Asylum Line Audit

1. I – Intro materials
   1. FAQ:
      1. There’s “Red Scrip” as a form of currency too. Just to keep in mind and refer to as window dressing. Don’t include in FAQ
      2. Brings us to discussion of several stats. . .
         1. Health becomes “Resolve.” (20 + Might + Presence) At 0 you’re “hurt.” When hurt 3x, you gain a Stigma/are Stigmatized
         2. Phys/Ment Def determined by middle of 3 attributes.
         3. Foundations and harmony still affect each other. Humans now resolve Dislodged Foundation stigma at 1 Milestone, Others must spend a Milestone AND sacrifice a Talent that is was forged from a soul aligned with the Foundation being recovered.
   2. Glossary
      1. Blunders trigger when character is Stigamtized
      2. Difficulty level may be replaced by scene/target defenses
   3. Histroy
      1. Early prehistory, Demi-urge still here, Black Iron Prison in full effect,
      2. Prehistory/Mythic Age: Outsiders colonize earth, begin making hybrid societies, Demi-urge departs
      3. Classical Antiquity: Anunaki Pantheon triggers formation of the Host, Host begins to wage war on the Pantheons
      4. Common Era: The System of the World makes it’s own “Pantheon” (Monotheism) Deploys it against outsider Pantheons.
      5. By the renaissance: Most Panthoens gone from Earth, passed into legend. Outsider enclaves exist in remote places and/or in hybrid societies. (Or trapped sideways)
      6. Age of discovery: System of the World wages war with non-believers in an attempt to expel all remaining outsiders, destroys almost entirely human societies.
      7. Enlightenment: Formation of Asylum, as piece of SOW questions/rebels against itself. Asylum reaches out to Sideways/Outside
      8. Modern Era: Rediscovery of Earth by outside, Asylum deployed first, Host later reactivated.
2. System
   1. Include Keywords
      1. Need Official Keyword List
      2. Keywords give diff/impact bonuses/penalties
      3. Determine power/skill synergies
   2. Can bypass discussion on DLs (suggest that the “average/standard” difficulty is 8)
   3. Re-run all our impact generation numbers (give ben the average values I’m looking for)
   4. Be clearer on definitions of time
   5. Use standard Init system in Downloadable Demo
   6. Specialty Die. . .
      1. Aid Another
      2. Given by power
      3. Rewarded by GM
      4. Exploit a condition/stigma
   7. Health is now Resolve, use from above
      1. “Physical, Environmental, Innate” are now keywords
      2. “injured” is now “hurt”
3. Lost Child of Park Street
   1. Scene creation/difficulties
      1. Now focus on “Confront, Explore, Subvert”