s turn)
    - T-9: Agrarian
    - T-12:Vikings
    - T-15:Technocracy
    - T-18: Agrarian
    - T-21: Vikings
    - T-24: Technocracy
    - T-27: Agrarian
    - T-30: Vikings
    - T-33: Technocracy
    - Previous - random or whatever politicking at the time, don’t know yet, or even same cycle but broken occasionally
  + Vikings - threatening to stop protecting from sea serpents / dragons unless appeased
  + What did that fallout look like for the set of kids that were convinced to vote that way
    - Technocracy - heros
    - Vikings - stuck, couldn’t do anything
      * One of vikings murdered, removing vote
      * People who did that betrayal are the older siblings or cousins of current batch of children?
      * **Need a character who is driving this investigation**
      * Teachers / advisors would have been there - what if half of the faculty didn’t believe it was an accident but someone who is new now is going to have information that allows them to put that together
    - Agrarian - ?
  + Magic
    - Vikings
      * Magic to deal with monsters, possibly to build / keep ships (why nations can’t just build ships of their own)
      * Using more subtle magic, may not be aware of it
      * Faction may start as “we don’t need magic” but one or two people start researching, find out might not be so OK
      * Chubacabra - why don’t all of them jump on
        + Has to be more than traditionalist
        + Family that is in charge because have lots of magic is invested in magic not going away
        + Perhaps one of them has theory that ships go faster because magic - will go do research to prove it
        + A Viking kid who wants to go to school might run to go to school to prove / disprove thesis
      * Vikings initially sympathetic to Chubacabras but then backpedal
      * Probably looking to elect kids who will try to break up deal between Agrarian and Technocracy
      * How often do elections happen? Annually as turn 18 (17-year-olds get to campaign for this)
    - Agrarians
      * Benevolent dictatorship w/ Feudal system - just because you love Queen Victoria, you may not love your overlord. Only the overlords have land, but nobody else does - they just work the land and don’t take much home at the end of the day because bills (rent, etc)
      * If kid has incredible abilities and in very good standing with overlord, overlord may sponsor them to go to the school
      * People who are frustrated are likely to break the law or break the religion
        + ANGST - the kid at a very young age is spotted with incredible magic talent, lord adopts kid into household (caretaker / benefactor), parents (lowly farmworkers) parcel of land sold to neighboring lord so no further ability for child to contact birth parents but child taken away between 4 - 6 years so remember being poor farming child with 16 other children and not enough food to go around no privacy, but now in the lap of luxury and owe lord everything regardless of what things about morals.
        + Illusion of power but not actual power, can’t actually lift up other farmworkers, etc
      * What does magic look like - generally people in power
      * Farmworkers have very little magic, just do manual labor
      * Overload comes down every spring to push magic under the earth to make the seeds sprout, wife heals the workers
        + Ability for very obvious visual - kid planted the seed in a pot and poked the soil and it sprouted, or someone injured in farming accident and lays on hands
      * Benevolent dictator is ensuring that overlords do their job every spring, maintain decent conditions for serfs, etc, X amount of people per farm lands
      * Some lords may be decent, some horrific, some wonderful - dependent on individuals
      * Seeds would sprout without overlord, but producing 2 - 3x as much as should be able to, stripping lands of their nutrients - make every plant be pest free, every seed sprout, every fruit great, etc etc. Magic only thing allowing them to produce at scale that they’re doing
      * If didn’t have magic - mass starvation (land is worn out - dust bowl) Also have outgrown capacity
      * Could demonstrate dust bowl effect - know of this farm where there was an uprising and overlord was killed and didn’t have magic and turned into a dust bowl within a year or two and no other overlords would take them because of the uprising
    - Mageocracy / Technocracy
      * Religious mageocracy- church is regulating use of magic / technology use / limitations, government bows to religion but government makes day to day policy / economics / etc
      * If brilliant inventor and couldn’t do what wanted because of religions rules, might sacrifice goats
      * Corporation - government is a corporation, board of directions is old families that have control over useful trades / patents / etc (wealthy) and appoint equivalent of CEO and middle managers
      * Oligarchy w/ reigning technocrats who elect every decade / etc who will be the arbiter of tied votes (Prime Minister) but otherwise the council makes the decisions for the country. Trying to spin it as a representative democracy but may not actually be what happened / why in charge. Should have healthy dose of nepotism because that’s how companies work
      * Some got into power because access to geothermal vents, some have early genus, some imbedded in religion very strongly, some very popular and have following / can do marketing
      * Do not say it’s run by a company (or players will think it is evil)
      * Technology is heavily magical - have steampunk because good magicians
      * Hierarchy
        + People who are good at inventory → would go very far (good at ensuring enough light crystals, etc)
        + Inventor vs magician vs magician inventor
      * Wonders
        + Magician imbues item with power, now nonmagical person can use it
        + Ie: light bulbs, microwaves, etc
      * CAPITALISM
      * Special emphasis on people who can advance, people who can use their abilities for society - “Technists” / Inventor / “Sparks”
      * Where do they get their money? Doing jobs - manufacturing railway parts / other parts that are then enchanted by people who can do that. Small goods producers who sell goods to society for wage / piecemeal money and then spend money mostly on technology from higher ups (carpenter builds house, buys smart phone)
      * Food inexpensive because comes from Agrarians
      * Clothes - mix, status symbol
        + Loom woven - working class
        + Clothes magically imbued, plastic synth / etc - high class
        + Have people on the bottom going “Oh my God I need those Lulu Lemon pants so can look like I’ve arrived even though I’m broke”
      * Have clothes and cosmetics and etc etc etc
      * Universal health care, guaranteed basic income - everyone is happy with technocracy even if can’t move up in it → secure
        + A lot to lose for these people if get hit by these storms
        + Look, we are so great, we provide everything you need, we provide you jobs so that you can buy tech which we also provide, we now also protect you from the storms
      * Scientists - third faction in nation, not really an inventor - researches and does things
      * Then scientist → I don’t think I can make them stop…
  + Also have factions of the Chubacabras and the School
* Blue Sheets
  + Jeremy - Chubacabra
  + Acata - Vikings
  + Kelsey - Agrarian Society
  + Amanda - Technocracy