# 12/23/2012 TRANSCRIPT

17:29:55**peachpunked@gmail.com**

has added [the.reinhart@gmail.com](mailto:the.reinhart@gmail.com" \t "_blank) to the group

17:30:06**peachpunked@gmail.com**

I'ma copypaste the last bits

17:30:10**devmarina**

Hello there

17:30:34**peachpunked@gmail.com**

22:12:14the.reinhart So basically the way Aspects work is that most of the time they give a small constant benefit. 22:12:57the.reinhart When you're in Manifest form though the feature becomes physically/magically exaggerated. 22:13:37the.reinhart You also have certain abilities that an Aspect gives you. Calling on those abilities is easier when you're in Manifest Form. 22:13:57the.reinhart So Manifest Form is basically your powered up and clearly magical state. 22:14:24the.reinhart The only downside is that you're clearly magical. You draw attention.

17:30:43**peachpunked@gmail.com**

2:15:25the.reinhart For many supernatural creatures that's when their various drawbacks come into play too. 22:16:29the.reinhart Anyway, the point is when we present example characters, we basically have two visual designs always in mind. 22:16:54the.reinhart That covert "human" appearance, and that magical "manifest" design. 22:17:43the.reinhart I sort of like the idea of using depth as a way of indicating that relationship . . . 22:18:19the.reinhart That the Manifest appearances would be standing "behind" the covert form as if it were a shadow. 22:18:26the.reinhart Or a reflection. 22:19:14the.reinhart Hmmm. I think Eberron had something worth using as a reference. On sec . . .

17:30:54**peachpunked@gmail.com**

22:20:16the.reinhart [http://www.wizards.com/dnd/images/moe\_gallery/91472.jpg](http://www.wizards.com/dnd/images/moe_gallery/91472.jpg" \t "_blank) 22:21:04me nice! Yes, I like :> 22:21:47me Do Awakened humans/humans/outsiders have these forms? I'd thought it unique to the fairest 22:22:08the.reinhart They all do, but the thematic qualities change between them. 22:22:15the.reinhart Mechanically it's all the same. 22:22:30the.reinhart For Awakened it's sort of an "ideal form." 22:23:16the.reinhart We're still working on the themes of it all. 22:23:56the.reinhart Awakened and Scions are the two character types where the "covert form" is basically their real form.

17:31:08**peachpunked@gmail.com**

22:24:56the.reinhart Yeah, I think this makes normal humans still pretty darn excting. 22:25:14the.reinhart So part of the point is that you can "see" your Aspects in Manifest Form. 22:26:05the.reinhart In that they become real, or in the case of Awakened humans with various skills and connections, they become hyper-real qualities of their normal abilities. 22:27:01the.reinhart So, say, you trade for a dragon's claws and armor? 22:27:10the.reinhart When you enter your Manifest Form as an awakened human? 22:27:15the.reinhart It has claws and armro.

17:31:40**devmarina**

Thanks!

17:31:44**the.reinhart@gmail.com**

:)

17:32:05**peachpunked@gmail.com**

22:[27:18peachpunked@gmail.com](http://27:18peachpunked@gmail.com/" \t "_blank) (to use a dresden analogy) Like when harry saw Murph through his Sight and she was like a Paladin, all burning bright with might and shit and it was cool 22:[27:18the.reinhart@gmail.com](http://27:18the.reinhart@gmail.com/" \t "_blank) err, armor. 22:[27:27the.reinhart@gmail.com](http://27:27the.reinhart@gmail.com/" \t "_blank) Exactly. 22:[27:27peachpunked@gmail.com](http://27:27peachpunked@gmail.com/" \t "_blank) still human, just like, personified to the ninth degree 22:[28:04the.reinhart@gmail.com](http://28:04the.reinhart@gmail.com/" \t "_blank) Yeah, they're frequently embodiments of their values and ideals. A buddhist might appear as a Jizo. 22:[28:28the.reinhart@gmail.com](http://28:28the.reinhart@gmail.com/" \t "_blank) A Catholic might appear saintly. 22:[29:11peachpunked@gmail.com](http://29:11peachpunked@gmail.com/" \t "_blank) that's cool 22:[29:34peachpunked@gmail.com](http://29:34peachpunked@gmail.com/" \t "_blank) mind if I loop kelly into the convo? She should get this too :> 22:[29:38the.reinhart@gmail.com](http://29:38the.reinhart@gmail.com/" \t "_blank) People who aren't as dogmatic or just "spiritual" can have all sorts of mishmashes that represent their feelings about what they want to be. 22:[29:45the.reinhart@gmail.com](http://29:45the.reinhart@gmail.com/" \t "_blank) That's perfectly fine!

17:32:11**peachpunked@gmail.com**

there we go! All caught up

17:32:29**the.reinhart@gmail.com**

Yep.

17:33:27**the.reinhart@gmail.com**

So yeah, the invention of the Manifest Form allowed us to get one of the themes across much more clearly . . .

17:33:37**peachpunked@gmail.com**

what's that? :>

17:33:42**the.reinhart@gmail.com**

Which is that of contracts with bleed.

17:34:01**the.reinhart@gmail.com**

That you're literally splicing your essence with another being's.

17:34:23**the.reinhart@gmail.com**

So to use that example with the dragon armor?

17:34:43**the.reinhart@gmail.com**

The Dragon's manifest form no longer has hard scales and sharp fangs and claws . . .

17:34:52**the.reinhart@gmail.com**

The human he made the deal with does though!

17:35:13**the.reinhart@gmail.com**

There is a visual element that I think players might find meaningful and interesting.

17:35:22**peachpunked@gmail.com**

oh wow, so when the Dragon manifests, is he just sort of a non-scaled toothless lizard

17:35:26**peachpunked@gmail.com**

poor fellow

17:35:29**the.reinhart@gmail.com**

Right.

17:35:43**the.reinhart@gmail.com**

He gave something up.

17:35:59**peachpunked@gmail.com**

do creatures like him have any say over what their non-manifest looks like? Would a human form be a manifest form for him?

17:36:41**the.reinhart@gmail.com**

Well, without the trade the human's manifest form is just this embodiment of their various natural Aspects.

17:37:03**the.reinhart@gmail.com**

Not that most humans can ever see or become their manifest form without making these contracts.

17:37:28**devmarina**

Sorry guys, I've come in at a weird point and I'm a little lost with this Manifest form thing

17:37:35**the.reinhart@gmail.com**

But as they make those trades it becomes more and more like the things it's traded with.

17:37:38**the.reinhart@gmail.com**

Oh, sure.

17:37:56**the.reinhart@gmail.com**

So every character has a covert form which is their human form.

17:38:03**the.reinhart@gmail.com**

And a manifest form, which is their magical form.

17:38:09**peachpunked@gmail.com**

I actually don't know the basics of how one activates a manifest form or discovers it either!

17:38:10**devmarina**

Ah, I see!

17:38:28**the.reinhart@gmail.com**

For humans the covert form is their natural form.

17:38:50**the.reinhart@gmail.com**

For Outsiders the covert form is the form they've gained to hide as a human.

17:39:12**the.reinhart@gmail.com**

The reverse is true for manifest form.

17:39:48**the.reinhart@gmail.com**

For humans its this magically attuned state they gain from making a contract with a supernatural being.

17:40:04**the.reinhart@gmail.com**

And for Outsiders it's their true form.

17:40:35**peachpunked@gmail.com**

cool!

17:40:35**the.reinhart@gmail.com**

Mechanically though it's where we codify when you're being subtle and when you're being a crazy cool magical thing.

17:41:23**peachpunked@gmail.com**

so basicly being a dragon is really nifty and cool and stuff

17:41:30**peachpunked@gmail.com**

but you've probobly given up something pretty big

17:41:37**peachpunked@gmail.com**

to get the form you use to slink around in daylight

17:41:40**devmarina**

Thanks for the sum up

17:41:47**the.reinhart@gmail.com**

No problem. And exactly.

17:42:26**the.reinhart@gmail.com**

Part of the point though is that we want to make it easy for players to make characters that blend in well.

17:42:41**the.reinhart@gmail.com**

So basically the contract has this as just a coincidental feature.

17:42:54**the.reinhart@gmail.com**

It works slightly differently for each flavor of creature we make.

17:43:36**the.reinhart@gmail.com**

For "Awakened" humans their manifest form is an idealized appearance of their natural abilities and values.

17:44:37**the.reinhart@gmail.com**

For inhuman chimerical creatures, they don't have the advantage of being humanoid in their manifest form . . . and their covert form is essentially a "copy" of one of the beings they've made a contract with.

17:44:54**the.reinhart@gmail.com**

They "borrow your skin."

17:45:20**peachpunked@gmail.com**

that's so cool, haha

17:45:35**devmarina**

That is pretty cool, yeah!

17:45:51**the.reinhart@gmail.com**

For Fairest their manifest form is humanoid but their supernatural vulnerabilities exist in that state. Elves are vulnerable to iron, Trolls to fire or sunlight . . .

17:46:35**the.reinhart@gmail.com**

Their covert form is just a subsuming of their magical nature by "wearing" some of the human essence they've bargained for in the contract.

17:47:17**the.reinhart@gmail.com**

So their covert forms are sort of what the would look like if they'd been born that human race instead of their magical one.

17:47:28**peachpunked@gmail.com**

So, lets say for example

17:47:50**peachpunked@gmail.com**

an angel, or Thor, or some other god or creature that appears by all standards human but can still whip open a can of whoopass

17:48:07**the.reinhart@gmail.com**

\*nods\*

17:48:13**peachpunked@gmail.com**

would they have an advantage, since all they really have to do is pull on an overcoat to blend in with your average john?

17:48:43**the.reinhart@gmail.com**

We assume that no matter how human you appear, there's always something supernatural about you in your "true form" if you're not human.

17:49:35**the.reinhart@gmail.com**

For Thor it might be a crackling aura and a weirdly booming voice like the wind . . .

17:49:56**the.reinhart@gmail.com**

An angelic creature might have obvious wings and a faint glow to its skin.

17:50:09**devmarina**

Okay, that makes sense

17:50:16**peachpunked@gmail.com**

yeah :>

17:50:39**the.reinhart@gmail.com**

The point is players should adapt to make it work in the system. We don't think we ask too much. :)

17:51:00**peachpunked@gmail.com**

not at all! Just curious :>

17:51:18**peachpunked@gmail.com**

So if I were an angel, would I be bargining for a mortal form?

17:51:38**the.reinhart@gmail.com**

If you wanted to be able to move about in the human world, yeah.

17:51:49**the.reinhart@gmail.com**

There are small bargains you can make to get that.

17:52:02**the.reinhart@gmail.com**

You don't have to trade a huge portion of your being.

17:52:14**the.reinhart@gmail.com**

But the "cost" to Harmony is always the same so . . .

17:52:17**peachpunked@gmail.com**

neat! Would it look at all like me, or from the joe I got it from? Same goes for the Dragon or any of those creatures, would some poor Jon be missing a face?

17:52:48**peachpunked@gmail.com**

/asks a million questions

17:52:50**the.reinhart@gmail.com**

For a creature like a Dragon it looks almost exactly like the person who traded with the dragon.

17:53:04**the.reinhart@gmail.com**

But for a creature that's almost human like an elf?

17:53:15**the.reinhart@gmail.com**

It looks like the race of the human that traded with the elf.

17:53:35**the.reinhart@gmail.com**

The elf still has some of its original appearance.

17:53:52**the.reinhart@gmail.com**

So that you could "see" how the two forms might be the same being on some level.

17:55:01**the.reinhart@gmail.com**

The idea that bestial creatures borrow the exact appearance of who they're trading with is something to keep it somewhat like a folkstory and a little creepy.

17:55:21**peachpunked@gmail.com**

nice, that's cool

17:55:31**peachpunked@gmail.com**

Really well handled too, that was a tricky question

17:55:53**peachpunked@gmail.com**

what about the fellow who traded with the dragon? Would he be walking around with bandages over his face because he was left with little appearance?

17:56:09**the.reinhart@gmail.com**

Ah, excellent question. That gets into bleed.

17:56:26**the.reinhart@gmail.com**

If he hasn't made too many deals and is still mostly himself, deep down and underneath . . .

17:56:31**the.reinhart@gmail.com**

Then it only changes his Manifest Form.

17:56:49**the.reinhart@gmail.com**

Only when he attunes with his magical self does he start to look like a dragon.

17:57:04**the.reinhart@gmail.com**

But as he loses harmony it slips into the rest of his nature.

17:57:43**the.reinhart@gmail.com**

If his harmony drops below 3 then what you described is exactly what happens.

17:58:24**the.reinhart@gmail.com**

In our game we call it "bleed" because it's like your magical self and creatures you've bargained with are bleeding over into the rest of you.

17:58:35**devmarina**

Nice!

17:58:54**the.reinhart@gmail.com**

Thanks.

17:59:20**the.reinhart@gmail.com**

When Harmony reaches 1 or less, then the bleed takes over the character's mind.

17:59:35**the.reinhart@gmail.com**

And they can't even keep straight who they are anymore.

18:00:06**peachpunked@gmail.com**

that's really really cool

18:00:07**peachpunked@gmail.com**

I like it

18:00:35**the.reinhart@gmail.com**

So the risk of "selling your soul" is basically that you gradually stop being yourself.

18:00:47**the.reinhart@gmail.com**

And are slowly transformed into a deranged monster.

18:01:11**the.reinhart@gmail.com**

Or, if you were already a monster you might just become a deranged human, depending on who you've been dealing with.

18:01:16**the.reinhart@gmail.com**

Heheh.

18:01:26**devmarina**

Haha!

18:01:40**devmarina**

So that crazy homeless guy might actually have been a chimera once

18:01:53**peachpunked@gmail.com**

These trades tend to have timelimits though, don't they? Would you recover in time, if you'd dropped to 1 or less?

18:02:05**the.reinhart@gmail.com**

Quite true.

18:02:10**the.reinhart@gmail.com**

Most of the deals only last a year and a day.

18:02:29**the.reinhart@gmail.com**

And your Harmony recovers over time if it's not under stress from these contracts.

18:02:31**peachpunked@gmail.com**

So the phrase "He turned me into a newt!" ..."I got better." Could be a true statement here.

18:03:14**the.reinhart@gmail.com**

Hah! I never thought about that.

18:04:18**peachpunked@gmail.com**

Okay, I think that about gets me up to speed with what all I'd been wondering, oh!

18:04:21**peachpunked@gmail.com**

the contract itself

18:04:55**peachpunked@gmail.com**

who is it handled by? A human organization? What's the style like, routine paperwork or like a W-9 form?

18:05:08**peachpunked@gmail.com**

or like an embellished script

18:05:08**peachpunked@gmail.com**

or

18:05:10**peachpunked@gmail.com**

?

18:05:37**the.reinhart@gmail.com**

It's still more like the embellished script, but it can take variable forms.

18:06:02**the.reinhart@gmail.com**

Basically, it's partly dependent on who's creating the contract.

18:06:30**the.reinhart@gmail.com**

But it always takes the form of physically written media.

18:07:11**the.reinhart@gmail.com**

It has to be something that could be physically put in contact with the two people who sign it.

18:07:24**the.reinhart@gmail.com**

So no e-mailed contracts yet. :)

18:07:43**peachpunked@gmail.com**

so is the script itself like an open format contract that people know/it gets passed around? Who manages it/audits it?

18:08:12**the.reinhart@gmail.com**

There is a guild of scribes and tradesmen associated with the red-market.

18:08:39**the.reinhart@gmail.com**

They're the ones that have formalized the words and clauses of the contract. They're the reasons why most contracts last a year and a day.

18:09:04**the.reinhart@gmail.com**

They basically codified the oaths, rituals, and reagents necessary to create these contracts.

18:09:36**the.reinhart@gmail.com**

And they occasionally hire people to intervene if people are misusing the magic.

18:09:54**the.reinhart@gmail.com**

After all, if everyone is being ripped off then no one trusts each other and that's bad for business.

18:10:17**peachpunked@gmail.com**

jaja

18:10:28**the.reinhart@gmail.com**

So there's a combination of both local law enforcement . . .

18:10:32**the.reinhart@gmail.com**

Which is regional.

18:10:43**the.reinhart@gmail.com**

And a few market forms like this guild.

18:10:48**the.reinhart@gmail.com**

err, market firms.

18:11:09**the.reinhart@gmail.com**

Who have it in their best interest that trade continue smoothly.

18:11:47**peachpunked@gmail.com**

interesting, so usually, if you wanted one of these forms, you'd send away or visit a rep of this guild

18:11:50**peachpunked@gmail.com**

and you could pick some up

18:11:55**the.reinhart@gmail.com**

Right.

18:12:05**the.reinhart@gmail.com**

You could hire one of them to draft a contract for you.

18:12:19**the.reinhart@gmail.com**

It's not beyond a player character to learn the contract process though.

18:12:24**the.reinhart@gmail.com**

The basic one, at least.

18:12:31**peachpunked@gmail.com**

and they could be in a back ally, or a little shop nestled inconspicuously into a busy street, or a home

18:12:39**the.reinhart@gmail.com**

Exactly.

18:12:44**peachpunked@gmail.com**

gotcha :>

18:12:49**devmarina**

I really like that

18:12:52**peachpunked@gmail.com**

different languages/paper/etc same content

18:12:55**peachpunked@gmail.com**

really cool

18:12:57**the.reinhart@gmail.com**

Right.

18:13:21**peachpunked@gmail.com**

I should get my indian and chinese friends to translate it into their language and I can make a little graphic with the different forms all stacked on each other

18:13:22**peachpunked@gmail.com**

hahaha

18:13:44**the.reinhart@gmail.com**

Sometimes it takes someone with training to recognize a contract . . . not because they're super obscure but if you don't know the language it's still in a basic formula.

18:14:03**the.reinhart@gmail.com**

But if you can read the language it's pretty clearly a tit for tat.

18:14:42**the.reinhart@gmail.com**

But yeah, the contract's "look" totally changes from time and culture.

18:14:51**peachpunked@gmail.com**

that's really cool

18:15:02**peachpunked@gmail.com**

so like some tech-inclined guys might just download a pdf and print it out

18:15:03**the.reinhart@gmail.com**

Consequently that's also one of the reasons why a non-standard contract sometimes goes unnoticed.

18:15:22**peachpunked@gmail.com**

while some other guy gets his done in caligraphy from some bind chinese guy down the street, on parchment, in chicken blood

18:15:36**peachpunked@gmail.com**

blind\*

18:15:36**the.reinhart@gmail.com**

Right.

18:15:46**the.reinhart@gmail.com**

No matter what there's some link between the contract and the people who sign it.

18:15:58**the.reinhart@gmail.com**

The simple way of doing that is just sign it in blood.

18:16:09**peachpunked@gmail.com**

just through the words and blood involved?

18:16:11**peachpunked@gmail.com**

that's cool

18:16:12**the.reinhart@gmail.com**

Your own blood, of course.

18:16:25**the.reinhart@gmail.com**

Some might use a lock of hair or whatever.

18:16:32**the.reinhart@gmail.com**

I mean, not every creature has blood. :)

18:16:44**peachpunked@gmail.com**

What could break a contract?

18:16:54**the.reinhart@gmail.com**

Death or near death breaks contracts.

18:17:22**the.reinhart@gmail.com**

And that's actually intentional. If you make a bad-deal that costs someone their life, you stop profitting from it.

18:17:31**the.reinhart@gmail.com**

But it also works the other way too . . .

18:17:36**the.reinhart@gmail.com**

If it doesn't cost them their life?

18:17:40**the.reinhart@gmail.com**

And they hate the deal?

18:17:48**the.reinhart@gmail.com**

Well they can end it by killing you!

18:17:52**peachpunked@gmail.com**

LOL

18:18:04**peachpunked@gmail.com**

so it would be super awkward

18:18:05**peachpunked@gmail.com**

is say

18:18:11**peachpunked@gmail.com**

dragon is at a business meeting

18:18:16**peachpunked@gmail.com**

wearing his dude-suit

18:18:30**peachpunked@gmail.com**

and some opposing company offs his Face-Jon

18:18:46**the.reinhart@gmail.com**

Yeah.

18:18:48**the.reinhart@gmail.com**

Heheh.

18:18:51**peachpunked@gmail.com**

and suddenly dragon goes full-dragon in the middle of the meeting

18:18:52**devmarina**

Haha, oh boy

18:18:52**peachpunked@gmail.com**

awkward

18:19:06**peachpunked@gmail.com**

I'd lost more clients like that

18:19:09**peachpunked@gmail.com**

Ive\*

18:19:20**the.reinhart@gmail.com**

Suddenly he's a big dragon grasping for his laser pointer with clumsy claws and muttering not knowing the Spanish and Economics he traded for . . .

18:19:28**peachpunked@gmail.com**

LOL

18:19:31**devmarina**

XD

18:19:48**peachpunked@gmail.com**

"Well this is awkward. PEACE OUT" \*flies out the window\*

18:19:49**peachpunked@gmail.com**

best

18:19:50**peachpunked@gmail.com**

meeting

18:19:51**peachpunked@gmail.com**

ever

18:19:53**the.reinhart@gmail.com**

Heheh.

18:20:05**devmarina**

So, if something like that happened, would there be people trying to cover incidents like that up?

18:20:21**the.reinhart@gmail.com**

And it'd be something like Asylum or one of the local government groups to cover that sort of thing up.

18:20:28**peachpunked@gmail.com**

And if I were Mr. Dragon, I'd probobly be pretty inclined to lock up Jon Face somewhere nice and safe.

18:20:36**devmarina**

Cool cool!

18:20:51**the.reinhart@gmail.com**

Yeah, the idea is there's no "easy" fix to that situation.

18:21:05**the.reinhart@gmail.com**

That's the sort of problem that generates conflict and story.

18:21:24**the.reinhart@gmail.com**

And it's why you're supposed to almost expect that this masquerade will eventually end.

18:21:43**peachpunked@gmail.com**

with everyone finding out about the supernatural

18:21:48**the.reinhart@gmail.com**

Right.

18:22:02**peachpunked@gmail.com**

so what would Asylum's task be in something like that situation? How would you even begin to start covering that up?

18:22:16**the.reinhart@gmail.com**

Well, they'd probably be told to just "deal with it."

18:22:40**the.reinhart@gmail.com**

But that would entail identifying and making sure all the witnesses weren't talking.

18:22:57**the.reinhart@gmail.com**

And that there were no photographs or evidence that their was a dragon there.

18:23:07**the.reinhart@gmail.com**

Most likely they'd have to track down the dragon and make sure he's okay.

18:23:22**peachpunked@gmail.com**

and maybe track down who did the offing

18:23:22**the.reinhart@gmail.com**

They'd probably have to buy out some of those witnesses.

18:23:28**the.reinhart@gmail.com**

Right.

18:23:38**the.reinhart@gmail.com**

If that guy is dead then the Dragon's cover identity is blown.

18:23:46**the.reinhart@gmail.com**

They have to invent a new one for him, maybe.

18:24:02**the.reinhart@gmail.com**

Or at least explain to the rest of the world what happened to that business man.

18:24:30**the.reinhart@gmail.com**

Perhaps a crop-duster crashed into the window of that meeting room?

18:24:31**peachpunked@gmail.com**

oh boy, that would be a bit of a delemma

18:24:32**the.reinhart@gmail.com**

Killing him.

18:24:46**the.reinhart@gmail.com**

According to the "official report."

18:24:46**peachpunked@gmail.com**

lets see, I had one other questiong

18:24:52**peachpunked@gmail.com**

question\*,

18:25:09**peachpunked@gmail.com**

Oh, right!

18:25:13**peachpunked@gmail.com**

So, design theme

18:25:18**the.reinhart@gmail.com**

:)

18:25:26**peachpunked@gmail.com**

have you ever seen The Laundry? I've referenced it before

18:25:36**peachpunked@gmail.com**

I've been thinking about the direction for the book

18:25:37**the.reinhart@gmail.com**

I don't think I have . . .

18:25:42**the.reinhart@gmail.com**

Time to google it!

18:26:09**peachpunked@gmail.com**

It's excellent, I highly recommend getting a copy, but sparing that I have a pdf I can send you when I get home

18:26:23**peachpunked@gmail.com**

basicly it's what you get when you combine cthulhu with office space

18:26:29**the.reinhart@gmail.com**

Heheh.

18:26:32**the.reinhart@gmail.com**

I like the cover.

18:26:59**peachpunked@gmail.com**

think every day blue-coller guys keeping a lid on the whole shoggoth situation when you have mi-gos putting around in the mailroom

18:27:20**the.reinhart@gmail.com**

Heheh. I might have to get a copy for myself.

18:27:24**peachpunked@gmail.com**

everything has a form

18:27:44**peachpunked@gmail.com**

it's like delta green, but less stabby, and more "Did you finish that TPS report yet?"

18:27:52**the.reinhart@gmail.com**

Right.

18:27:59**peachpunked@gmail.com**

it does design right though

18:28:19**the.reinhart@gmail.com**

More a parody of Delta Greeen's bureaucracy. :)

18:28:38**peachpunked@gmail.com**

the design of the book is handled in a combination of nice illustration and office file management type things. I wish I could go off something more than 6-month-old memory, but I remember being impressed

18:28:41**peachpunked@gmail.com**

yes!

18:28:54**peachpunked@gmail.com**

let me see if I can find some examples

18:29:08**the.reinhart@gmail.com**

That's sort of brilliant.

18:29:14**peachpunked@gmail.com**

it's amazing

18:29:27**the.reinhart@gmail.com**

So the RPG's intro to the setting is like a new employee intro pamphlet?

18:31:59**peachpunked@gmail.com**

[http://www.goominet.com/uploads/tx\_cenostripviewer/v063-dgreen.jpg](http://www.goominet.com/uploads/tx_cenostripviewer/v063-dgreen.jpg" \t "_blank)

18:32:09**peachpunked@gmail.com**

this works for both Delta green and The Laundry, hahaha

18:32:20**peachpunked@gmail.com**

I think so, let me look though

18:33:14**the.reinhart@gmail.com**

Heheh.

18:34:05**peachpunked@gmail.com**

bleh, what's a girl gotta do to get some scans up in here.

18:34:36**the.reinhart@gmail.com**

It's alright.

18:34:45**peachpunked@gmail.com**

but yeah, I'm sure you can imagine

18:34:47**peachpunked@gmail.com**

anyways

18:36:01**peachpunked@gmail.com**

I was thinking, if The Asylum were a modern, managing organization like that, then something similar might be the right route, but I'm feeling more of a shift towards the focus being on the contract concept and the different fallouts resulting from that and the concept of the Earth being a prison/waypoint in general

18:36:12**peachpunked@gmail.com**

so that leaves me with two questions

18:36:28**the.reinhart@gmail.com**

\*nods\*

18:36:48**peachpunked@gmail.com**

1. What would you say is the overarching focus/theme, or is that still something being figured out

18:36:59**peachpunked@gmail.com**

2. Is Asylum still more of a working title?

18:37:36**the.reinhart@gmail.com**

Asylum is something I think we're settling on. It works well for the meta-narrative.

18:37:56**the.reinhart@gmail.com**

Plus, it's catchy. I think when we were first talking about this we were calling it Sanctuary . . .

18:38:02**the.reinhart@gmail.com**

But then there was a TV-show by that name.

18:38:17**the.reinhart@gmail.com**

Plus, Asylum has that fun double-meaning.

18:38:22**peachpunked@gmail.com**

that it does!

18:38:45**devmarina**

Asylum has more of a hook to it than Sanctuary, I think

18:38:53**the.reinhart@gmail.com**

\*nods\*

18:39:19**the.reinhart@gmail.com**

There's some broadness to the themes we want the setting to be able to handle.

18:39:56**the.reinhart@gmail.com**

But the focus is a matter of supernatural suspense and drama . . . about conflicting agendas even on a personal level.

18:40:26**the.reinhart@gmail.com**

It's about how everything has a cost, even peace.

18:40:50**peachpunked@gmail.com**

That's really good, good answer

18:41:02**peachpunked@gmail.com**

couple more follow up questions and I'll be ready to roll

18:41:11**the.reinhart@gmail.com**

Sweet. :)

18:41:45**peachpunked@gmail.com**

Is The Asylum going to be taking a sub-section to the main theme, or will the setting/narrative be told through the organization's lens with a sub-section given to alternative interactions with the setting

18:42:13**peachpunked@gmail.com**

ie: How in WOD there's a "Here's all the guilds you can be in as a vampire, and also here is the outsider guild"

18:42:31**peachpunked@gmail.com**

or "you are a vampire and it's neat, and also you can be in a guild and you probably should."

18:42:59**peachpunked@gmail.com**

how important is Asylum as a narrative focus?

18:43:06**the.reinhart@gmail.com**

Ah, excellent question.

18:43:32**the.reinhart@gmail.com**

I would say it's very involved in the larger scale narrative of our setting but . . .

18:43:36**the.reinhart@gmail.com**

It's not essential at all.

18:44:05**the.reinhart@gmail.com**

Much like it's not really essential for you to play Vampire as a Camarilla game.

18:44:36**peachpunked@gmail.com**

So I get the feeling that players goign through the book would end up playing with The Asylum in mind maybe 40% of the time? Is it more? Less?

18:44:37**the.reinhart@gmail.com**

It's more an excuse for why every PC knows each other regardless of who else they're working with . . .

18:45:02**the.reinhart@gmail.com**

And why they're personally involved in what happens in the world.

18:45:11**peachpunked@gmail.com**

ahhh, got you. So sort of like how I relate to the US government then

18:45:12**the.reinhart@gmail.com**

Asylum makes them default heroes.

18:45:40**peachpunked@gmail.com**

okay, that clears it up a lot

18:45:54**the.reinhart@gmail.com**

\*nods\* But if you wanted to be a criminal gang that only looked out for itself?

18:45:56**the.reinhart@gmail.com**

You could.

18:46:01**peachpunked@gmail.com**

I like it!

18:46:11**the.reinhart@gmail.com**

That just requires the players and the GM to actually coordinate that ahead of time.

18:46:17**the.reinhart@gmail.com**

It's a narrative consideration, not a mechanical one.

18:46:25**peachpunked@gmail.com**

Last question

18:46:38**the.reinhart@gmail.com**

\*nods\*

18:47:28**the.reinhart@gmail.com**

It reminds me of how in the original Vampire . . . the clans didn't really work together which was problematic . . .

18:47:45**the.reinhart@gmail.com**

Players had no reason to be in the same "party" together and often had to be forced.

18:48:00**peachpunked@gmail.com**

This entire setting, and perhaps more specifically the focus. List 5 words that embody it. Light, clean, grungy, mystical, ordinary, hidden, obvious, techy, steampunk, and blade-runner are all examples of good descriptors

18:48:11**peachpunked@gmail.com**

boy yeah, I hear that

18:48:22**the.reinhart@gmail.com**

Hmmm.

18:48:25**peachpunked@gmail.com**

feel free to consult with nick/Carlos/the other lads on that one

18:48:37**the.reinhart@gmail.com**

Yeah. That's a tough one.

18:48:40**peachpunked@gmail.com**

it's an important question, and it'll dictate how we go from here

18:48:49**the.reinhart@gmail.com**

I mean the way I generally sum it up is always "Hard-boiled Urban Fantasy"

18:49:08**the.reinhart@gmail.com**

But I'd like to bounce those off the guys and see what they think of.

18:49:29**peachpunked@gmail.com**

please!

18:49:38**peachpunked@gmail.com**

we've got enough to get started on illustrations

18:49:48**peachpunked@gmail.com**

so feel free to take a week to figure out the answer to that

18:49:51**the.reinhart@gmail.com**

I'm excited!

18:50:13**peachpunked@gmail.com**

me too!

18:51:24**the.reinhart@gmail.com**

The one thing I think you get better than most RPG illustrators is that I think readers and players want to see characters that look someone they'd want in their story.

18:51:55**the.reinhart@gmail.com**

Many game books have characters that don't look like they're protagonists. :)

18:52:26**peachpunked@gmail.com**

When I look at characters in RPG books, I'm using them as a benchmark for what I should be aspiring to as a player

18:52:37**the.reinhart@gmail.com**

Exactly.

18:52:49**peachpunked@gmail.com**

they should be cool, and inspiring, and span a wide gamut :>

18:53:10**the.reinhart@gmail.com**

Yeah.

18:53:32**peachpunked@gmail.com**

It's the one thing I find most lacking in the Dark Heresy book I have, which otherwise stands out as one of my favorites

18:54:15**the.reinhart@gmail.com**

\*nods\* Well then maybe we can learn from their mistakes and show them how it's done. :)

18:54:42**peachpunked@gmail.com**

Ha! Games Workshop? My wet dream, but unlikely. I'll do my best though

18:54:58**the.reinhart@gmail.com**

They're one of the few companies I feel are keeping up.

18:55:24**the.reinhart@gmail.com**

Specifically Fantasy Flight.

18:56:02**peachpunked@gmail.com**

fuck yeah, they're awesome

18:58:01**the.reinhart@gmail.com**

Hopefully I'll see Carlos online tonight.

18:58:25**the.reinhart@gmail.com**

Nick's driving back up to Buffalo. I'll see him again at the end of the week.

18:58:41**peachpunked@gmail.com**

kk. Yeah, poor guy's been run raggid

19:01:48**the.reinhart@gmail.com**

Yeah, but he seems excited about his recent projects. He was smiling a lot Friday.

19:02:13**peachpunked@gmail.com**

that's good, I havn't seen him smile in a while, but then again I also havn't seen him much for a long while

19:02:40**the.reinhart@gmail.com**

Well, I'll have more free time now that I'm out of school.

19:02:48**the.reinhart@gmail.com**

Hopefully he'll graduate soon too.

19:03:26**peachpunked@gmail.com**

or at least granulate

19:03:37**the.reinhart@gmail.com**

:)

19:07:06**devmarina**

Thanks for your time filling us in - I'm going to be heading to bed now.

19:07:13**the.reinhart@gmail.com**

Sleep tight!

19:07:18**the.reinhart@gmail.com**

I need to go make dinner.

19:07:32**devmarina**

Enjoy your dinner and the holidays :)

19:07:37**the.reinhart@gmail.com**

Feel free to send me questions any time.

19:07:44**the.reinhart@gmail.com**

And enjoy the holidays!

19:07:46**devmarina**

Sure thing!

19:07:50**devmarina**

Take care