Meeting Minutes:

Agenda:

* Come up with different names for the Chubacabra religion
* Also different names for societies
* Plotholes in bluesheets and map
* Set up LaTEX

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)

New Names for Societies / Macro Names for LaTEX:

**The Creators - tech - Amanda**

**The Children of the Sun - farm - Kelsey**

**The Wave Rider’s - ships - Acata**

**The Followers of Genesis - goats - Jeremy**

* Vikings have fortifications on opposite side to protect the opposite side of the map
* Hummingbirds the size of cars
  + Messengers of the Gods
  + They are the oracles of the world
  + Oracles of the Agrarian society
  + Communicate through song, have to interpret (may or may not be wrong)
  + Smaller hummingbirds also useful and revered - not all of them are the same size
* Oracles in other religions? How to communicate with the Gods
  + Casting runes - Vikings / Technocracy?
  + Perhaps each one has large creatures as oracles, Chubacabra religion is attempting to get an oracle to communicate with
    - Chubacabra or horrifying creature
    - Giant 3-headed goat - probably not
  + Vikings
    - Sea serpent? Kept reincarnating but eventually stopped because got mad
    - Maybe sea serpents are so bad because kept killing the messengers
    - Now rely on runes until they are able to get their oracle back
  + Technocracy
    - Clockwork beetles native to territory - was their clockwork that inspired and guided technocracists to do technology as opposed to other kinds of stuff
    - People raise and breed them and keep colonies of tech beetles
    - Occasionally once in a blue moon have a message
    - Like cricket from Mulan who can type a message
    - Every keeps pen / ink / paper near them in case one of them has a message
    - Sometimes get out and trundle over the ink and paper and scholars spend decades trying to interpret and determine if messenger of Gods or just drunk?
    - If can be tamed, could be used as spies / communications - could explain why free trade of information is important in technocracy because information can get out at any time, quick way to transfer information,
    - Attaching message to a beetle, the beetle doesn’t come and tell you
    - Beetles are tightly controlled resource that only nobility have?
    - Are Technocracy about freedom of information or about restricted information?
      * Illusion of freedom of information, want everyone to think it’s about freedom of information but really all about containing it
      * Hypocrites - especially upper class hoard information
      * Kind of similar to our society - freedom of information but government, corporations don’t follow that
    - Society that is doing a lot of automation with magic - may be the ones who have the highest free time, put a lot of emphasis on art / music / etc
    - Need more positive things about the technocracy - need enough contrast there that culture looks rich and three dimensional and not easily pidgeon holed and judged as evil culture
  + Need to come up with different name for society so don’t become caricatures / don’t influence players -- Don’t be too attached, can change later
    - Technocracy - The Creators
      * The “Artisans” - not a huge fan
        + Have all of this technology because is necessary to support art / music / theatre / etc
        + Travelling caravan and goes through other nations and says “look guys, look at our theatre, paintings, etc”. Free of charge, no admission, but in the back are selling smartphones / etc
        + Good way to spread their culture
        + Good way to have way for two lovers from different cultures to meet
        + Have to make sure that other cultures value those things so that they have market, becasue if they don’t have market then they don’t get food / protection
        + Goal is to make everyone dependent on them
        + Comes across as more “sharey”
      * Come up with better name later
      * “The Creators”
    - Agrarians - The Sun’s Children / The Children of the Sun
    - Vikings - The Wave Riders
    - Chubacabra - Genesis / the followers of Genesis
      * Maybe later once more developed?
  + Immigration
    - If culture with amazing theatre / art program, could have people wanting to move there
      * Ie: someone going to technocracy because they want to become an artist / be in a theatre program
    - Policies
      * Viking - 6 months on our ships, if can’t hack it then we dump you wherever we are and you go your own way
      * Technocracy - hold auditions - must either be talented artist or talented inventor. Engineer / mage / artist
      * Agrarian - will take anybody but unless they have something great to offer, they will be a serf. Living a life of serfdom may be better than technocracist prison
    - Maybe other two cultures are not as welcoming of the arts
      * More hard work, day in day out diligence leads to success
      * Technocracy offers promise of fame and fortune if you are great but will have a poverty class like you have never seen, but people who are impoverished may refuse to admit / acknowledge that they are. Hollywood / Broadway culture. Include some musical parody’s (Wicker, etc)
    - Music
      * Music is sacred, not appropriate for people to do
      * Go see technocracy
      * Must be priest to be a musician - more stifling
        + Priest character who wants to do rock music but can’t
        + If want to do own music instead of priesthood music to run away from home and do an audition
        + And if you fail, there are consequences
    - High life cost to immigrating
  + Crimes / Punishment
    - Crimes punished by the Gods
      * Murder - punished the same way, but other crimes are punished differently by the Gods
    - How does immigration play into that
      * Belief based / consent based religion
        + Person grew up in farming society, wants to move to technocracy, in order to do that and avoid the wrath of the god of farming, they have to be accepted by God of the mageocracy
        + Conversion must involve consent on both sides
        + Part of immigration act is a conversion priest who guides you on the path from one to the other
        + Don’t need consent of the god you’re leaving, just the consent of the god you’re following
      * Atheists?
        + Culture of indoctrination on each nation

Parents will indoctrinate you and when older, can be adopted into another religion

* + - * + Advantage of joining a religion - all of them apply
        + Hardest - have three sets of rules to apply (Chubacabra religion is kind of weird, etc) - or maybe it does apply and that’s how they realize there’s suddenly a 4th God
      * How involved are the Gods?
        + Maybe normally just accept you, but certain things make it more complicated
        + Nobody likes murder, but what about theft (Viking God), then someone who has done that previously even if not part of that god’s purview, that God may not be willing to take them in and priest will not be able to sucessfully transition
        + If you remove your original God and your new God won’t take you, think better be a Chubacabraist
        + Abusive to animals / run a fighting ring / starve your pets - Agrarian God hates you
        + Technocracy God

Values self expression / hope / music / art

Book burning - removal of information from the world? Removal of information from the world - could necessitate a secret bunker of information to ensure that information is not kept

Actively hold people back from their potential

Magic using overlord who keeps serfs and keeps them down (builds success off backs of other people) - bad

Serf who want to play music - good

* + - * + Chubacabra - Anything that would prevent the chubacabra God from taking people in? Generally a lot more inclusive and less picky

Looking to steal power - in order to do that, need to steal people

Bring me everybody because I want things?

What does the God actually want?

Power that other gods have - not enough to provide unless God steals it

Someone who is upholding and reinforcing the setup of another God - may be more difficult to convince the acceptance (potential for spies)

Priest - starts out as priest of technocracy and actively works to uphold / increase the technocracist religion - not acceptable

Priest - subverts their religion / not a good priest essentially - acceptable

Gods maybe aren’t always looking into your head, but they do during conversion - but also isn’t looking all the time (usually not) so once you pass selection and are in, then they might not complain

Goal generally to remain unnoticed

Priest who converts through secrecy? (Magic to change memories / feelings)

* + - * + How fallible do we want the Gods to be?

Like Tortall Gods - most fallible to other Gods

Not necessarily another person who is doing the magic, but another God

Just lying in bed all “la de da, want a normal life” and the God is like, “hey girl, you’re going on a quest”

CHARACTER - someone is here on a quest they did not sign up for

* + - * + How do they send people on a quest

People are used to hummingbirds the size of cards being the ones sending the prophecies, but then just hanging out in the garden and a tiny hummingbird comes and says “hey, quest” but in song

Small ones are the ones who are divine?

* + - * + Jeremy would like to see a hummingbird “cool-aid man” through a window - can we make this happen? :D
        + Beetles

Generally hard to interpret, but if they want you to go on a quest, it’s very legible

* + - * + Quest - legible for people who the message is for, difficult for all others
        + Prophecy

Different Gods have different things to say about the future / the cliff

Chubacabra says FULL SPEED AHEAD!!!

* Jeremy’s Bluesheet
  + Need redeeming qualities for Genesis
    - Great and glorious hope that by removing magic, some great thing will be established
      * World was a better place when didn’t have magic
      * Equalist movement - take power away from technocratic elites and Nobility who make seeds grow and navigators and give it to everyone
      * None of three cultures are in any way equalist - would need that to be real
      * Need tangible / real positive for Genesis
    - Will accept just about anyone - therefore Genesis will accept you as your are / acceptance and self love
    - International and personal equality
  + Highest people in religion are focused on taking down religion, lower people are focused on how to rebuild after it is done
  + Murder - become “ghostly” / limbo state forever if taken too far
    - Players would be able to learn this in game if they want to murder people so that can make up their own mind
* Sun’s Children
  + Double down on “gay penguin couples take over eggs”
    - Adults are getting hurt on the farm too - group / pair of adults who can take on people in community
  + Children are seen as communal aspect - can be with whoever you want to be but cannot socially choose to be childless, even if old - if 30 and choose not to raise children, people are looking askance at you
  + Poly relationships are normalized
  + Folks who are nonbinary / genderqueer / etc - people who are queer make the best children, because look after all of the children, because if you have your own you don’t have time for all of the chilren
    - Educators / etc
* The Creator’s
  + Not be inclined to have such large families - lots of emphasis on education and furthering of your children
  + If have 6 children, can’t give them a good future. If have 1 - 2 children, can give them a good future / attention / resources
  + More helicopter parent mentality
  + People attach ego to success of children, children are not leading happy lives potentialliy
* Wave Riders
  + Chosen family is very important
  + Transitory - very uncommon to marry one person and stay with them for 50 years and stay with them for X years
  + More common - stay on a ship, one family and group of kids, move to different ship and have different family and group of kids
  + If folks on that ship love the child, maybe leave on the ship or maybe take with you
  + Kids maybe follow moms around getting experience on a bunch of boats getting experience before ready to make cultural decision or maybe stay with their “cousins’
  + Also leaves door open for deadbeat mothers
* Individuals of the world don’t know how bad it’s going to be
  + Players will think about it in game as realize it’s a thing, but not a thing that people get together and discuss that it’s the end of the world
  + Prophecy of the Gods, a couple / one person might know
  + Most will only think about it / know it in game
* Chubacabraists
  + Think will share and prepare and be OK because will share what they have to make it through
  + Sacrificing the end of the world to get a better one