1. Lost Child
   1. Scene zero-
      1. Talking to Man in White: this is a Humanitarian mission, this isn’t a statistic, this is a child’s life
      2. Enforce the “first 48” constraint
      3. The “iron glove” applied after first 48. People die, things suck.
      4. This mission is an Asylum “Proof of Concept”
   2. Scene one-
      1. Fail state? Attracting attention, other stuff.
2. Aspect and power structure
   1. What is it?
      1. Aspects are now a positive externality of the Power trade. You get the Aspect abilities form any Power trade.
      2. You can buy into Aspects after the trade but this causes a Harmony loss and ALWAYS causes bleed.
   2. Power Base Impact is [attribute + 2 for Covert, same + 1d10 for manifest]
      1. “Blast” can either do the +d10 impact or
3. Talent Economy
   1. How much should things cost?
      1. Keep old model of Powers cost 4 Talents for 1y1d contract.
   2. 4 Talents per Foundation and Power.
      1. The average citizen soul is worth 28 talents.
      2. PC/named characters worth average of 32.
      3. The soul is worth $1.4 Mil
   3. Buying an attribute is worth 4 (or 6) Talents. Need a Broker to do this. Can be done any time you have the Talents.
4. Harmony in game
   1. How much should it move?
      1. Harmony loss needs to be codified. “Harmony” isn’t lost so much as Foundations are dislodged.
      2. Harmony loss is only incurred through an Aspect’s last remaining power of by selling a foundation or though plot/craziness reasons
      3. 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.
      4. Weird contract mojo also does this