

Weapons of the Gods Developer Chat



Roleplaying Game Developer Chat 2-17-06

18:33:50 **[Rebecca]** Now I am silent, like a ninja icicle on a cold day. (But not on a warm day when such a ninja would drip revealingly.)

18:34:28 **[Jonathan]** yeah that's probably Rebecca :P

18:34:31 **[braincraft]** I didn't know ninjas dripped.

18:34:44 **[RedFox]** The nick gives it away.

18:34:59 **[RedFox]** Icicle ninja drip on warm days.

18:35:12 **[Jonathan]** I need the new Jack Johnson CD

18:35:13 **[RedFox]** By their drip shall you know them.

18:35:18 **[Rebecca]** It's a traditional character flaw of ninjas. Also pirates. Really it is only robots who are immune to melting.

18:35:28 **[braincraft]** Which Jack Johnson?

18:35:35 **[braincraft]** There must be like fifty million of 'em.

18:36:00 **[braincraft]** It's odd that robots are immune to melting, since they are made of metal, which is often melted.

18:36:00 **[RedFox]** Pirates drip continuously. Even when on land, they drip rum, or sweat. Or rumsweat.

18:36:05 **[Rebecca]** If you throw water on a robot, instead of melting, they scream, "I'm shooooorting!" and wither away to dust, just like in Wizard of Oz.

18:36:07 **[Jonathan]** the guy who does the Curious George soundtrack

18:36:10 **[RedFox]** Robots aren't melted.

18:36:15 **[RedFox]** They're smelted.

18:36:58 **[Rebecca]** I'm not sure that passes the sniff test.

18:37:05 **[Jonathan]** How goes Rebecca?

18:37:05 **[Rebecca]** Hi raindog!

18:37:13 **[braincraft]** Perhaps it is a identity/property/state-thing. A ninja can drip and still be a ninja, but a melted robot is a statue, or a paperweight.

18:37:19 **[RedFox]** * **RedFox** plays Avernum and indulges in the CRPG tradition of "walk around aimlessly hoping to be attacked so you can kill things and take their stuff."

18:37:20 **[Jonathan]** You didn't perchance actually write any kungfu?

18:37:24 **[braincraft]** Or a puddle.

18:37:29 **[Rebecca]** Acceptably, although I am failing at my ninja silence even more thoroughly than the icicle.

18:37:31 **[Jonathan]** OOh avernum was good

18:37:51 **[Jonathan]** Exile was better tho

18:38:00 **[RedFox]** Jonathan: Technically playing Avernum 2, but yeah. Great games.

18:38:19 **[raindog]** Brad declaims his imminent arrival.

18:38:22 **[RedFox]** Avernum et al are great time wasters while sitting in chat rooms. 😊

18:38:29 **[Jonathan]** nice

18:38:34 **[Jonathan]** Who is raindog?

18:38:45 **[BradofEos]** Greetings, All!

18:38:48 **[Rebecca]** Apparently a predictionist!

18:38:51 **[RedFox]** * **RedFox** points at Brad and screeches like one of those people from /Invasion of the Body Snatchers/!

Weapons of the Gods Developer Chat

18:38:52 [raindog] g c grabowski
18:38:53 [Rebecca] ^_^
18:39:03 [braincraft] It could be another Brad who is of Eos.
18:39:14 [Jonathan] grabowski? What are you doing here?
18:39:16 [BradofEos] Nah. There Can Be Only ONE!
18:39:27 [Jonathan] not that its bad, mostly Curious
18:39:30 [RedFox] What, like an evil name twin?
18:39:30 [BradofEos] He's a friend of both me and Rebecca, actually.
18:39:30 [Kuan-Sheng] Good evening
18:39:37 [raindog] Brad said there was a developer's chat?
18:39:37 [Rebecca] It could be an infinity of Brads unfolding from a central postulate.
18:39:38 [BradofEos] Howdy, Sheng!
18:39:48 [raindog] was playing angband, figured I'd watch. =)
18:40:07 [BradofEos] Is that why I get a splitting headache anytime I take one of my clones' Quickening?
18:40:15 [Kuan-Sheng] long time no see brad
18:40:16 [RedFox] * RedFox strikes a gavel, "Alright, let's get the proceedings in order. Have you now or haveyoueverbeen a member of a game development team?"
18:40:59 [Rebecca] That's probably just the effort involved in not thinking of Highlander 2.
18:41:08 [BradofEos] Indeed, Sheng! I've even checked to see if Kenshiro can make it! 😊
18:41:26 [BradofEos] That would be correct, Rebecca. Besides, there was no Highlander 2.
18:41:32 [Rebecca] Or 3, really. Or 4, the only Highlander movie that people are literally *incapable* of remembering without death.
18:41:34 [RedFox] Rebecca: But Highlander 2 is rad!
18:41:45 [Kuan-Sheng] Well him & Fallen Angel
18:41:58 [RedFox] * RedFox <3 Highlander 2.
18:42:09 [Rebecca] Or 8, which I think was really the worst of them, which is why it was only released in the Federated States of Micronesia as a military tactic.
18:42:16 [braincraft] Haven't seen much of Fallen lately. What happened to him?
18:42:26 [Rebecca] He fell?
18:42:35 [BradofEos] Which explains why that country fell so easily...
18:42:48 [BradofEos] I've not heard from him myself much lately, either.
18:42:49 [Jonathan] Fallen is playing D&D
18:42:57 [Jonathan] and generally, not er doing WotG stuff
18:43:04 [Rebecca] Eventually every fallen angel disappears below the event horizon of the shadow universe. It's inevitability at work!
18:43:08 [braincraft] Quitter!
18:43:12 [RedFox] So we've got Angband, D&D, and Avernum so far. Nobody's chatting, everyone's playing games!
18:43:28 [BradofEos] That's his choice, of course... I don't fault him for it.
18:43:30 [Rebecca] I'm chatting! Although I'm not Chatting.
18:43:47 [RedFox] o.o;
18:43:50 [BradofEos] I'm only chatting to be polite.
18:43:54 [RedFox] What's Chatting?
18:44:05 [braincraft] Wasn't Chatting in the Canadian Parliament?
18:44:08 [BradofEos] After 7pm, then I'm open for business.
18:44:15 [Rebecca] The capital letter makes all the difference; you will observe how I become instantly serious and sober when the Chat begins. It will look like this:
18:44:22 [Jonathan] I'm getting precient in my geriatric stages
18:44:41 [Rebecca] Yes, I agree, queren; that is a matter of grave concern and must be carefully considered.
18:44:56 [Rebecca] Ah, if only the world were not condemned to an endless march into entropic oblivion!

Weapons of the Gods Developer Chat

18:45:02 **[Rebecca]** See? It'll look like that.

18:45:03 **[RedFox]** Rebecca: So you basically turn into a less flippant version of HK-47?

18:45:03 **[Jonathan]** post count wise

18:45:07 **[Jonathan]** that is glee bringing

18:45:08 **[Kuan-Sheng]** well 7pm for you only, 4am in Europe

18:45:18 **[Jonathan]** heh HK-47 was cool

18:45:25 **[Jonathan]** crapo

18:45:31 **[braincraft]** I thought you meant in the real world.

18:45:34 **[Jonathan]** you are in France right Kuan?

18:45:49 **[Kuan-Sheng]** yes

18:46:00 **[Jonathan]** ack

18:46:02 **[braincraft]** I imagine Jonathan creeping up behind Brad, his palm pilot in hand, silently typing out responses to allay suspicion before he strikes...

18:46:07 **[BradofEos]** I'm sorry, Jonathan? What does 'far behind' mean?

18:46:24 **[braincraft]** HE'S IN THE HOUSE!

18:46:30 **[Jonathan]** post count, compare mine and yours on the Eos forum

18:46:37 **[RedFox]** Brad: Don't ask the questions that bring answers!

18:46:46 **[braincraft]** RUN FOR YOUR LIFE, BRAD!

18:46:51 **[Jonathan]** I would like to take this time to spam the important people about Fu! and their opinions

18:46:56 **[braincraft]** He's after your quickening!

18:46:57 **[BradofEos]** Sheng has always kept different hours - since he is far away but always positive in his contributions. 😊

18:47:00 **[braincraft]** Or your shortening!

18:47:08 **[Jonathan]** like Rebecca, who probably doesn't actually care most likely :P

18:47:09 **[Rebecca]** When post count hits 99999, one achieves the "Eos Transcendence" and rises to become a god.

18:47:09 **[braincraft]** I can't remember if he's an immortal or a baker!

18:47:14 **[BradofEos]** Jonathan, post count is hardly important in the scale of things. <Shrugging>

18:47:19 **[Jonathan]** Baker

18:47:26 **[Jonathan]** Its a joke Brad

18:47:31 **[BradofEos]** Rebecca... Shhhhhh! <laughing>

18:47:37 **[RedFox]** Postcount brings importance? I need to go to rpg.net and inform everyone that I'm royalty!

18:47:39 **[Rebecca]** Hm.

18:47:47 **[Rebecca]** Lost a line! Alas.

18:47:48 **[BradofEos]** She's revealing important Lores for free!

18:48:01 **[Jonathan]** transcendence is good

18:48:02 **[BradofEos]** Aiieeee!

18:48:05 **[Rebecca]** I was going to comment that when one's post count reaches 99999, one achieves the "Eos Transcendence" and becomes a god.

18:48:06 **[Jonathan]** with a side of fries

18:48:29 **[RedFox]** OMG 'BECCA SPILT DA CHEET K0DEZ!!!

18:48:37 **[braincraft]** I get a destiny cost break for also having Exalted-fu.

18:48:53 **[RedFox]** braincraft: raindog may get more of one.

18:49:26 **[raindog]** I am no longer part of the martial arts world. =)

18:49:26 **[braincraft]** He's a higher rank anyway.

18:49:31 **[Rebecca]** If one has made each post truly and honestly without the "god mind" of one seeking only transcendence, then one becomes a happy god.

18:49:38 **[Rebecca]** Otherwise one's fate is very sad.

18:49:40 **[Jonathan]** doh

Weapons of the Gods Developer Chat

18:49:44 **[RedFox]** raindog's baneful!

18:49:49 **[RedFox]** * **RedFox** squeels and runs!

18:49:52 **[Rebecca]** Ah, there we go, unjammed.

18:49:54 **[Jonathan]** of course, posting for posting's sake is dumb

18:50:18 **[Rebecca]** But not mute!

18:50:26 **[raindog]** * **raindog** seeks only peaceful retreat from the squabbles of his peers.

18:50:33 **[RedFox]** 10 minutes of silly left.

18:50:41 **[raindog]** and haters

18:50:48 **[Kuan-Sheng]** well if the goal is to become a god, then all means are good

18:51:00 **[RedFox]** raindog: You took some hatin' on rpg.net today. Jeeze.

18:51:06 **[Jonathan]** so yeah, any thoughts on Fu! ?

18:51:13 **[braincraft]** When you become a baneful human, do you have to turn in your badge and ten-head-falling-star-hammer?

18:51:21 **[Rebecca]** You should go to Peaceful Retreat Kingdom. There you can do battle with the terrible relaxation demons for the ultimate prize of nap style!

18:51:21 **[RedFox]** Jonathan: I want articles!

18:51:39 **[RedFox]** Wait, this is the volunteering part, right? *steps back quietly and looks shiftily around*

18:51:40 **[Jonathan]** I do too

18:51:46 **[raindog]** Thank you for being so nice. I was not sure what I did making a game like 250 people will ever play that offended dude.

18:52:02 **[Jonathan]** I have a wudang article that I wrote, but I held back because I had no faction writeup

18:52:14 **[braincraft]** What game is that?

18:52:20 **[Rebecca]** I am going to go make myself a cup of tea.

18:52:26 **[Jonathan]** but I understand now YOU CAN'T WRITE REAL FACTIONS UP without positioning them in time and space

18:52:37 **[BradofEos]** I'm making a thread on RPG.net announcing the WotG Developer Chat right now... wonder if it'll get banished to the Limbo Hell of Ads/Open Promo...

18:52:40 **[Rebecca]** When I return I expect you all to still be alive.

18:52:54 **[RedFox]** raindog: NP. I'm just afraid that not checking the blog regularly, I'll miss when it's released. 😊

18:52:57 **[braincraft]** If you make yourself a cup of tea, will you still be Rebecca?

18:53:22 **[Rebecca]** It's just an assumption.

18:53:28 **[raindog]** This is someone else's chat. I got roasted on rpg.net today for announcing something I worked on. Don't really wanna use brad's house for my own ends. =)

18:53:30 **[Jonathan]** yeah

18:53:40 **[RedFox]** braincraft: the more pertinent question is whether or not Rebecca can have tea and no tea at the same time.

18:53:40 **[Jonathan]** oh that

18:53:47 **[Jonathan]** yeah I saw some of that in the morning

18:53:49 **[Jonathan]** I don't get it

18:53:56 **[braincraft]** Becky's a Fair Folk!

18:54:00 **[Jonathan]** Rebecca really is the cat in the box with the radium

18:54:04 **[braincraft]** Assumption of Tea Form!

18:54:13 **[braincraft]** I think she's the radium.

18:54:24 **[BradofEos]** Geoff, before the Chat actually begins, you may talk about anything you wish.

18:54:31 **[RedFox]** Damn it, now I want tea.

18:54:39 **[Jonathan]** Being radium is good

18:54:51 **[Jonathan]** I was radium for a bit, but I've run out of half life

18:55:09 **[braincraft]** You should follow Gordon Freeman.

18:55:16 **[RedFox]** For some reason, the soundtrack to Ravenous works well for the chat leadup.

Weapons of the Gods Developer Chat

18:55:26 **[Jonathan]** btw, seatle people, Deathcab is pretty dang cool
18:55:35 **[braincraft]** You know, if you spell it backwards, it's muidar?
18:55:44 **[braincraft]** Useful if you want to detect mui.
18:55:45 **[Jonathan]** yeah I should, I'm sort of in a metamorphosing stage
18:56:16 **[RedFox]** braincraft: Which is "a lot" in spanish so... it's a detector of large amounts? Cool.
18:56:19 **[braincraft]** What do you do with your skin when you molt?
18:56:26 **[Jonathan]** hey bart
18:56:37 **[Jonathan]** strangle people with it?
18:56:40 **[BradofEos]** Yo, Bart!
18:56:47 **[Kuan-Sheng]** hi
18:56:53 **[RedFox]** * **RedFox** waves to Bartkusa.
18:57:02 **[bartkusa]** ...hi
18:57:10 **[bartkusa]** * **bartkusa** hides
18:57:12 **[BradofEos]** Tea is essential to Rebeccaness, I believe.
18:57:17 **[BradofEos]** Welcome, Kreen!
18:57:22 **[Jonathan]** hey Kreen
18:57:22 **[RedFox]** * **RedFox** activates Assumption of Tea's Desire for 3 motes.
18:57:28 **[Jonathan]** why with the hiding Bart?
18:57:31 **[KreenMage]** Hello
18:57:49 **[braincraft]** When you take upon an assumption, you make an ass out of you and mption.
18:57:55 **[bartkusa]** i'm just a spectator
18:57:58 **[Jonathan]** er, who are you on the Eos boards Kreen?
18:58:01 **[braincraft]** Assuming you're using Assumption of Ass.
18:58:06 **[RedFox]** Luckily, Mption's a dolt anyway.
18:58:27 **[KreenMage]** Not on the Eos boards. Saw the notice on rpg.net. I'm KreenWarrior there
18:58:31 **[Kuan-Sheng]** well 2 minutes left before the big bang
18:58:35 **[Jonathan]** Isn't Ass Assumption recursive?
18:58:38 **[Jonathan]** aah
18:58:41 **[Jonathan]** Hey Fozzie!
18:58:43 **[RedFox]** We've got cross pollination!
18:58:43 **[Jonathan]** Long time
18:58:52 **[SirFozzie]** hey.. been busy 😊
18:58:55 **[RedFox]** Hey, it's SirFozzie!
18:58:57 **[Kuan-Sheng]** Hi Fozzie
18:59:03 **[braincraft]** You multiclassed?
18:59:03 **[Jonathan]** Childer right?
18:59:17 **[bartkusa]** If Ass Assumption is recursive, does it terminate?
18:59:26 **[bartkusa]** The prospect of infinite ass is somewhat daunting.
18:59:32 **[RedFox]** I multiclassed into Ventrue Tea Cosie, but only for a level.
18:59:32 **[braincraft]** Seeing as how you're an insectoid, you may have molt-classed.
18:59:36 **[Rebecca]** Now I am tea.
18:59:59 **[RedFox]** Rebecca: What if you drip??! You'll give yourself away!
19:00:06 **[braincraft]** Ventrue Tea Cosie? Did they need a Tszimice for that?
19:00:25 **[Rebecca]** To be honest this is why I have a safety lid.
19:00:30 **[BradofEos]** Howdy, Foz!
19:00:37 **[braincraft]** Something all good ninjas must have.
19:00:49 **[Rebecca]** It is 7. Once again you see my serious face.
19:00:49 **[RedFox]** Rebecca: Then it sounds like you are well-prepared.
19:00:52 **[SirFozzie]** Hey Mr Elliot!
19:00:54 **[Rebecca]** :|

Weapons of the Gods Developer Chat

19:00:57 **[RedFox]** Hey RN.

19:01:15 **[SirFozzie]** Been working on my plans for GenCon, I think we need to hold a Wulin tourney there 😊

19:01:20 **[braincraft]** Well-prepared tea is a joy to drink.

19:01:51 **[RedFox]** Don't get too excited.

19:01:53 **[BradofEos]** Random! Welcome, Man.

19:02:07 **[RandomNerd]** Rumors of a developer chat have been heard, so naturally I showed up to investigate this strange phenomenon.

19:02:27 **[SirFozzie]** Hmm.. Rebecca is too serious.. needs to lighten up (takes a marker and draws a smiley face on her face, grinning)

19:02:32 **[RedFox]** BTW, is this being recorded?

19:02:32 **[Jonathan]** Hey Random

19:02:45 **[RedFox]** Because if so, I need to edit out the embarrassing parts.

19:02:53 **[Rebecca]** I am going to have to table the smiley face for a later, smiley meeting.

19:02:54 **[RandomNerd]** For that matter, I'll be starting a weekly game of Weapons on Monday night, so naturally I've got WotG on the brain.

19:03:02 **[damion]** Can you? Been trying to figure out a way.

19:03:06 **[BradofEos]** Fox, Kenshiro always took care of that before. I'm sure if I work on it, I'll remember how...

19:03:06 **[bartkusa]** redfox: the NSA has it covered

19:03:18 **[Jonathan]** aah, yeah I hope to get a game going once I finish moving

19:03:20 **[RedFox]** RN: My new weekly WotG game is on Mondays too. Weird.

19:03:36 **[braincraft]** Remember, the first rule of WotG Developer's Chat is: You do not talk about WotG Developer's Chat!

19:03:36 **[Jonathan]** you can essentially cut and paste the log here

19:03:42 **[bartkusa]** I'm starting a game in a week

19:03:44 **[RandomNerd]** Also... is this php interface just a frontend for regular IRC chat, or a strange artifice without connection to ordinary chat?

19:03:54 **[Jonathan]** its just ASS to edit

19:03:58 **[BradofEos]** I have absolutely no idea, RN.

19:04:02 **[Jonathan]** says the person who editted down many a fight log

19:04:08 **[RedFox]** Darn.

19:04:10 **[Rebecca]** At that time, I may lay down the heavy burden that is my serious face and force you all to dance like peculiar kung fu clowns; and then you shall not regret the marker you have marked with this day.

19:04:15 **[Jonathan]** I think this is a frontend for arse

19:04:22 **[Jonathan]** but what we have is what we got :P

19:04:32 **[Jonathan]** Ok, so serious face

19:04:39 **[Jonathan]** Did you do any Kungfu writing Rebecca?

19:04:48 **[RandomNerd]** Hmm. The phrase "peculiar kung fu clowns" implies the existance of ordinary and straightforward kung fu clowns.

19:05:01 **[Rebecca]** Not for Weapons of the Gods, Jonathan.

19:05:01 **[RandomNerd]** This idea intrigues me.

19:05:04 **[RedFox]** Is there any order to this chaos? How's it going to work? Brad?

19:05:07 **[Jonathan]** well you need the straightman kungfu clown

19:05:12 **[Jonathan]** I prefer kungfu roadrunners

19:05:16 **[BradofEos]** Of course it does, RN. The ordinary and straightforward kung fu clown would be ME! <g>

19:05:20 **[Rebecca]** You can build them by using Music of War on the honking nose, RandomNerd.

19:05:24 **[RandomNerd]** Is there a difference between the dance of the peculiar ones and the regular ones?

19:05:25 **[Jonathan]** aah ok

Weapons of the Gods Developer Chat

19:05:36 **[KreenMage]** My Crimson Nose Technique will crush you're Giant Footwear Style!

19:05:39 **[Jonathan]** was checking, wondering who to poke at for Wisdom of the 7 gates

19:05:40 **[damion]** I would describe Hell Clan as ordinary and straightforward Kung-fu clowns.

19:05:43 **[braincraft]** Some clowns went to clown college. Some went to a clown monastery and went through the 18 clown-lin chambers.

19:05:45 **[KreenMage]** your*

19:06:00 **[RandomNerd]** Ah. So the kung-fu mimes are sadly left fu-less, without recourse to sonic attacks?

19:06:10 **[RandomNerd]** Poor ninja mimes.

19:06:25 **[BradofEos]** Oh, you can poke at me about that. I freely admit that I'm behind schedule; my health has been off of late and slowed my progress.

19:06:26 **[Rebecca]** You are missing the point of miming, I think.

19:06:34 **[RandomNerd]** Admittedly, they could use Walking In Shadows, but then what's the point of being a mime that nobody can see?

19:06:47 **[Rebecca]** The sonic attack is imaginary: they convey the illusion of sound in silence.

19:06:47 **[Jonathan]** oh also

19:06:49 **[Jonathan]** PDFs

19:07:13 **[Rebecca]** Imagine the terrible resonance of the invisible box: they strike here, and it rings out: ku! They strike *there*, and it rings out: Ri!

19:07:21 **[Jonathan]** you whipping Kasumi into doing any?

19:07:24 **[Jonathan]** more that is

19:07:29 **[BradofEos]** I plan to spend a good chunk of this five day Winter Break getting caught up.

19:07:43 **[Jonathan]** oh reading week

19:07:45 **[RedFox]** -> Brad: Do you still want to host the player cheat-sheet I did?

19:07:45 **[RandomNerd]** Hmm. Using the Golden Bell style to create invisible boxes instead of armor?

19:07:55 **[Jonathan]** yeah, people are in town, good drinking times these will be

19:07:58 **[Rebecca]** Ku and ri! Ku and ri! beats the kung fu mime in silence, until every head is like to burst with the sound of it. Glass, unable to see through the illusion, shatters. Horses scream. The forums fill with spreading flames.

19:08:01 **[Rebecca]** :|

19:08:15 **[braincraft]** The thing about mimes is... the mime does not supply the invisible box. The viewer does.

19:08:35 **[Jonathan]** are we not all in some ways invisible boxes?

19:08:35 **[BradofEos]** Certainly RedFox.

19:08:39 **[damion]** The mime nearly thinks out side it. 😊

19:08:40 **[RandomNerd]** Intuition directs me to believe that mimes are intrinsically baneful.

19:08:41 **[Rebecca]** Are you suggesting the Secret Art of Miming?

19:08:45 **[Jonathan]** Oh hey Rebecca, are you planning to write any more stuff?

19:08:52 **[braincraft]** It's not the mime that is using kung fu... it is yourself!

19:08:54 **[Jonathan]** say like some bits for a setting book?

19:08:56 **[BradofEos]** I'll do what I usually do with these things - make it available through the forums and then have my webmaster catch up.

19:08:59 **[damion]** I myself am an ivisible box of chocolate.

19:08:59 **[RandomNerd]** Oh, doesn't /everyone/ use mime as a variant courtier tool?

19:09:00 **[Rebecca]** Yes, I am. (cont.)

19:09:21 **[RedFox]** Brad: Okay, sounds cool. I may have another one done up for Wulin Sage in a week or so.

19:09:22 **[RandomNerd]** And if "pacing the constellations" isn't the invisible box routine, I've been reading Scholars all wrong.

19:09:36 **[RedFox]** Oh, I have a real question!

19:09:56 **[Jonathan]** egads, you're still recovering Brad?

19:09:58 **[BradofEos]** Fire away, Redfox! Might as well get started!

Weapons of the Gods Developer Chat

19:10:00 **[RedFox]** -> Brad: Any idea when the Courtier's Fan, etc. sheets will be done up and ready for download?

19:10:16 **[Rebecca]** I have four? five? products on the queue for Eos Press.

19:10:24 **[BradofEos]** Yes, Jon - I've got an infection that I'm currently taking antibiotics for. But I'm bascially better.

19:10:26 **[Jonathan]** Wow

19:10:33 **[RedFox]** Rebecca: DAMN! Busy much? o.o;

19:10:33 **[Jonathan]** Wait, all WotG? or other stuff?

19:10:38 **[Rebecca]** I'm not sure if which of them I can discuss at this point.

19:10:47 **[Jonathan]** yeah I must say I am impressed by your guy's output of stuff

19:10:58 **[BradofEos]** Phaide - Hello!

19:11:02 **[Jonathan]** it took me 3 months to write ~10,000 that i had in the first fu

19:11:04 **[phaide]** hola me amigos

19:11:09 **[Rebecca]** I'm also not sure whether you're counting the Companion or not, since that's not really future work.

19:11:25 **[Jonathan]** well until it exists its future I guess

19:11:30 **[Kuan-Sheng]** Bonsoir Phaide

19:11:31 **[BradofEos]** Redfox, I truly want to get caught up on those. The problem with being a developer means that I always have too much on the stove, and it's not stuff I can easily farm out!

19:11:38 **[Jonathan]** working full time + writing = hard

19:11:54 **[RedFox]** Brad: Condolences on the infection. Get better soon. 😊

19:11:56 **[BradofEos]** It's the story of my life.

19:11:56 **[Jonathan]** Oh yeah, you might want to revise UFG btw :P

19:12:01 **[phaide]** so are we diving right in with questions yet?

19:12:04 **[Jonathan]** yeah definately infections suck

19:12:10 **[BradofEos]** Right after I finish the last tweaks on OML, Jon!

19:12:13 **[Jonathan]** unless they give you super powers

19:12:15 **[bartkusa]** isn't that itself a question?

19:12:22 **[Jonathan]** why OML before UFG?

19:12:33 **[braincraft]** Because ZOMG WTF.

19:12:39 **[phaide]** true. now we're stuck in a paradox loop

19:12:44 **[braincraft]** lol

19:12:46 **[RedFox]** BradofEos> And if you need to farm off any piddly PDF freebs or the like that require content layout and typing as opposed to system mechanical know-how, I'm always willing to help.

19:12:47 **[Kuan-Sheng]** and don't forget LF

19:12:49 **[BradofEos]** Because it seemed like more fun to do first? I don't have a lot of rhyme or reason to this. 😊

19:12:50 **[phaide]** my bad

19:12:58 **[RandomNerd]** Okay, here's a question that occurred to me when I was going over the Secret Art of Influence.

19:13:08 **[Jonathan]** yeah I can do layout as well

19:13:09 **[RedFox]** Ooo, an SA q.

19:13:17 **[Rebecca]** I have the Great Game in the companion, and revisions of some other parts of the companion.

19:13:20 **[Jonathan]** since I am technically a graphic artist

19:13:22 **[RandomNerd]** Okay, so a hyperactive Passion is associated with a given chi, based on which kind of passion it is.

19:13:27 **[Rebecca]** I may or may not have some work in another WotG product.

19:13:28 **[phaide]** me too

19:13:35 **[Rebecca]** I will be doing another product for the wuxia adventure line.

Weapons of the Gods Developer Chat

- 19:13:38 **[Jonathan]** aah, oh yeah can you give an example of the new faction writeup?
- 19:13:42 **[Jonathan]** if that hasn't changed
- 19:13:47 **[Jonathan]** if that has changed rather
- 19:14:02 **[RandomNerd]** One hyperactivity effect is increased breath. Does it have to be with the same chi, for instance Fire with a Joy passion?
- 19:14:10 **[BradofEos]** Gotcha, RN.
- 19:14:22 **[Jonathan]** Probably
- 19:14:33 **[Jonathan]** isn't the increased breath a sign of the hyperactivity?
- 19:14:37 **[Rebecca]** It does not specify, so no. I do not recall which specific provisions I put in to ensure that you stick by setting logic.
- 19:14:39 **[RandomNerd]** Or can it be something else as long as it makes dramatic sense, like having increased Gold breath due to your Joy?
- 19:14:49 **[BradofEos]** Hi, Wookie!
- 19:14:54 **[RandomNerd]** Hmm.
- 19:15:04 **[Wookie]** Hi! 🐼
- 19:15:08 **[BradofEos]** I'm a fan of 'dramatic sense' myself.
- 19:15:23 **[RandomNerd]** Okay, thanks.
- 19:15:49 **[RedFox]** I think that the hyperactivity effects are carrots... not specifically locked into a specific chi color, but used to encourage behavior matching the passion by rewarding it?
- 19:15:50 **[Rebecca]** In many cases there's Sage approval hooked in, which requires that it make dramatic sense.
- 19:16:02 **[Jonathan]** one prob with increased breath is, the increased propensity for powering up using those
- 19:16:08 **[RandomNerd]** *nod*
- 19:16:18 **[Rebecca]** In the remainder of cases, you need enough dramatic sense to avoid the Sage saying, "Ninjas fall, everybody dies."
- 19:16:28 **[Jonathan]** as the 10 chi used for a 3 point breath increase pays off more than having 2 extra chi points most of the time
- 19:16:47 **[BradofEos]** Is that 10 Chi or 10 Destiny, Jon?
- 19:16:48 **[RedFox]** 10 Destiny, you mean?
- 19:17:05 **[RedFox]** It pays off more, but it's also making you unhealthy!
- 19:17:19 **[braincraft]** Hopefully, it's easy enough to screw them over for diving blindly after that carrot.
- 19:17:25 **[BradofEos]** New Faction Writeup, Jon? What do you mean?
- 19:17:26 **[Rebecca]** One of the things that I will note about this---although, really, my first line was the only meaningful answer---
- 19:17:34 **[BradofEos]** Nicely put, Brain!
- 19:17:37 **[Rebecca]** is that all the Chi types are related inside your body.
- 19:17:44 **[RandomNerd]** That's probably generally true, but there are advantages to increased attributes. For example, being able to use Breath Sorcery at the six-of-one-kind level at Fourth Rank.
- 19:17:47 **[BradofEos]** Martial Artists are prone to diving blindly sometimes...
- 19:17:55 **[Rebecca]** That is, fire promotes earth as part of its nature.
- 19:17:59 **[phaide]** so when will the companion be out?
- 19:18:19 **[Jonathan]** 10 destiny sorry
- 19:18:23 **[Rebecca]** Similarly, fire can restrict metal, which can in turn empower wood.
- 19:18:30 **[Jonathan]** increased breath is rather awesome, emphasis on the Extreme
- 19:18:47 **[Rebecca]** So in many cases if it makes dramatic sense you can also come up with Chinese medicine technobabble to explain it.
- 19:18:50 **[Jonathan]** That was a question
- 19:19:05 **[Jonathan]** increased attributes from imbalances can exceed your rank limitations?
- 19:19:07 **[RedFox]** And gain a +5 mod? 😊

Weapons of the Gods Developer Chat

- 19:19:15 **[RandomNerd]** Of course, on the other hand, it's pretty much a given that player characters will be driven by unhealthy and dangerous passions.
- 19:19:21 **[BradofEos]** The Companion is due to be out in the Spring - May, it's looking. I'll have copies for ORIGINS, if all goes well.
- 19:19:37 **[phaide]** Yay!
- 19:19:44 **[Rebecca]** Oh, hey, purple text. ^_^
- 19:19:48 **[Jonathan]** Brad: You said something about the faction writeup format changing for use in the Great Game
- 19:19:52 **[phaide]** will that be the last official book?
- 19:20:00 **[Jonathan]** Green
- 19:20:10 **[BradofEos]** The cover is still being debated - while I like the Le Wa (Blue Phoenix) cover, my cultural consultant hates it, so... <lol>
- 19:20:14 **[BradofEos]** OW!
- 19:20:25 **[Jonathan]** Blue Pheonix?
- 19:20:26 **[BradofEos]** Green is illegal - please don't use it! <lol>
- 19:20:40 **[braincraft]** It's not easy being green.
- 19:20:42 **[Jonathan]** Ok, here's a question, what's with the mutable limitation on Waves Like Water?
- 19:20:44 **[RedFox]** What about Red?
- 19:20:55 **[BradofEos]**
- 19:21:00 **[Jonathan]** Its not easy being yellow either
- 19:21:08 **[bartkusa]** (mutable limitation wha?)
- 19:21:17 **[Jonathan]** people think you're short and have a low alchol tolerance, when that is definately not the case
- 19:21:20 **[BradofEos]** Red is fine. Green hurts, though. Yellow probably won't work either.
- 19:21:24 **[Rebecca]** Kibbitzing as someone who doesn't know how faction writeups changed, I'd assume that the old style still works but that there's data added?
- 19:21:29 **[Jonathan]** Kasumi's adventure states that Waves like Water
- 19:21:35 **[Jonathan]** has a restriction of Long weapons only
- 19:21:41 **[RedFox]** -> Rebecca, Brad: Is there anything you can reveal to us about the Great Game?
- 19:21:51 **[Jonathan]** which is a really wiffly limitation
- 19:22:05 **[Jonathan]** like now it states that Greatswords are ok with WLW, and Sabres aren't
- 19:22:21 **[RandomNerd]** Oh, another question. The relationship between damage, death, and the Dying condition.
- 19:22:55 **[BradofEos]** I'm with Rebecca - I'm not sure what you're asking there. But yes, faction writeups are essentially the same, with a few bits added.
- 19:23:00 **[RedFox]** Maybe we should slow down or start a queue or something. Don't want to flood the peeps. 😊
- 19:23:11 **[Kuan-Sheng]** Well the style requires flexible weapons so no longswords, great swords ...
- 19:23:15 **[RandomNerd]** So, when you take 5 times your health in damage, you're Dying, but if you have chi left you're still conscious, and it seems that you only die at the end of the scene if you're unconscious.
- 19:23:27 **[Jonathan]** ok, cool. Thanks
- 19:23:35 **[braincraft]** Is damage still a style roll when you are contesting it with chi aura?
- 19:23:39 **[Jonathan]** well, no it doesn't anymore, it just says Long
- 19:23:45 **[RandomNerd]** So, it seems to my reading that as long as you keep at least one point of holdback chi, you're not going to die. Am I misreading this?
- 19:23:46 **[phaide]** agreed
- 19:23:54 **[Jonathan]** in Kasumi's adventure which I figure is as "canon" as it goes
- 19:23:56 **[Rebecca]** The Great Game is the system for large-scale politics and war. It's got a nice moving-armies around subsystem and some stuff that I think is really slick for ideology, deception, and changing the world.
- 19:24:04 **[Wookie]** So many questions, perhaps too many, RedFox has a good point there.

Weapons of the Gods Developer Chat

19:24:37 [damion] So the Great Game is the Area Attack version of Secret Arts?

19:24:40 [RedFox] Rebecca> Squee!

19:24:43 [braincraft] Can I have ice cream for dinner?

19:25:00 [Wookie] No ice cream for you.

19:25:01 [BradofEos] Let's see now... Questions.

19:25:04 [braincraft] (I'm pretty stoked about all this new stuff coming out.)

19:25:12 [BradofEos] RN: Death and Dying.

19:25:25 [Kuan-Sheng] it's a question of logic i think,; when reading the techniques description, particularly the last, swords, axes anso on can't be used.

19:25:42 [BradofEos] Howdy, Fat!

19:25:53 [Wookie] Hi guys!

19:25:55 [Jonathan] speak of the devil :P

19:26:03 [phaide] I have one

19:26:07 [Wookie] Kasumi is here, awesome.

19:26:10 [Kasumi] I'm only one of Six Devils 😊

19:26:27 [RedFox] Only six?

19:26:34 [BradofEos] Waves Like Water is specifically designed to model long or flexible weapons wrapping around or through people's defenses -

19:26:36 [Jonathan] aren't there only 2?

19:26:41 [damion] Who's the second one?

19:26:49 [BradofEos] the origins are both the HERO film and HEAVEN SWORD & DRAGON SABER.

19:26:52 [Kasumi] Only Six. Seven would be terribly gauche.

19:26:58 [RedFox] * RedFox keeps envisioning WLW as a spear style.

19:27:07 [Jonathan] Brad: Which is to say, Swords, Spears, Staves, and chains?

19:27:17 [BradofEos] WLW should work just fine for long 'whippy' weapons, like Spears or Longswords...

19:27:19 [Jonathan] yeah that I understand

19:27:22 [Wookie] Redfox: As do I after watching Hero

19:27:23 [BradofEos] Staves and Chains...

19:27:39 [Jonathan] Technically you mean Movie Jians which are aluminium sheets

19:27:42 [BradofEos] But NOT Stone Pillars or Greatswords. I mean, let's not get silly here.

19:27:46 [RedFox] Cavalry Saber should be okay?

19:27:58 [phaide] can we expect any other books in the series?

19:28:12 [BradofEos] In the WotG Series?

19:28:18 [BradofEos] There are slated to be three.

19:28:21 [damion] I'm trying to see a resonable difference between a longsword and greatsword in this case.

19:28:24 [Jonathan] Sabres aren't really flexy are they

19:28:36 [BradofEos] WotG, Companion, and a third book I'm still deciding on.

19:28:37 [Jonathan] Well the +15 damage is the issue mostly Damion

19:28:39 [damion] Don't get it, except on a meta level.

19:28:40 [phaide] really? what's the third?

19:28:43 [Wookie] Um I more technical question if I may: Should Perfect Aim kung fu work with ranged "reach" weapons? Simple yes or no works here.

19:28:45 [RedFox] Jonathan: Cavalry Sabers in WotG are polearms, IIRC.

19:28:49 [phaide] ah

19:28:50 [Jonathan] Psst, a monster book/atlas might work 😊

19:28:54 [Kasumi] Think of the difference between Cloud's sword and Green Destiny.

19:28:55 [Kuan-Sheng] At those times there were no kung fu swords but straight heavy blades

19:29:01 [BradofEos] My definition of a greatsword can be seen in the comics...

19:29:14 [Jonathan] ok, that's a terrible clash of european and chinese sensibilities

Weapons of the Gods Developer Chat

19:29:14 [BradofEos] Niu Lan, 'Bison the Bull Hunter' is wielding a greatsword.

19:29:22 [damion] Jonathan> Yeah, but I hate forbidding something because "it's stats are too good". I'll just change the stats.

19:29:24 [braincraft] A daiklaive, basically.

19:29:28 [Jonathan] yeah I understand that

19:29:33 [BradofEos] A giant 200-pound monstrosity.

19:29:41 [Jonathan] however, I'm stating that the weapon restriction does not exposit on all of this

19:30:07 [braincraft] I think that it would be useful for 'projectiles' to be a classification separate from 'ranged'.

19:30:12 [BradofEos] Welcome, Tamoline!

19:30:13 [Wookie] Welcome aboard Tamoline

19:30:16 [Jonathan] As is Greatswords are one of the better things to wield

19:30:24 [RedFox] Well, the weapon restriction stuff is limited to a paranthetical aside about two or three words long at most. ^_^;

19:30:33 [phaide] stupid connection

19:30:40 [Jonathan] Brain hits a good point, the early days when ranged was a wiffly section was kind of irritating

19:30:53 [Jonathan] yeah, well, das da problem with wiffly weapon restrictions

19:30:58 [RedFox] * RedFox realizes he might want to actually have his book handy for the chat and goes to fetch it.

19:30:59 [damion] Wiffly?

19:31:11 [Jonathan] Like when I was writing Resplendent Falcon I said (+10 init weapons or better)

19:31:15 [Rebecca] A point of holdback Chi puts the matter of your continued existence in the Sage's hands, rather than autosaving your life, unless Brad says differently?

19:31:17 [Jonathan] Non-definate Damion

19:31:22 [RedFox] Wiffly?

19:31:34 [BradofEos] Hm. How so, Brain? There are two kinds of Ranged Weapons - projectiles and thrown.

19:31:36 [Jonathan] yeah see?

19:31:44 [Jonathan] er, Brad

19:31:55 [Jonathan] I would hope thrown projectiles are still projectiles

19:31:57 [RandomNerd] Hmm. And by what criteria is the Sage to determine life or death, barring Toys of the Gods?

19:32:00 [RandomNerd] Hey, Beth.

19:32:01 [RedFox] Holdback Chi?

19:32:06 [damion] And really long ones (Whips, etc)

19:32:09 [bartkusa] Question #37: How do I communicate the idea of Shen Zhou and wuxia? I'm talking speech patterns, important animals, plants, architecture....

19:32:11 [Jonathan] the other ranged type Brain is thinking is a Melee weapon that has the ranged type added to it

19:32:23 [Rebecca] I was answering RandomNerd's earlier question.

19:32:30 [Kasumi] I like that...easy for those who haven't cultivated their chi to die in tragic accidents, difficult for you to be certain a Wulin has ever entirely left the story.

19:32:40 [RedFox] */Ranged rather than Ranged?

19:32:51 [Jonathan] yeah

19:32:55 [BradofEos] Rebecca is correct.

19:33:02 [BradofEos] Howdy, Beth!

19:33:02 [Jonathan] Ranged (Projectile) rather

19:33:04 [BethL] (Hi, everyone.)

19:33:14 [Kuan-Sheng] hi

19:33:17 [Jonathan] as that is a rather maddening category due to its general uberness

Weapons of the Gods Developer Chat

- 19:33:22 **[Rebecca]** On whether the Great Game is the area attack version of secret arts: not exactly, in two respects.
- 19:33:24 **[RedFox]** Argh, no scrollbar!
- 19:33:36 **[Jonathan]** type /show 1000
- 19:33:40 **[Jonathan]** or something
- 19:33:49 **[Jonathan]** it defaults to showing 20 lines
- 19:34:01 **[RedFox]** Thanks Jonathan.
- 19:34:04 **[Rebecca]** First, you can play as any archetype, if you have the power to change the world with, you know, what you've got.
- 19:34:11 **[Jonathan]** np, thank the grognardism
- 19:34:25 **[Kasumi]** It might be appropriate for a Sage to offer character death in such a situation like a Critical Failure. Say with Lore or Destiny bonuses for the next character.
- 19:34:56 **[Jonathan]** So the general rule of thumb seems to be "So long as its cool"?
- 19:35:40 **[Kuan-Sheng]** whici is WotG Golden rule
- 19:35:48 **[BradofEos]** As long as you can get your Sage to agree, that's right, Jon. 😊
- 19:35:49 **[Rebecca]** That is, it's more a model for taking large-scale action than a set of extra courtier/scholar powers.
- 19:36:03 **[RedFox]** Dynasty Warriors Lore buy-ins like "When I die saving the Clan, they inherit x!"?
- 19:36:07 **[Rebecca]** Second, the extra powers you *can* get are divided among the archetypes, and only some of them are "secret arts."
- 19:36:16 **[braincraft]** Or perhaps destiny that can be used for Victories on Lores, useful immediately.
- 19:36:22 **[Jonathan]** yeah, well that's the idea that I figured that WotG was always trying to get across, like in Wuxia, thus my thoughts on the Bidding system for increases
- 19:36:36 **[Rebecca]** No ice cream for dinner.
- 19:36:47 **[Rebecca]** Am I caught up on questions? :|
- 19:37:02 **[Jonathan]** :P
- 19:37:08 **[braincraft]** You just wrote another.
- 19:37:16 **[Wookie]** lol
- 19:37:17 **[braincraft]** If that's how you're going to do it, you'll never break even.
- 19:37:21 **[Jonathan]** seems so. Er, yeah, IRC might be better next time around
- 19:37:31 **[Jonathan]** heh, ok, so, er hmm
- 19:37:44 **[Rebecca]** Ah, no, the question of conveying Shen Zhou and wuxia.
- 19:37:53 **[RedFox]** Rebecca> I must say, I'm really sold on the Great Game stuff so far. At least, so long as you can do everything from convert masses to your new Cult or raise armies or political campaigns against your enemies, and so on. Hopefully smoothly and awesomely.
- 19:37:57 **[braincraft]** Brad's understandably worried about making the chat friendly to unsavvy folk who lack IRC.
- 19:38:01 **[Kasumi]** As a playtester for the Great Game, I've been impressed with the way it's constructed to let any MRB character fully participate.
- 19:38:18 **[Jonathan]** mmm
- 19:38:45 **[Jonathan]** Well that's good to hear about
- 19:38:53 **[braincraft]** Not that I was worried about it, but I'm inclined to take Kasumi's word on stuff I might like, so I'm confident.
- 19:38:59 **[Rebecca]** To convey Shen Zhou, start by reading the book. For physical descriptions, reread the painter's path. For social stuff, reread the stress profiles.
- 19:39:10 **[Kasumi]** Some characters will be better than others at it, obviously, but you shouldn't worry that characters you're making now will need to be retooled for it.
- 19:39:16 **[Rebecca]** For miscellaneous flavor, I think the most important thing is to loosen up and not worry about accuracy.
- 19:39:17 **[Jonathan]** I'd like to point out that the point form system of the kungfu writeup was a good idea, wish I had used it for the first issue of Fu!
- 19:39:30 **[Jonathan]** I should think Shen Zhou should be pretty simple to convey

Weapons of the Gods Developer Chat

- 19:39:38 **[damion]** Q: If your an archetype that can buy Secret Arts, you can buy any secret art, correct?
- 19:39:48 **[BradofEos]** Movies are the quickest touchstone for new players - Shaw Bros are a good place to start.
- 19:39:50 **[Rebecca]** Damion, yes.
- 19:39:54 **[Jonathan]** its the Land of Awesome, where bar fights are common and exciting, yet villages are quiet and farming
- 19:40:19 **[Rebecca]** Yeah.
- 19:40:23 **[RandomNerd]** Barring the limits on Intrigue and Daoist magic, for courtiers and scholars, right?
- 19:40:32 **[RandomNerd]** Or are they not limited to those archetypes like I thought?
- 19:40:32 **[Jonathan]** Wuxia is all about Lineage and melodrama
- 19:40:41 **[Kuan-Sheng]** and House of Flying Daggers, Seven Swords for more recent movies
- 19:40:50 **[Rebecca]** The thing I like to do when writing Shen Zhou is to take everything very very seriously and consider it very very important.
- 19:41:01 **[Rebecca]** "Your pants are too unbuttoned! I cannot permit this atrocity to go unchallenged!"
- 19:41:23 **[Jonathan]** yeah, people are monomaniacal
- 19:41:34 **[braincraft]** Of course, if his pants are too unbuttoned in your wife's bedroom...
- 19:41:41 **[braincraft]** I could buy that.
- 19:41:55 **[Jonathan]** Also the reverse I think is true, sometimes people take very serious things very lightly
- 19:41:56 **[RandomNerd]** "You're going around without your shirt properly tucked in! This is /infamous!/ I must slay you to free your honorable bloodline the shame of your existence!"
- 19:41:59 **[Rebecca]** RandomNerd, yes. Barring the limits on specific lores, e.g. "This Lore Requires Secret Arts of Intrigue."
- 19:42:00 **[Jonathan]** Its like Hagakure that way
- 19:42:14 **[Rebecca]** That may also be true, Jonathan.
- 19:42:39 **[Kasumi]** Shen Zhou has a very strong colour, much more important than the hard details of the setting. It's flavouring my Three Kingdoms game very strongly.
- 19:42:43 **[BradofEos]** Howdy, J2! Glad you could make it!
- 19:42:44 **[Jonathan]** Well like when you're faced with an enemy horde, what do you do? Laugh
- 19:42:50 **[Rebecca]** I should not equivocate! I am wearing my serious face: I will stand with you on this! We take serious things lightly in Shen Zhou.
- 19:42:57 **[Kasumi]** Colour? Character.
- 19:43:06 **[Jonathan]** I think that form of behavior is designed to force attention to detail
- 19:43:14 **[RedFox]** BradofEos> Will we be seeing more Divination methods?
- 19:43:20 **[BradofEos]** We take them lightly right up to the point we don't... and declare a blood feud!
- 19:43:24 **[Jonathan]** which you need when you're going to be spending 200 years doing the same thing until its perfect
- 19:43:31 **[JonTwo]** Hi, Brad. Sorry, the interface is working strangely.
- 19:43:52 **[RandomNerd]** "Serious face." Wulin members are obviously all part of the great Honorable Ancestor Head of the Potato Clan.
- 19:43:55 **[BradofEos]** It's a strange interface, but it does work and is mostly useful.
- 19:44:22 **[BradofEos]** I won't deny it, RN - there's definitely a fair amount of potato-headedness in the Wulin at times.
- 19:44:26 **[Jonathan]** Well there are certain things barred from being looked at flippantly, lineage is one of those
- 19:44:31 **[Rebecca]** The way I think of it is this: you start with a vague sense of what China is like. Maybe you're a scholar and it's a good sense. Maybe you've seen one kung fu movie. The goal of the book is that you should get to use that vision, but that the more you read the book, the cooler that vision becomes.
- 19:44:34 **[RedFox]** I'm convinced this is an IRC server somewhere, but I don't feel like pecking through my router info looking to see whether I'm right.

Weapons of the Gods Developer Chat

- 19:44:35 **[Rebecca]** I don't know how well I succeeded.
- 19:44:42 **[Rebecca]** But that was my goal.
- 19:44:44 **[Jonathan]** cause it ties in with the mono-mania
- 19:45:08 **[JonTwo]** Excessive pride.
- 19:45:18 **[Jonathan]** Yeah, Rebecca is totally correct there
- 19:45:22 **[RedFox]** *Rebecca: Beautifully, IMO. Though the Painter's Path was a bit drier than the rest.*
- 19:45:24 **[RandomNerd]** Me, I intend to utterly blatantly rip off the Ramayana and Mahabharata in a manner shockingly devoid of shame, willfully ignoring the fact that China and India are perhaps not the same thing.
- 19:45:31 **[Jonathan]** Shen Zhou isn't one specific thing
- 19:45:40 **[Jonathan]** its the thing you see in your head, where you want to play, etc
- 19:45:41 **[BradofEos]** *Well, excess of any kind tends to express itself in your Virtues... because it's reflected in your Deeds.*
- 19:45:51 **[Jonathan]** China and India are similar
- 19:45:52 **[Rebecca]** It's hard to say. India's so mysterious and distant---it could be just like China!
- 19:45:56 **[Kasumi]** It's a very easy setting to introduce, and its sophistication unfolds gracefully.
- 19:46:02 **[braincraft]** Shen Zhou isn't historical China... it's the Ur-China.
- 19:46:03 **[RedFox]** *RN: I'm going to rip off Journey to the West, because I'm sure than my players are unfamiliar with it. 😊*
- 19:46:04 **[Jonathan]** except for that hot part, and the elephants, and the curry but those are minor details
- 19:46:13 **[BradofEos]** *Well, the two countries are definitely tied to each other by history and proximity. Not the same, no... but connected? You bet.*
- 19:46:20 **[Rebecca]** I think the big difference is that India is a mysterious land of sorcerers and demons, while Shen Zhou is a well-known land of sorcerers and demons.
- 19:46:26 **[damion]** *>Is there any more information planned about the setting? Like Basic location/culture type stuff? 😊*
- 19:46:34 **[RandomNerd]** Oh, Journey to the West is a given. Gotta love the Great Sage Equal To Heaven.
- 19:46:44 **[Jonathan]** Well there's the reasonably strong central gov that seems to be present in both
- 19:46:47 **[Jonathan]** and the fighting
- 19:46:48 **[BradofEos]** *Well, the Sumatragori is looking to be a pretty good rendition of a variant of India, I think.*
- 19:46:57 **[Jonathan]** Rather like Bridge of Birds myself
- 19:46:58 **[RedFox]** *Aware of Vacuity, was it?*
- 19:47:07 **[Jonathan]** Hmm
- 19:47:08 **[RandomNerd]** At least, not loving him has a strong degree of correlation with spontaneous cases of Beaten In Head With Gigantic Club.
- 19:47:19 **[RandomNerd]** Aware of Vacuity, Handsome Monkey King, and all those other names.
- 19:47:23 **[Jonathan]** I would like to point out that what would be awesome would be a High Fantasy version of WotG
- 19:47:37 **[Rebecca]** I don't know if there's more information planned about the setting in general. If you mean an atlas and such? then I don't think so, but I could be wrong.
- 19:47:38 **[RedFox]** *Jonathan: YES*
- 19:47:39 **[JonTwo]** "A bear or snake can be terrible trouble. When it becomes too powerful, Heaven trembles. A monkey is worse yet. When it becomes too powerful, Heaven shakes!"
- 19:47:54 **[BradofEos]** *Bridge of Birds is a wonderful book, and I'm quite fond of the sequels, too.*
- 19:47:55 **[Rebecca]** There is some specific information about Yang scheduled.
- 19:48:03 **[RandomNerd]** Monkey's at the top of the Ten Greatest Sinners list, right?
- 19:48:13 **[Jonathan]** Also there should be a Pocket Monster adaptation of WotG but I'm getting tired of doing a lot by myself :P
- 19:48:18 **[BethL]** Brad - I agree. Although I think the third is the weakest of the three.
- 19:48:31 **[Rebecca]** He *was*, until he stole the list from Heaven and left a list of Buddhas in its place.

Weapons of the Gods Developer Chat

- 19:48:32 [JonTwo] I think so, Random. Can't remember.
- 19:48:43 [RandomNerd] Yep, he is, I just looked it up.
- 19:48:43 [Kasumi] There's a bit of setting stuff in Auspicious Beginnings 😊
- 19:48:44 [JonTwo] Ooooh.
- 19:48:45 [RedFox] Jonathan: I can do Pocket Monsters WotG later for Fu! if you like. 😊
- 19:48:46 [Rebecca] Tathagata was very ashamed---he'd never been the naughtiest person ever before.
- 19:48:59 [RandomNerd] This is as it should be.
- 19:49:05 [Jonathan] Wicked
- 19:49:12 [Jonathan] Modern and Pocket Monsters were on my list
- 19:49:32 [Jonathan] I've sort of redone the gun file to a level in which I am reasonably accepting of it
- 19:49:36 [Rebecca] I'm incidentally lying, in that I don't think the Great Sage actually stole the list of Ten Greatest Sinners in continuity.
- 19:49:47 [damion] Kasumi> Yeah, but only 2 thirds of it even there.
- 19:49:57 [BradofEos] I also agree on that assessment, Beth.
- 19:49:58 [Rebecca] Or, if he did, Kuan Yin made him put it back.
- 19:50:04 [RedFox] Though I'm tempted to play Pocket Monsters using Exalted and demon summoning. That may have been Rebecca's intent with the stuff in S&S, but that's straying off Eos topics. 😊
- 19:50:25 [RandomNerd] One day I /will/ run the Dumas-based game of courtly intrigue and kung-fu-CGI in 17th century France.
- 19:50:51 [Jonathan] yeah
- 19:51:01 [Jonathan] setting adaptations are hard due to the loresheet onus
- 19:51:03 [Kasumi] Damion - Brad's too smart to let me trick him into giving away the best city in the setting for free 😊
- 19:51:06 [Rebecca] Really, can't you do pocket monsters with WotG by renaming the damage levels and assigning each monster weapon stats?\
- 19:51:08 [BradofEos] Welcome, Mattheq!
- 19:51:13 [BradofEos] Hi, Watashi!
- 19:51:13 [RandomNerd] Let's face it, when continuity and the Handsome Monkey King clash against each other, continuity goes away with a sore head.
- 19:51:23 [Mattheq] Hi.
- 19:51:31 [damion] What's next? Cyberpunk? Wierd west? I'm considering doing Hero's of Cathay(Earthdawn), which I'd need high Fantasy for. 😊Cause we need ACTUAL Dragons, that run everything.
- 19:51:40 [RandomNerd] Hey, Etheric.
- 19:51:41 [Jonathan] Well the thing would be that in some poket monster cases the monster is the character
- 19:51:43 [BradofEos] Howdy, Etheric!
- 19:51:47 [RedFox] Rebecca: Not really. You need to involve the SA because it's all about giving your monsters the training and heart to win!
- 19:51:54 [Jonathan] and the human is a follower of some sort, ala Digimon
- 19:51:56 [RedFox] (and totally psyching out the enemy monsters)
- 19:51:57 [JonTwo] Earthdawn WotG? Threads of the Gods?
- 19:52:15 [BethL] *waves at Etheric*
- 19:52:17 [Rebecca] Pikachu would be a Class I God Monster, able to break lesser Pokemon when they clash!
- 19:52:19 [BradofEos] Earthdawn? I dinnae ken ED.
- 19:52:20 [Jonathan] its more or less a problem that I'm not a pro-game designer and have no clue what's the simplest + most fun way to do it
- 19:52:30 [Jonathan] That's a good way to do it too
- 19:52:35 [BradofEos] I prefer Ling-Ling.

Weapons of the Gods Developer Chat

19:52:45 [Kasumi] It's an appealing system for conversion, aided by the fact that X + Kung-Fu == Cool for just about every value of X.

19:52:54 [Ethereic] Hi. RN invited me, longtime RSB fan, recently discovered Weapons of the Gods.

19:52:59 [bartkusa] Forget Earthdawn. How about Earthbound

19:53:06 [Rebecca] The lore sheet thing isn't so much intended to make setting conversions harder as to make it possible for people to share work on such things. ^_^

19:53:15 [BradofEos] Good deal, Ether! Hope you enjoy what you're reading so far! 😊

19:53:23 [RedFox] * RedFox backs slowly away from bartkusa

19:53:25 [watashi] hello

19:53:33 [Jonathan] Earthbound?

19:53:44 [Jonathan] you mean Gunbound?

19:53:44 [Rebecca] Hello Etheric!

19:53:46 [braincraft] Kung fu + scratch n' sniff?

19:53:50 [RedFox] I must admit that I love the modular setup of the system.

19:53:57 [RandomNerd] Yeah, you know, like the kinky bondage games that planets like to play with each other.

19:54:12 [bartkusa] * bartkusa creeps toward RedFox with a peanutty cheese bar

19:54:12 [Rebecca] :|

19:54:17 [Jonathan] Oh rather

19:54:25 [JonTwo] Hee hee hee.

19:54:32 [RedFox] Jonathan: Earthbound, aka Mother. A nintendo RPG game based on a bad acid trip and a little kid's fight against extraterrestrial zombie hippies.

19:54:43 [BradofEos] Heyo, Watashi! Let us know if you have any questions, though it is on the chaotic side at times. 😊

19:54:54 [Rebecca] I do not officially endorse or reject playing out kinky bondage games, bad acid trips, or extraterrestrial zombie hippies using the Weapons of the Gods rules engine.

19:54:58 [RandomNerd] I was going to say that I like my version better, but it's hard to top alien zombie hippies.

19:55:12 [BradofEos] Okay, Brain, now that's just sick. <lol>

19:55:14 [Jonathan] oh, er no, though I've been contemplating a zombie invasion after the Jiangshi rush on the Eos boards

19:55:15 [Ethereic] One thing I am wondering, because I am considering playing a baneful character, is how exactly one steps outside the rules of the Wulin in the first place. Is it simply ones way of practicing kung fu? Is it an inner choice? Or is there some ritual of Heaven-rejection one goes through?

19:55:21 [RedFox] Rebecca: Only because you have your serious face on. :|

19:55:30 [Jonathan] Kungfu zombie vampire invasion of a city would be pretty neat

19:55:39 [Rebecca] These are grave matters that we must consider very carefully.

19:55:41 [Rebecca] :|

19:55:42 [Mattheq] So, what, Saturn's rings are some kind of elaborate collar?

19:55:56 [watashi] of course brad and hello rebecca

19:56:03 [BradofEos] That's a damn fine question, Ether. For my part, I see Baneful as a rejection of the expectations of the Wulin... Rebecca may offer more.

19:56:04 [RedFox] Don't talk about Mister Saturn like that.

19:56:09 [braincraft] Etheric: I think it's when you stop returning the wulin's calls.

19:56:17 [Rebecca] It's an inner choice, Etheric.

19:56:31 [bartkusa] (did anyone answer question #37 while I was disconnected?)

19:56:39 [Jonathan] Being Baneful is actually literally defying heaven?

19:56:44 [damion] I suppose trying to stick a the wulin would count.

19:56:51 [Rebecca] It's like becoming a stateless person in the modern world.

Weapons of the Gods Developer Chat

- 19:56:53 **[RedFox]** Baneful is stepping outside Heaven's laws, which happen to also be the laws and expectations and proprieties of society. You're not so much thumbing your nose at them like a rebel (or Corrupt Hero) but saying that they don't apply to you at all.
- 19:56:56 **[RedFox]** IMO
- 19:57:00 **[RandomNerd]** Hmm. Is it possible to use Sage Eye Disruption to conceal one's banefulness from the wulin, in the same way that one can conceal one's corruptness?
- 19:57:09 **[Etherec]** Okay, thanks for clarifying.
- 19:57:10 **[Rebecca]** First, you must adopt the right (well, wrong) ideology. Then you must act on it.
- 19:57:27 **[Jonathan]** yeah I think so Bart, type in /show 1000
- 19:57:31 **[braincraft]** Even criminals recognize the existence of the law.
- 19:57:44 **[Rebecca]** It seems likely, RandomNerd, but there are potential issues regarding Aristotle.
- 19:58:04 **[RandomNerd]** Aren't there always?
- 19:58:08 **[Jonathan]** wait
- 19:58:15 **[BradofEos]** Rebecca may add to this - but I see Sage Eye Disruption as the technique Baneful Humans use when they want to leave their mountain and operate in the open without the Wulin Sage automatically sending lots of wuxia warriors of both flavors after them.
- 19:58:33 **[Jonathan]** ouldn't you have to literally be using Sage Eye Disruption Everytime you talk to someone if you wanted to hide being baneful?
- 19:58:38 **[RandomNerd]** Dang cheeky bastard, always hiding in the shadows and jumping out to use the Four Causes Strike.
- 19:58:48 **[BradofEos]** Of course, if you act really overtly and display your Heaven-Defying Kung Fu... then the invisibility wears off and you have lots of, um, 'fans'.
- 19:58:49 **[braincraft]** Who would win in a kung-fu battle between Aristotle and Confucius?
- 19:58:59 **[Rebecca]** Specifically, I mean that it's hard to be baneful if you're *just* baneful in your heart, and you're living by Wulin rules.
- 19:59:01 **[damion]** I thought if you were baneful, heaven can't see you. Or maybe they just send warriors after the void where you are?
- 19:59:02 **[RandomNerd]** Aristotle, but only if he had a knife.
- 19:59:10 **[Jonathan]** Zoidberg
- 19:59:13 **[braincraft]** And what happens when time-traveling Teddy Roosevelt jumps in?
- 19:59:16 **[BradofEos]** Bart - could you restate the question? It's a little hard to backtrack.
- 19:59:30 **[RandomNerd]** Aristotle never bought up his Fight skill.
- 19:59:41 **[RedFox]** braincraft: It becomes Tales From The Bully Pulpit, not WotG.
- 19:59:44 **[Etherec]** Linked question: Is it possible to "redeem" a Baneful character? I woul assume it's not as easy to undo the Baneful status as it is to assume it, but intuitively it seems like it would be possible -- and quite epic if one attempted it.
- 19:59:57 **[Jonathan]** I believe that's the "how do you show Shen Zhou" question
- 20:00:13 **[Etherec]** Or is it a case of, "You might be redemed in your next incarnation?"
- 20:00:20 **[BradofEos]** Etheric - there's an example in the book on how a Baneful Warrior redeems himself. To be sure, it required the Yellow Emperor himself, but... 😊
- 20:00:40 **[Etherec]** Ah, the three disrespectful sages?
- 20:00:55 **[Rebecca]** Baneful is a matter of practice.
- 20:01:03 **[RandomNerd]** I thought it was ambiguous whether the Sages were truly redeemed.
- 20:01:13 **[RedFox]** You might be able to marvel God's Ruler into knocking off your Banefulness? 😊
- 20:01:31 **[Rebecca]** It's about how you go about learning kung fu and cultivating your Chi.
- 20:01:43 **[Jonathan]** Oh yeah does this world use the cycle of reincarnation?
- 20:01:44 **[BradofEos]** Nope - the Story of the Two Brothers - Shen Shi and Shen Ren. 😊
- 20:01:52 **[RandomNerd]** On the principle that "If you think your problem can't be solved by hitting people in the head, you're probably not swinging hard enough," I could see that working.
- 20:02:01 **[Rebecca]** It's about making your own Destiny (and buying stuff with it) rather than getting it from Heaven.
- 20:02:08 **[Etherec]** What lore is that under? *pulls out his book*

Weapons of the Gods Developer Chat

- 20:02:12 **[Kuan-Sheng]** -> Brad, concerning the Million Style Manual, will it includes guidelines for Divine Styles Kung Fu (Light Body Form ...) ?
- 20:02:19 **[RedFox]** *It's about being Monkey.* 😊
- 20:02:21 **[Rebecca]** So the simplest way to stop being baneful would probably be like AD&D dual-classing.
- 20:02:33 **[RandomNerd]** Oh, yes. I liked that story. That was my favorite ending of any of the loresheet fictions.
- 20:02:45 **[Rebecca]** That is, you go back and relearn stuff properly and you don't use stuff you haven't relearned yet.
- 20:02:50 **[Jonathan]** Yeah, how do you feel about Noble(uncommon+1) and Divine(rare+1) styles?
- 20:02:51 **[Ethereic]** Dual-classing? Please expound on that a little.
- 20:02:53 **[watashi]** I think Baneful is redemable, but it is like part of who you are and it is really hard to change a person
- 20:02:57 **[Mattheq]** Well, Monkey got redeemed, right?
- 20:02:59 **[Ethereic]** Ah.
- 20:03:02 **[damion]** Yeah, but how do you know where you destiny comes from? (I can see someone trying to be banefull and doing exactly what heaven wants. 😊)
- 20:03:09 **[BradofEos]** *Sheng - I actually had no intention of doing those - though I suppose I could add them in, or do them as a PDF.*
- 20:03:12 **[RandomNerd]** Monkey eventually became a Buddha.
- 20:03:13 **[RedFox]** *My favorite lore ending was when Fang-Headed Wu decides it's a better idea to go rule a barbarian kingdom than stick around and get his ass kicked.*
- 20:03:13 **[Jonathan]** Destiny is made of people?
- 20:03:42 **[BradofEos]** *No, Jon, that's Soylent Green.* 😊
- 20:04:03 **[JonTwo]** Well, Transcendent Destiny is made of people... at least the best source of it.
- 20:04:08 **[Jonathan]** yeah I know
- 20:04:10 **[Mattheq]** Kung Fu Heston goes baneful and warns the world against accepting Destiny from Heaven.
- 20:04:10 **[RandomNerd]** Soylent Jade is chi!
- 20:04:14 **[RedFox]** *People are made of Transcendant Destiny. You discover this when you read the recipe called Slaughter & Sacrifice.*
- 20:04:18 **[Kasumi]** My favourite involves broken legs and a nagging wife 😊
- 20:04:24 **[Jonathan]** I was thinking that Destiny was made up of potential, same as people
- 20:04:24 **[BradofEos]** *Remember that Destiny and Joss both come from the gods and from the way the world itself is structured - the gods aren't always throwing popcorn at you, sometimes it's the world itself.*
- 20:04:32 **[Rebecca]** Well, specifically, as a baneful human, you get Destiny from Force, Ferocity, Justice, and Revenge.
- 20:04:46 **[RandomNerd]** Oh, there are lots of sources of transcendant destiny, from killing folks to taking the advice of someone descended from what's-her-face, the White Scorpion Bandit.
- 20:04:47 **[JonTwo]** Especially if you're descended from Ying Zheng. Your cannibalism ability is then doubled.
- 20:05:12 **[bartkusa]** my favorite lores are of the doctor girl
- 20:05:13 **[Jonathan]** I love Ying Zheng, that mercury filled fun guy
- 20:05:19 **[Rebecca]** As a Wulin person, you get Destiny from altruism, loyalty, righteousness, selfishness, obsession, and ruthlessness as well.
- 20:05:27 **[BradofEos]** *Teng Lai? She's a favorite of mine, as well.*
- 20:05:33 **[Mattheq]** Yes, she was quite cool.
- 20:05:40 **[Jonathan]** Ok, so, serious question, Faction/Monster book, is that in the pipes or just theory currently?
- 20:05:40 **[RandomNerd]** "Could have. Didn't."
- 20:05:49 **[Mattheq]** Damn you and you throwaway slices of coolness!

Weapons of the Gods Developer Chat

20:06:08 [bartkusa] Cliff-pushing technique ftw

20:06:09 [braincraft] So... Batman is baneful.

20:06:14 [Rebecca] So the thing is, when you become a baneful human, you're rejecting the Destiny you get from those extra things---from the gods, from the order of the world---and focusing only on what you get from force, ferocity, justice, and revenge.

20:06:21 [braincraft] Teng Lai is awesome.

20:06:45 [Rebecca] You're looking deep at the power humans can get from force and ferocity.

20:06:56 [JonTwo] She inspired me to play scholars.

20:07:05 [BradofEos] I'm debating it, Jon. Sorry I don't have more answers for you just yet. I'm not trying to be difficult, I just haven't made up my mind. 😊

20:07:10 [Rebecca] You find this well of what one might call loner power or Wolverine karma, to make a MSHRPG joke. ^_^

20:07:15 [RandomNerd] Hmm. Is Batman baneful? I wouldn't go that far. Baneful in the DC seems more like when Hal Jordan flipped out.

20:07:27 [Rebecca] You find something tha's only in you.

20:07:27 [Jonathan] Which Batman?

20:07:42 [Rebecca] Note that this *isn't* inherently bad from the Western perspective or all Chinese perspectives.

20:07:43 [RandomNerd] With the "Bugger morals, causality, and the boundaries between universes, I'm doing this /my way/" thing.

20:07:49 [Jonathan] Alan Moore Batman? Frank Miller Batman? 60s TV Batman?

20:07:56 [BradofEos] I would agree with RN on this point. Batman's not Baneful, whereas when Happy Hal went mad and all Parallax, he went off the deep end and baneful.

20:07:59 [Rebecca] It's bad in Shen Zhou because if you're baneful, you're like Monkey or Kuafu---a threat to the order.

20:08:09 [damion] Banefull is the dark side?

20:08:11 [Jonathan] well baneful seems to suggest a rejection of society

20:08:14 [Rebecca] If you want to become a regular Wulin person again, then you need to forsake the stuff you've learned from that.

20:08:17 [Rebecca] It's not even the dark side.

20:08:19 [Jonathan] which is pretty anti-chinese thought

20:08:25 [Rebecca] It's . . .

20:08:32 [BradofEos] No, Damion - the Dark Side is the Selfish Virtues.

20:08:37 [braincraft] The Dark Side doesn't reject the Man. The Dark Side wants to Be the Man.

20:08:39 [BradofEos] Baneful means you Go Outside.

20:08:54 [RedFox] Disrespect for order.

20:09:03 [watashi] will there be any plan of a GM screen ?

20:09:20 [BradofEos] Baneful is to destroy the world by not adhering to its rules - by rejecting the laws by which it exists, and gaining power thereby.

20:09:27 [Jonathan] Brad: ok that's fair, as it goes

20:09:38 [BradofEos] Watashi - I totally have plans and the ability to do one, it's a question of demand.

20:09:49 [BradofEos] Which reminds me... how many people would want a GM Screen for WOTG?

20:09:50 [RedFox] Even demons follow the established order of Heaven, by seeking to destroy it as they are meant to.

20:09:54 [RandomNerd] Baneful, to my mind is "Buddha, Confucius, the August Personage of Jade, and the very structure of the universe disagree with me? Well, who /asked/ them?"

20:09:58 [BradofEos] I should run a poll, actually.

20:10:03 [damion] What would you put on a GM screen, other than shiney pretty art of course. 😊

20:10:03 [Jonathan] I would like a book

20:10:08 [Jonathan] More art would be good tho

20:10:25 [Rebecca] It's like . . .

20:10:29 [Jonathan] I dunno what your profit margin on a screen would be so I'm hesitant to say yeah

Weapons of the Gods Developer Chat

- 20:10:32 [BradofEos] Well, There'd be the complete charts-n-tables for WotG, naturally...
- 20:10:37 [Mattheq] What would be in it?
- 20:10:38 [Rebecca] It's like there is a volcano of power inside each human.
- 20:10:39 [Jonathan] cause like it may or may not be worth \$
- 20:10:45 [BradofEos] And the player-facing side would have the Big Map.
- 20:10:59 [Rebecca] The gods say: "Here, we'll help you all live together by capping the volcano and letting out steam."
- 20:11:01 [RandomNerd] Hence the need for superpowerful antacids in Wuxia.
- 20:11:05 [damion] Do people know the will of heaven? How can you defy it if you don't know what it is?
- 20:11:10 [Rebecca] The baneful people say, "Eruption, baby!"
- 20:11:18 [Jonathan] I don't use screens and at this point I'm organically linked to my copy of WotG unless my brain spazzes out
- 20:11:36 [Mattheq] A booklet with it?
- 20:11:37 [Jonathan] Aah, right, Baneful people attempt to surpass human limitations that are set up by gods
- 20:11:40 [RandomNerd] The will of heaven is the way the world works. It underlies everything, both social customs and natural events.
- 20:11:46 [BradofEos] Absolutely, Mattheq.
- 20:11:51 [RedFox] Brad: I find screens largely useless for their intended purpose (screen), but useful as quick-reference sheets and errata / appendixes of information and overflow from the core. If you put all the revised kung fu in, plus Auspicious Beginnings (or the like) and an errata, I'd be happy.
- 20:11:53 [Rebecca] They don't really *know* the will of Heaven, any more than I know the secret heart of President Bush.
- 20:11:55 [BradofEos] Not sure what'll be in the booklet, yet.
- 20:11:59 [RedFox] So long as it's not like, \$30 for a screen.
- 20:12:03 [Rebecca] But they have a lot of data to work with, and even more assumptions.
- 20:12:05 [RandomNerd] Stepping outside of that is like swimming against the stream of reality.
- 20:12:17 [RandomNerd] You can do it. But you have to be good to pull it off./
- 20:12:39 [Jonathan] Yeah a complied "this is fixed" booklet/PDF would do
- 20:12:39 [Rebecca] Heaven seems to be pretty much on the side of tradition and ancestors and such.
- 20:12:45 [BradofEos] No worries there, Redfox. It wouldn't be as expensive as a book, for example.
- 20:12:48 [Rebecca] Does Heaven like Confucius or Han Feizi more? That's harder to say.
- 20:13:09 [Jonathan] Depends on which scholar you ask Rebecca :P
- 20:13:24 [Jonathan] No one likes Han Feizi cause his ideology doesn't exist except as a part of Daoism
- 20:13:28 [BradofEos] I'm not much for Character Sheet Pads - not in this era of PDFs and printers - but a screen can be very useful.
- 20:13:33 [Mattheq] If there was a booklet, I'd probably buy it if it sound like there was something interesting/useful in it. Just the screen, I probably wouldn't use, but it's likely to be quite cheap, so I'd probably buy it.
- 20:13:40 [Rebecca] I like Han Feizi!
- 20:13:54 [Rebecca] He's like Han Solo.
- 20:14:03 [Rebecca] A lovable rogue.
- 20:14:06 [Eisenmann] Howdies
- 20:14:17 [RandomNerd] Hmm. I like Han Feizi, but I dislike Legalism. I am a picture of ambivalence.
- 20:14:18 [damion] Han Feizi was cool. He was banefull, I take it.
- 20:14:21 [Mattheq] But did he shoot first?
- 20:14:23 [BradofEos] Eisenmann! Hello! Been a while since GODLIKE... 😊
- 20:14:38 [RedFox] Brad: To be specific, I like /completely/ ancillary and optional knickknacks in a screen. Stuff like expanded weapons tables, sample adventures, ready-to-use NPC antagonist sheets, errata and revisions / writer's comments, etc. etc.
- 20:14:50 [Jonathan] Legalism was crud

Weapons of the Gods Developer Chat

- 20:14:57 [RedFox] Stuff you wouldn't simply /have/ to have, which would fit better in an actual book.
- 20:15:06 [BradofEos] Nope! Han Feizi wasn't baneful at all. Legalism may not be popular, but I don't see it as Baneful.
- 20:15:09 [Kasumi] Legalism is a love-note penned across the ages to GMs.
- 20:15:13 [Rebecca] Damn that Li Si and his carbonite!
- 20:15:15 [BradofEos] So you like toys and stuff, too?
- 20:15:28 [damion] The Lore was cool. Not so fond of the IRL version.
- 20:15:47 [BradofEos] I've noodled in my head about dice-boxes and such, for example. Would people like those?
- 20:15:51 [Jonathan] Legalism was junk, it works from a totalitarian POV, but just barely
- 20:15:52 [RandomNerd] Wouldn't say it was /crud/. Legalism's useful, if you're in the mood for tyranny. It's like a +10 strike mod for dictatorship.
- 20:16:04 [Eisenmann] Brad, sure has been a while.
- 20:16:15 [RedFox] It may well be in the Great Game.
- 20:16:24 [BradofEos] I don't like Legalism, but it's there. So I acknowledge its existence, even if I don't like it.
- 20:16:40 [Jonathan] well if you have enough power to enforce legalism its good
- 20:16:45 [Rebecca] I made legalist muffins but they came out a bit dry.
- 20:16:46 [Jonathan] but that's not very cool 😊
- 20:16:50 [Rebecca] :|
- 20:16:51 [RedFox] Brad: Did you ever answer my question about Predictionism?
- 20:16:57 [BradofEos] Good for somebody, at any rate, Jon.
- 20:17:22 [BradofEos] I'm sorry, I missed it, Redfox? Ask again, though Rebecca is even more knowledgeable about Predictionism than I am.
- 20:17:24 [Jonathan] Good for the leader 😊
- 20:17:27 [Mattheq] Tell Jabbe I have the philosophy... I don't have it *with* me...
- 20:17:52 [RandomNerd] Ah, but if you take an overly dry legalist muffin, made by an expert muffinsmith, and strike the muffinbaker through the heart with the muffin before it cools, you have a Heartless Muffin.
- 20:17:59 [RandomNerd] You'll be the envy of the entire Wulin!
- 20:18:21 [RandomNerd] You could probably eat bits of it, and then spend Jade Chi to regenerate the muffin.
- 20:18:26 [Mattheq] A friend of mine has constructed a chi abacus for use in the campaign we're in ATM. It's a cool little thing. Might sell.
- 20:18:29 [RedFox] BradofEos> Ah, to repeat: Are we going to see any new Predictionism methods? I love the I-Ching, and the Turtle Shell thing was okay, but that and observation is it. I'd love to see other methods.
- 20:18:34 [Kasumi] I've only seen Heartless Croissant, and it was suggested croissants didn't have heart in the first place...
- 20:18:37 [BradofEos] That sounds icky, RN.
- 20:18:55 [damion] Ahh...but *all* donuts are heartless.
- 20:18:57 [BradofEos] Thank you, RF! New Predictionism methods, eh wot?
- 20:19:03 [RandomNerd] Corrupt kung fu baking isn't always pretty, Brad.
- 20:19:09 [braincraft] You could kill the artichoke farmer, and have a Heartless Artichoke.
- 20:19:18 [Rebecca] I am aware of two new predictionism methods but they are special purpose.
- 20:19:19 [Jonathan] you should look at Battle Arts
- 20:19:22 [BradofEos] Hmmm... I see no reason why not? I was sort of thinking people would make them for themselves, but you're saying you'd want to see them in a product?
- 20:19:25 [Jonathan] there are new forms there
- 20:19:26 [RandomNerd] But sometimes, in order to make an omlette, a lot of people have to die.
- 20:19:46 [BethL] Because it makes the omlette that much more cool?

Weapons of the Gods Developer Chat

- 20:19:49 [RedFox] Product or web extra or something, I'm not picky. It just seemed like we got a little taste of what's out there in the core. 😊
- 20:19:52 [BradofEos] Those darn broken eggs.
- 20:20:01 [Wookie] Please tell us about the Great Clans and how much or how little influence they pull in Shen Zhou and people's day to day lives. Are they recognized nobles, or defacto leaders, or what?
- 20:20:24 [BradofEos] That's a fine question, Wookie!
- 20:20:29 [Jonathan] Dead man's omlets!~
- 20:20:35 [RandomNerd] Of course. Ever heard a myth about a regular omlette? Hardly. But the Three Powers Omlette that destroyed towns and villages with its Frying-Pan Breaking Style... that's interesting.
- 20:20:50 [BradofEos] The Great Clans are in a strange position. They're large but very diffuse - they have influence but do not rule.
- 20:21:03 [Kasumi] In my totally non-canon opinion, they work differently to normal government because their position in the Wulin prevents them from engaging in traditional rulership.
- 20:21:10 [damion] Honestly, ramming an egg through someone's heart without breaking it would be pretty cool.
- 20:21:14 [Mattheq] I don't know... I thought I'd mention it. Something specific to WotG, rather than a generic gaming product with a logo on it. Also, it's quite cool so I thought I give it a mention.
- 20:21:16 [Rebecca] Historically, the Clans and Great Clans resulted from powerful families collecting large numbers of client families.
- 20:21:18 [BradofEos] Zheng Bei, for example, has relationship (primarily correspondence) with the Rulers of the States of the North...
- 20:21:18 [Jonathan] why would that prevent them?
- 20:21:42 [Kasumi] But they have enormous power by dint of their kung-fu...seems like this naturally makes for interesting tension between them and conventional powers.
- 20:22:10 [RedFox] All the fiction I've been exposed to keeps the wulin (or pugilist, or martial arts) world separate from real governments, though not without conflicting interests and occasional battles!
- 20:22:13 [BradofEos] Just as Rebecca says... the Great Clans do not rule, instead they practice power through relationships, as seen on page 163 of the MRB.
- 20:22:37 [damion] I thought the Clans WERE the conventional powers, in the absence of the Emperor(Who had pretty cool kung-fu himself)
- 20:22:54 [RedFox] damion: Depends on what you mean by "powers".
- 20:22:55 [JonTwo] The States fill that role.
- 20:22:57 [BradofEos] The Iron Shadow Warlord, for example... would listen to Zheng Bei if ZB wanted something... but he would be unlikely to base his policy on ZB's opinions, for example.
- 20:23:00 [JonTwo] And the Empire, of course.
- 20:23:10 [Rebecca] I can draw an analogy to religions or to very large industries.
- 20:23:21 [Kasumi] Jon - actually governing is a poor way to seek challenge, unless you're a giant like Ying Zheng or the Yellow Emperor.
- 20:23:23 [damion] Who makes the trains run on time. (Yeah, yeah, I know)
- 20:23:27 [RedFox] damion: The States govern (including the Jin Empire). The Clans are the ones with the real /power/ right now though, due to their martial arts armies!
- 20:23:30 [BradofEos] Jin Shi Hu only rules his Empire, the largest of the States.
- 20:23:41 [Mattheq] So, there was a question that came up around here - are all important people, nobles and the like, members of the Wulin? Because that seems to be the only way to know Secret Arts, which you wouldn't want to be without in a position of power.
- 20:23:41 [damion] Who makes laws, runs courts, that type of thing.
- 20:23:46 [RandomNerd] Oh, here's a question on banefulness. Would you say that Fang Head Wu was baneful? He drew his power from the disorder caused by the lack of a strong emperor, so it seems to me like it would make sense if he was.
- 20:23:52 [BradofEos] Redfox - you are perhaps overestimating the strength of the Clans.
- 20:24:04 [BradofEos] They are diffuse - their strength is spread out over their entire territory.

Weapons of the Gods Developer Chat

- 20:24:15 **[BradofEos]** It's pretty rare for a Clan to martial all its forces at once!
- 20:24:17 **[braincraft]** The Clans don't build highways.
- 20:24:37 **[damion]** Oh. I had the wrong impression that States were puppets of the Clans. Sorry about that.
- 20:24:45 **[Jonathan]** aah true
- 20:24:53 **[Jonathan]** leading and fighting are 2 different things
- 20:24:57 **[BradofEos]** The Clans have their patronage system, as Rebecca has pointed out - but they do not run the show.
- 20:24:58 **[RedFox]** Brad: I was thinking of stuff like Kung Fu Cult Master where the alliance of Clans goes to war with the Evil Sect.
- 20:25:00 **[Rebecca]** I like . . . hm.
- 20:25:09 **[Rebecca]** I do not know if I have the correct impression of the operation of the Russian mafia.
- 20:25:17 **[damion]** So clans rarely martial their martial forces? Perhaps for a wedding?
- 20:25:24 **[Rebecca]** But I imagine it having a similar power dynamic with the government that Clans have to Kings.
- 20:25:33 **[BradofEos]** The Hell Clan, for example, rules the State of Hanzhao - but that's unusual.
- 20:25:44 **[RandomNerd]** Hmm. What do regular folks think about Hell Clan?
- 20:25:48 **[BradofEos]** What Rebecca said.
- 20:25:57 **[Kasumi]** Mattheq - I'm running 3 Kingdoms on the basis of lots of people in positions of political power having bugger-all personal power to back it up, or being retired/effectively retired Wulin.
- 20:25:57 **[Rebecca]** That is, Kings can legally imprison or kill even the heir to a Great Clan---except, if they try, will they remain a King?
- 20:26:24 **[BradofEos]** The same way regular folks think about the Mafia in our world - the stuff of stories, or a terrifying reality, depending on how close they personally come.
- 20:26:47 **[Rebecca]** Fang-Head Wu was almost certainly baneful.
- 20:27:03 **[Kasumi]** This makes it possible for PCs to progress past the great figures of the Realm, but they can't really put aside their lives of challenge.
- 20:27:05 **[Rebecca]** He might have just been corrupt.
- 20:27:15 **[BradofEos]** The Heaven-and-Earth Alliance has been around since the beginning of the clans, for example - but notice it did not participate in all the conflicts.
- 20:27:26 **[RedFox]** And the gathering of wulin for the Heaven's Crystal ceremony at Sword Island seemed as impressive as any State reception. And the fallout was worse than anything I'd expect States to be capable of!
- 20:27:48 **[Rebecca]** But I think the social prejudices regarding evil eunuchs and the social prejudices regarding baneful humans might be similar enough that his being baneful might have pleasing symmetry.
- 20:28:05 **[BradofEos]** That's exactly it, Redfox. That was a HUGE gathering of Wulin - you can be sure that it was the level of a Wulin Army Summons, and that Yi Nangong blew a LOT of Virtue Points calling them all together!
- 20:28:07 **[Mattheq]** Retired... that makes a degree of sense. It's just that it seems anyone who is actually good at courtly intrigue will have access to kung fu.
- 20:28:12 **[damion]** How much influence to Clans have over their respective states and vice versa? (As it seems tend to have one clan/state in an area)
- 20:28:43 **[BradofEos]** Damion - the best way to think of Clan's Areas of Influence is like a watercolor painting.
- 20:29:04 **[BradofEos]** Say you have a broad light-blue wash over an entire set of states - say, the North; that's the Bei Clan.
- 20:29:23 **[Rebecca]** That is half-true, Mattheq.
- 20:29:27 **[Rebecca]** Specifically:
- 20:29:30 **[RandomNerd]** It's so hard, being an evil eunuch growing up in today's Wulin, amidst constant hurtful things being said about evil eunuchs.

Weapons of the Gods Developer Chat

- 20:29:33 **[RedFox]** Hmm, if Clans don't outright influence/control the States then... how do the State authorities view the actions of wandering wulin? Do they interfere with Clan turf battles? Do they arrest armed Rank 3 Warriors for jay-walking?
- 20:29:34 **[BradofEos]** Then as you focus in on individual areas, more splotches of color appear - of differing sizes, and intensities. The Smaller Clans.
- 20:29:34 **[damion]** Shouldn't Rebecca be the one to make this analogy? 😊
- 20:29:40 **[Rebecca]** Everyone who shows up on camera in the campaign and is good at courtly intrigue probably also has kung fu.
- 20:29:53 **[Rebecca]** Those who aren't on camera? Who knows?
- 20:30:11 **[Kasumi]** Mattheq: Sure, but often you'll have incompetents in positions of power - and then in times of crisis those who've cultivated their chi will swoop in and eat them up 😊
- 20:30:29 **[BradofEos]** You're going to see the influence of larger clans from time to time, but they're remote and thus diffuse.
- 20:30:46 **[BradofEos]** If you're in a smaller clan's turf, you know you'll see it because they're _right_ _there_.
- 20:31:01 **[RandomNerd]** Okay. Here's a question. In what way do ordinary people think of "the Wulin"? If they see some royal advisor riding down the street in his sedan chair, will they assume that he knows powerful martial arts techniques like the magistrate in Iron Monkey?
- 20:31:39 **[damion]** Seems like the safest course.
- 20:32:03 **[Rebecca]** The Wulin are weird.
- 20:32:06 **[Mattheq]** So am I making the mistake of assuming the game mechanics that bind PCs hold true for the entire world, and you could just be good at intrigue and not be able to balance a spoon (chopstick) on their nose, let alone walk on water?
- 20:32:22 **[Rebecca]** Most of their virtues---at least, the heroes---map pretty well on how people are supposed to behave.
- 20:32:24 **[BradofEos]** They think that he _might_ and the possibility is intimidating. As Kasumi has pointed out, many in politics are either of the wulin, retired, or thinking about learning some of those cool skills.
- 20:32:40 **[Rebecca]** But they're not really into xiao, and they've got force/ferocity.
- 20:32:59 **[Mattheq]** There was meant to be a question mark after chopstick. Looks a bit stupid as is. Bum.
- 20:33:03 **[Rebecca]** So the authorities are going to see them as . . . as Batman.
- 20:33:26 **[Rebecca]** As this dangerous renegade who might be too big to take down.
- 20:33:36 **[Rebecca]** Who is sort of like a hero.
- 20:33:41 **[Rebecca]** And sort of like a villain.
- 20:33:47 **[Rebecca]** And sort of like a cowboy.
- 20:33:51 **[Rebecca]** And sort of like Clint Eastwood.
- 20:33:58 **[Rebecca]** And sort of like a firefighter.
- 20:33:59 **[BradofEos]** And is kinda difficult to have around.
- 20:34:08 **[Rebecca]** And sort of like a movie secret agent.
- 20:34:13 **[RandomNerd]** Hmm.
- 20:34:14 **[Rebecca]** Or a movie Mafia enforcer.
- 20:34:19 **[RandomNerd]** Yeah, I can see that.
- 20:34:22 **[RedFox]** So the State authorities take a mostly hands-off approach to the Clans out of respect and fear, much like say the Jedi Order might command fear and respect (and those in power who would love to wield it as a weapon)?
- 20:34:29 **[BradofEos]** Who calls himself by name even though he's supposed to be 'secret'.
- 20:34:32 **[Rebecca]** So, do *you* want to arrest the superhuman? Well, maybe, if you think you can take him.
- 20:34:55 **[Rebecca]** It's not exactly a PC lens specifically.
- 20:34:56 **[Kasumi]** Mattheq - (still non-canon) - even without cultivating your Chi, you can have high ratings in the skills. But if you work hard and constantly seek challenge, you can be much greater, a legendary figure.

Weapons of the Gods Developer Chat

- 20:35:00 [BradofEos] Redfox - OR... they try at every turn to co-opt the Clans to work on their behalf.
- 20:35:08 [Rebecca] Rather, let's face it: you're in a manga, or a kung fu movie.
- 20:35:32 [Rebecca] The people who aren't interesting and tied to your story?
- 20:35:33 [BradofEos] So hands-off with attempts to recruit is pretty standard.
- 20:35:37 [RedFox] Brad: Note the paranthetical aside. 😊
- 20:35:37 [Rebecca] You *never see them*.
- 20:35:41 [Rebecca] They live in the cracks of your world.
- 20:35:44 [Kasumi] Seeking challenge in the Wulin makes it hard to hold down a government job. So it's likely those in positions of power aren't going to be active Wulin, and a lot of them will get by on money and skills.
- 20:35:48 [Rebecca] You count the crowd: there are hundreds!
- 20:35:53 [Rebecca] You fight the crowd: there are three!
- 20:35:53 [RandomNerd] Really, it might be interesting some time to do a game that's a bog-standard D&D-type fantasy thing, except with the idea of the Wulin imported. Might have an interesting effect on the standard "adventurers" cliches.
- 20:36:13 [damion] I imagine everyone has a LITTLE kung-fu in Shen Zhu, just some people cultivate it to the level of actual mechanics.
- 20:36:45 [Rebecca] Is there a super-courtier somewhere who isn't Wulin? Who knows? By the time you know for sure you've punched his head off.
- 20:36:53 [Mattheq] Well, everyone gets to roll a die...
- 20:37:01 [JonTwo] Consider the Lift table even for a non-Wulin. They're pretty strong.
- 20:37:06 [Rebecca] It's not actually *that* full of kung fu, per se.
- 20:37:10 [RedFox] I now have this mental filter up of Clans as quasi-religious martial orders like the Jedi and the Sith, and their relationship with authorities makes a lot more sense to me.
- 20:37:11 [JonTwo] And Athletics.
- 20:37:12 [Rebecca] Rather, everyone has the potential for kung fu.
- 20:37:36 [Rebecca] It's not that when you kick over a table in a bar, everyone leaps up and they each have an animal style.
- 20:37:41 [Jonathan] Ok, well that's it for me, have fun, and thank for the answers
- 20:37:44 [BradofEos] Some of them are just that, Redfox.
- 20:37:45 [Rebecca] And you're like, "What's this? I wanted to fight drunks, not a zoo!"
- 20:38:01 [BradofEos] Take care, Jon!
- 20:38:02 [Rebecca] It's more that you never know *where* you're going to bump into a master.
- 20:38:12 [RandomNerd] Aww... no Ultimate Killing Machine Barndances?
- 20:38:13 [RedFox] Hasta, John!
- 20:38:20 [RedFox] Err, Jon.
- 20:38:23 [Rebecca] And everyone knows on some level that if they go out into the world and cultivate the wuxia virtues, they might wind up in the Wulin.
- 20:38:29 [damion] Good luck Jon.
- 20:38:37 [Rebecca] There's more on this in A Woman's Life, in the discussion of wives' ability to leave.
- 20:38:39 [Mattheq] I've not seen that many martial arts films, at least I expect not by your standards, but I'd have thought the idea of a powerful minister manipulating events from behind the scenes but lacking actual kung fu, is the sort of thing you might expect.
- 20:38:41 [JonTwo] Were the Lift and Athletics tables skewed to give even the average peasant some superhuman ability?
- 20:38:59 [damion] So if you don't want to enter the Wulin, don't do any deeds? That kinda makes sense actually.
- 20:39:01 [JonTwo] It's only a diff 5 trivial task to leap four yards straight up, which isn't something a lot of people can do.
- 20:39:13 [Rebecca] Is the peasant scenery, a character, or a minion?
- 20:39:16 [Kasumi] Mattheq - realistically, if he spends all his Destiny on Secret Arts and Lores, he won't have much kung-fu anyway.

Weapons of the Gods Developer Chat

- 20:39:20 [BradofEos] Oh, absolutely. You can conduct politics with just your Skills and the Courtier Lore (p.163) which everyone in the courtly life has.
- 20:39:24 [damion] Maybe gravity is weaker?
- 20:39:31 [Mattheq] Or possibly it's just recognising that if that were the case, PCs would still find a way to get physical with him anyway.
- 20:39:40 [Jonathan] Good hunting
- 20:40:12 [RedFox] Rebecca's stated in this very chat that the Great Game (politics and war system) allows everyone to play it, regardless of Archetype or kung fu or Secret Arts ability!
- 20:40:16 [Mattheq] It's not that I'm hung up on the idea, and I don't want to give that impression, I'm just trying to sort it out in my head.
- 20:40:27 [RedFox] So the manipulative mastermind non-SA guy sounds valid.
- 20:40:32 [Rebecca] Here's the thing.
- 20:40:33 [Mattheq] But he can still run up walls.
- 20:40:39 [damion] Well, if he's scenery, he can technically be killed by "Breaking Stuff" rolls as a side effect of kung-fu battles.
- 20:40:57 [BradofEos] Damion - that's comedy gold. "Ooops!"
- 20:41:03 [Rebecca] The rules on dice rolls are for people for whom you'll be rolling dice.
- 20:41:09 [BradofEos] "You just shattered the Lord High Exchequer!"
- 20:41:22 [Rebecca] Put another way:
- 20:41:39 [RandomNerd] "How dare you destroy my prime minister? That prime minister really tied the room together."
- 20:41:46 [Kasumi] RedFox: That's my impression, too.
- 20:41:50 [braincraft] The rules apply only to heroic mortals and Wuxia Exalted.
- 20:41:51 [Kuan-Sheng] Well, it's time to sleep. Long life to WotG. Sincères Salutations - Kuan Sheng
- 20:42:01 [RandomNerd] Farewell, then.
- 20:42:05 [Rebecca] The only people who get to jump 4 yards straight up are people who are in some way relevant to the PCs' lives.
- 20:42:08 [Mattheq] Totally ruined the palace Feng Shui.
- 20:42:11 [JonTwo] That's what I thought. Thanks.
- 20:42:23 [BradofEos] Thank you, Sheng - any last queries before you flee to Sleepland?
- 20:42:30 [Rebecca] Not even heroic. Hm.
- 20:42:36 [Rebecca] The rules only apply to named characters. ^_^
- 20:42:49 [damion] Well, if everyone you meet can jump 4 yards straight up, how do you know everyone can't do it? 😊
- 20:43:15 [braincraft] Because you don't hear about it happening in places you haven't been.
- 20:43:27 [Kasumi] Heh. It's possible interacting with Wulin brings enough challenge into ANYBODY'S life to awaken a little spark of greatness in them 😊
- 20:43:27 [Rebecca] Because you meet people who can't between played-out scenes, and brush aside people who can't as side effects of your kung fu battles.
- 20:43:28 [Kuan-Sheng] Not at this moment, thanks Brad.
- 20:43:35 [raindog] sorry, lost the chat there
- 20:43:36 [BradofEos] Welcome back, Geoff!
- 20:43:47 [RandomNerd] Like "Does the light go off when I close the glove compartment," but with wirework.
- 20:43:48 [Rebecca] You go home and play with your kids, they can't jump four yards straight up.
- 20:43:55 [RedFox] I'm not going to roll for a peasant to leap 4 yards up onto the roof of a building. I'm not going to roll for him, period. I'm going to describe how he scrambles pitifully trying to climb the wall, but can't do it fast enough to catch up with Lunar Rabbit's Lightfoot-powered acrobatics.
- 20:44:00 [Rebecca] Unless it's a scene: Evil Adder attacks!
- 20:44:04 [Rebecca] He attempts to add your kids!

Weapons of the Gods Developer Chat

- 20:44:06 [Mattheq] So it's not a strange artifact of the setting that every courtly hanger on is a ninja, it's just that the rules focus on PCs and things that are likely to matter in play, and the world should be assumed to work in a sensible manner after the credits roll.
- 20:44:08 [RedFox] Then he'll yell for the city watch, who will be a brute squad or something.
- 20:44:13 [braincraft] Unless your kids want to exact vengeance for your death.
- 20:44:15 [BradofEos] Howdy, Chrespo!
- 20:44:20 [Rebecca] Your kid jumps four yards out of the way! You're like, wow, this kid has kung fu potential after all.
- 20:44:28 [braincraft] Or that.
- 20:44:36 [BradofEos] And then, Brain... they'll enter the Wulin to exact a bloody gore-soaked vengeance.
- 20:44:44 [Rebecca] Yes, Mattheq.
- 20:44:57 [Mattheq] Cheers.
- 20:44:59 [chrespo] Hi everyone
- 20:45:01 [RedFox] Yeah, if they roll they're doing things on a wulin scale. 😊
- 20:45:02 [braincraft] As opposed to the not-bloody gore-soaked kind?
- 20:45:08 [chrespo] Brad, Rebecca, thanks for having me
- 20:45:18 [BradofEos] Well, they could use poison!
- 20:45:25 [RedFox] "Hey, this kid actually rolled to block my attack! He's no extra, he's got potential!"
- 20:45:30 [Rebecca] PCs and people the PCs are interested in, and any NPCs that the Sage likes enough to set aside in their head. Everyone else just lives in the world.
- 20:45:40 [Mattheq] Or have an irritating compulsive cleanliness condition.
- 20:45:44 [BradofEos] Chrespo - ask any questions if you got 'em!
- 20:45:51 [Rebecca] They act like Wulin people if they're Wulin, and dn't if they're not.
- 20:46:26 [Wookie] "Evil Adder Attacks"? Hmm, genius, how would *you* play Black Adder in WoTG?
- 20:46:33 [Rebecca] Now, I'm all for pomo gaming and Murphy's rules and having a world where everyone can jump 4 yards straight up, but that's not the assumption.
- 20:46:58 [Rebecca] Postmodern, in case 'm' looks like 'rn' to anyone else's screen.
- 20:46:58 [RedFox] Porno gaming? Dare I ask? o.o;
- 20:47:02 [chrespo] Thanks Brad. Im mostly here for listening in though. Im just about to go clubbing, but Im a geek before a clubkid, always 😊
- 20:47:05 [BradofEos] Now that I think about it, I kind of think of Fang-Head Wu as an evilly effective version of Black Adder...
- 20:47:09 [JonTwo] Interesting!
- 20:47:28 [damion] Probably good about the kids. I broke enough stuff without kung-fu.
- 20:47:28 [Mattheq] Descending strongly, by blood or martial tradition...
- 20:47:30 [Wookie] Hehe, I have to read his story again now! ^_^
- 20:47:30 [RandomNerd] *squints* How so, Brad?
- 20:47:40 [Gon] 'lo
- 20:47:43 [Rebecca] I am going to go eat dinner in 13 minutes. Did I miss any important questions?
- 20:47:43 [BradofEos] Howdy, Gon!
- 20:47:49 [damion] I'd probably do Black Adder as a decendant of Han Fiezi
- 20:47:57 [RedFox] Fang-Head Wu's my favorite villain. Simply because he's A: effective, and B: knows his limits. He's read the evil overlord list!
- 20:48:05 [BradofEos] Just in general comportment and evil arrogance.
- 20:48:22 [BradofEos] It'd be fun to bring back Fang-Head Wu... or his Descendant!
- 20:48:34 [JonTwo] Thanks for the clarification, Rebecca.
- 20:48:38 [Gon] thx for yet another great game 🍻
- 20:48:38 [BradofEos] Chrespo - you're welcome however you are. 😊
- 20:48:39 [Rebecca] Black Adder fed off of chaos and used it to develop powerful kung fu. However, he lived in a world where people could only do kung fu *off* camera rather than on. It's very sad.
- 20:48:49 [Gon] * Gon waves

Weapons of the Gods Developer Chat

- 20:48:59 [RedFox] It's a british television budget.
- 20:49:05 [RandomNerd] Well... martial descendant, unless he worked out how to do Magical Production of Sperm technique, which is... ah... from a different genre.
- 20:49:34 [RedFox] Although the idea of fight choreography involving Mr. Bean has me giggling.
- 20:49:42 [Rebecca] I think there are three or four canonical methods.
- 20:49:42 [JonTwo] Cloning.
- 20:49:47 [BradofEos] Oh, I was thinking of martial descendant. Or it could just be him... come through a timeportal or some such geeky thing. 😊
- 20:49:52 [JonTwo] Or he could have become a woman.
- 20:50:07 [Rebecca] That's one.
- 20:50:21 [Mattheq] What's wrong with good old fashioned reincarnation?
- 20:50:42 [RandomNerd] Hmm. I can only think of one canonical way for a castrated guy to have kids.
- 20:50:44 [Wookie] Maybe he's just played by Rowan Atkinson then?
- 20:50:44 [Mattheq] Or he's Baneful and immortal.
- 20:50:55 [braincraft] It could have been his aunt's cousin's stepbrother's hairdresser's niece.
- 20:50:56 [Wookie] Creepy, Mattheq
- 20:51:01 [RedFox] Fang-Head Wu visits the worst prisons and execution details in Shen Zhou, looking for a dozen men and women of the wulin with nothing to lose for a mission they may never come back from...
- 20:51:08 [RandomNerd] Having "Partnet Transformation Technique" used on him, and having them as a woman. What other ways am I forgetting?
- 20:51:28 [Gon] it's too old-fashioned. makes you come back with a long beard and eyebrows little children can get lost in
- 20:51:36 [RandomNerd] Partner, even.
- 20:51:55 [RedFox] Long beard and eyebrows? Perfect chance to utilize Swift-Striking Sash!
- 20:52:06 [Mattheq] Thank you.
- 20:52:11 [BradofEos] Okay... now the person who would partner up with Fang-Head Wu is probably pretty scary right there, now that I think of it.
- 20:52:13 [braincraft] Swift-Striking 'Stache!
- 20:52:25 [BradofEos] Any questions that we've missed?
- 20:52:33 [RandomNerd] You know, my brain just up and decided that in the future, it will portray Han Feizi as Hugh Laurie. And it didn't even ask me, first.
- 20:52:41 [RedFox] braincraft: You leave your stash out of this.
- 20:52:44 [BradofEos] Or new ones? I haven't eaten dinner either, now that I think of it.
- 20:52:53 [RandomNerd] Frankly, I'd be as scared of anyone who wanted to sleep with Wu as I would of Wu.
- 20:53:06 [BradofEos] That was my thought, RN.
- 20:53:15 [Mattheq] He can do thing with his tongue...
- 20:53:16 [RandomNerd] First rule of safe sex in the Wulin: Never go to bed with someone whose tongue is a demonic weapon of the gods.
- 20:53:19 [Gon] who do we cast Brian Blessed as then?
- 20:53:32 [RedFox] Brad: Yes, is there any truth to the rumor that Hu can transform his fat into powerful kung fu? If so, how?
- 20:53:34 [BradofEos] Second Rule of Safe Sex in the Wulin: Or has much higher Chi than you.
- 20:53:48 [BradofEos] Brian Blessed would have to play the Emperor of Jin, of course.
- 20:53:57 [Mattheq] Who shouts a lot.
- 20:54:09 [Rebecca] A sufficiently good doctor could almost certainly extract jing from the kidneys or use a blood transfusion to make someone else capable of siring Fang-Head Wu's children. I'd be surprised if there isn't some way to discover that you've already had a child and let Heaven sort it out.
- 20:54:14 [Gon] 🍷
- 20:54:18 [BradofEos] Hah! Good one, Redfox!

Weapons of the Gods Developer Chat

20:54:23 [Rebecca] Also, you could just ignore the eunuch Disadvantage.

20:54:34 [BradofEos] You want to see Digestion Power, the Rare Martial Arts Style that can convert fat to Chi?

20:54:43 [Mattheq] Yes... one of your many theoretical offspring turns out to be a chip off the old block.

20:54:45 [RedFox] YES

20:54:46 [chrespo] taking off now

20:54:51 [RedFox] I mean, umm... yeah, sure.

20:55:00 [Rebecca] "I sire a child." "How?" "I . . . er, don't take the bonus Destiny."

20:55:03 [chrespo] thanks for a great game, have a great evening everyone

20:55:03 [RandomNerd] That's disturbing. You decide you don't need your Jade breath that round, so you spontaneously sprout genitalles.

20:55:15 [BradofEos] Ah, Wu could have sired a child before he became a Eunuch!

20:55:37 [RandomNerd] Genitals, even.

20:55:50 [BradofEos] Hmm... Well, I can work on it, just don't know when it'll be out.

20:55:51 [Rebecca] Oh, a curse.

20:55:53 [damion] I thought they usually Euniched people before adolescence

20:55:58 [RandomNerd] I was, incidentally, interested to note that only the option to be a "martial" descendant of Wu was listed on the loresheet.

20:56:18 [Rebecca] You could use a metal curse.

20:56:20 [RedFox] He's an evil eunuch sorcerer! Who's to say he couldn't have some spooky formless technique that lets him breathe life into someone's womb, or grow a clone of himself inside a demon jar, or something?

20:56:30 [BradofEos] I have a question... would people be interested in seeing Jin Shi Hu statted up>?

20:56:36 [Mattheq] Yes, but it was a punishment in China, wasn't it?

20:56:41 [JonTwo] Very much so.

20:56:48 [RandomNerd] Okay... I've done more pondering about Fang Head Wu's sex life than is good for me.

20:56:51 [Mattheq] For, presumably, adult enemies of the emperor.

20:56:59 [Mattheq] Any?

20:57:16 [RandomNerd] And now my brain is rewriting "Theme From Shaft" but subsituting in "Wu" for "Shaft."

20:57:16 [Rebecca] First, Fang-Head Wu develops a Grief Passion.

20:57:20 [BradofEos] If I statted him up, it might be a good display for both his kung fu and his power... Hmm.

20:57:22 [RandomNerd] Help me.

20:57:23 [BradofEos] Interesting thought.

20:57:24 [RedFox] Sure, plus a run-down of his palace defenses and where all of his armies are currently stationed. *pulls out a notepad*

20:57:25 [Rebecca] Then a Curse Master arranges for someone to bear his child.

20:57:26 [Rebecca] Simple!

20:57:40 [damion] Profit!

20:57:45 [BradofEos] I like it. Eeek.

20:58:11 [Gon] gah! _simple_ she says!

20:58:18 [BradofEos] Maybe that should be the first of the downloads...

20:58:24 [BradofEos] Howdy, Techno!

20:58:47 [RedFox] No, bad Brad, no cookie!

20:58:51 [RedFox] Courtier's Fan first!

20:58:55 [Rebecca] I'm not sure if you can do anything with the secret arts of intrigue.

20:58:58 [techno] hello brad

20:58:59 [RedFox] * RedFox shakes prayer sticks at Brad.

20:59:11 [RandomNerd] Hmm...

Weapons of the Gods Developer Chat

- 20:59:14 [BradofEos] Is that TechnoGothic?
- 20:59:20 [Rebecca] So, that's the challenge for you all: figure out a way for a eunuch to use intrigue to sire a child.
- 20:59:33 [BradofEos] <lol> First the Courtier's Fan, then Jin Shi Hu. 😊
- 20:59:35 [Rebecca] Hm. There are kung fu marvels, too.
- 20:59:40 [RedFox] Umm...
- 20:59:42 [Mattheq] +15 to Confidence rolls when you act like my son.
- 20:59:44 [RedFox] I've got it!
- 20:59:48 [techno] yep, name would not fit in the chat
- 20:59:51 [RedFox] Just one sec.
- 21:00:04 [Rebecca] WotG is a system with a lot of possibilities for whatever one wants to do.
- 21:00:06 [BradofEos] Hmmm... Intrigue can certainly get people to sleep with one another, after all.
- 21:00:25 [RandomNerd] Give him a powerful Joy passion that makes him want kids.
- 21:00:26 [Rebecca] Cloud Mastery marvels can replicate the clouds and rain, surely?
- 21:00:32 [RandomNerd] Make sure to crank it up to major.
- 21:00:44 [BradofEos] Or just a powerful Obsession.
- 21:01:01 [RandomNerd] Talk a bunch of chibabble about the location of the seats of the emotions in the body.
- 21:01:08 [BradofEos] Techno - we're going to wrap up soon... if you have any questions, ask 'em!
- 21:01:09 [techno] hey rebecca. 😊
- 21:01:33 [techno] not really, i was just going to lurk 🤖
- 21:01:42 [BradofEos] The Wizard... I mean Rebecca... needs food badly!
- 21:01:54 [damion] Well, you could always give a Doctor a Passion to find your son. With a +15 they some chance of doing that impossible roll 🤖
- 21:01:55 [RandomNerd] Then, as the condition becomes integrated into his body, talk about how, in the process of his chi finding a new balance, the stymied force driving from his kidneys is redirected by the changed force pattern to regrow the damaged parts.
- 21:01:59 [techno] lol i hear that
- 21:02:11 [RedFox] You use the SA of Intrigue to give someone a Major Chi Condition encouraging them to find a Secret Daoist Sexual technique to use for conception. 😊
- 21:02:22 [RandomNerd] Make sure to quote Confucius and declare your good intentions, of course. That always helps.
- 21:02:30 [Rebecca] Hm.
- 21:02:32 [Wookie] Oooh! Oooh a question! So like I have these crazy martial arts heroes , and they're part of the Wulin. What does this mean for them? What do they do as part of this society of heroes that makes for a good game? Please share your expert advice. 🤖
- 21:02:37 [Rebecca] *giggle*
- 21:03:02 [BradofEos] You have to narrow that one down a wee bit, Wookie... 😊
- 21:03:08 [Wookie] lol
- 21:03:10 [Mattheq] Is there perhaps some great god weapon which also serves as a penis substitute?
- 21:03:13 [braincraft] It's not so much what they do, as how much kung fu wreckage they leave in their wake as they do it.
- 21:03:18 [BradofEos] Are they literally barking mad insane? Or just eccentric?
- 21:03:22 [RandomNerd] Is there a great god weapon that /doesn't/?
- 21:03:38 [Mattheq] Well, problem solved.
- 21:03:43 [BradofEos] When you get right down to it, there are a LOT of unbalanced Martial Arts Heroes. If only in their love lives.
- 21:03:47 [Wookie] I mean specifically what does Wulin membership entail, and what stories could I run with ... doing Wulin sorta stuff?
- 21:03:53 [Rebecca] It means that to some degree, Wookie, their enemies are part of the same club or family.

Weapons of the Gods Developer Chat

- 21:03:59 [techno] lol matt
- 21:04:07 [damion] I think we hit some aspects of it before. I'm gonna try to save it, but not sure if it will work.
- 21:04:08 [Kasumi] The rules pretty much explicitly ask for players to do impressive, virtuous stuff. It's my experience that mashing successive impressive acts with some sort of moral justification together always makes for a good game.
- 21:04:08 [Wookie] Intriguing!
- 21:04:15 [BradofEos] Somebody once reviewed the WotG Comic Series as 'People with issues as big as the battles they fight' and I can't disagree.
- 21:04:25 [BradofEos] Techno! No Green! Argh!
- 21:04:32 [Kasumi] Even if the moral in question is the moral of Ferocity or Revenge 😊
- 21:04:46 [RandomNerd] So, would convincing Wu to go off and study the forbidden sexual techniques of Long Dong the Magnificent Staff Master, and possibly of the Wan King, and thereby spawn children... that'd put you on the Ten Greatest Sinners list on the spot, wouldn't it?
- 21:04:52 [Gon] have to bail out again 5am is just too damn late
- 21:04:52 [techno] yeah i noticed that
- 21:04:55 [Rebecca] Which doesn't so much give rise to stories as shape them---it's not so much about beating up the bad guys because of grim necessity as because that's appropriate.
- 21:05:12 [RedFox] Wookie: You know how in wild west movies, there's this weird sorta culture based around gunslingers, lawmen, and outlaws? Sorta the same with the wulin. They garner renown and live outside normal society. And any moment, some hot young punk may stroll down the street and challenge you to a duel.
- 21:05:17 [Gon] g'nite folks
- 21:05:48 [BradofEos] Night, Gon!
- 21:05:59 [techno] Some hot angrogious punk 😊
- 21:06:14 [Rebecca] So the goal of the Wulin is kind of to loosen you up---it's okay to fight them, and at the same time, if you don't wind up killing your opponents, that's also okay. You're fighting for whatever cause you believe in *and* status.
- 21:06:24 [RedFox] Just one sec while I look up the word 'angrogious'.
- 21:06:59 [RandomNerd] It's to keep the martial humans contained, at least in part, right?
- 21:07:09 [Rebecca] Yes.
- 21:07:10 [techno] fox: dont fault my bad spelling 😊
- 21:07:11 [BradofEos] Androgynous?
- 21:07:13 [damion] You may or maynot be a grodnard?
- 21:07:16 [BradofEos] Egregious?
- 21:07:18 [BradofEos] 😊
- 21:07:21 [Wookie] Aah, so its like a distinct martial culture, not a faction or the mortal combat tournament.
- 21:07:23 [Rebecca] It's . . . the rules for using force.
- 21:07:30 [RandomNerd] So they spend their time working on how to defeat each other, instead of sitting and thinking "You know, I really would like to stop by Heaven and get me some peaches"?
- 21:07:31 [Wookie] Right?
- 21:07:32 [RedFox] Yeah, Heaven doesn't want another Monkey or Kuafu the Giant.
- 21:07:38 [Rebecca] Yeah, Wookie.
- 21:08:00 [techno] yeah...thanks brad. too much vodka 🍷
- 21:08:05 [Rebecca] It's a martial culture that's just a little bit outside normal society.
- 21:08:27 [RedFox] BTW, that's a great example of a Baneful thought. "Why not just raid heaven and eat some peaches?"
- 21:08:27 [braincraft] They're basically a bunch of regular folk who also happen to practice fantastically powerful fighting arts.

Weapons of the Gods Developer Chat

- 21:08:46 **[damion]** an people know about them and ask them beat up banits and get kittens out of tree's 'n stuff. I guess.
- 21:08:47 **[Kasumi]** Plus, if you pick foes to struggle against where there's emotional connections, it's easier for your Courtier to buff you and nerf them. The mechanically optimal approach to WoTG is to tell stories of mighty, passionate people constantly escalating struggles against each other.
- 21:08:52 **[RandomNerd]** You know, I bet poor Wen has about as many nervous ticks as the Key Rabbit from Bridge of Birds.
- 21:09:14 **[RandomNerd]** Err, tics.
- 21:09:21 **[Wookie]** Okay is there a set of Wulin honor rules and if so who decides them? Thoughtless Wen? Or do warriors commonly argue over what was a cheap shot and what wasn't?
- 21:09:30 **[techno]** Ohh one Question. Where are the Gods who made the weapons ?
- 21:09:36 **[Mattheq]** What, you thought you just spend the ten Transcendent Destiny and it just happens?
- 21:09:41 **[Rebecca]** The Wulin Sage, technically.
- 21:09:43 **[RedFox]** **Virtues!**
- 21:10:09 **[RedFox]** **Heaven is nothing if not a bureaucracy, so Thoughtless Wen appointed the Wulin Sage to do the day-to-day accounting of the Wulin.**
- 21:10:14 **[damion]** Did the gods get killed by their own weapons?
- 21:10:20 **[Wookie]** "Dude, poisoning his sexual chakra is a low blow" "No it isn't technically if you do it by striking their liver" "Cheap-ass" "Dishonor! I demand a duel!"
- 21:10:22 **[RedFox]** **The Deeds are the accounting of greatness.**
- 21:10:23 **[braincraft]** More like duel the leader of the bandits, who practices powerful jade kicking, and rescue kittens from the Black Dragon Cult upon the peak of Mount Wen.
- 21:10:51 **[RandomNerd]** Is it ever explained who or what the Wulin Sage really is, other than that he's probably got a beard long enough that he could conceal Tiger Soul in it?
- 21:11:09 **[Mattheq]** Why would they steal kittens?
- 21:11:11 **[Rebecca]** The stories you get from the Wulin are . . . the enemies aren't really *that* different from you. So if you wind up on a different side from someone, it's okay if they marry into your family later, or if you date and then break up, or if you wind up making a personal crusade that betrays your techn
- 21:11:17 **[Rebecca]** ical 'cause'.
- 21:11:19 **[RedFox]** **I think it's supposed to be the Wulin Sage's self-insertion NPC.** 🤖
- 21:11:26 **[RedFox]** **At least, that's what I'm going to do.**
- 21:11:45 **[braincraft]** Dude, they're an evil cult. Why WOULDN'T they steal kittens?
- 21:12:02 **[damion]** Because they already have a cat?
- 21:12:16 **[techno]** Kittens taste good, ask Spike
- 21:12:17 **[RedFox]** **Stealing kittens in a TOTALLY IMPRESSIVE WAY is a Corrupt Deed, dude!**
- 21:12:26 **[RedFox]** **It helps you become a bigger, badder, evil overlord.**
- 21:12:27 **[Rebecca]** Wulin honor is in fact Virtues.
- 21:12:32 **[BradofEos]** Hey, People. I've got the Archiving of this all set up, I'm glad to say.
- 21:12:34 **[damion]** Rebecca> But marrying and dating banefull people is bad, correct?
- 21:12:35 **[Mattheq]** Why specifically? Why take the kittens and not al the childrens sweets, and flowers and rainbows?
- 21:12:37 **[RandomNerd]** Oh, yes. Steal the precious Shang Dynasty tortoise-shell divinatory kitten!
- 21:12:38 **[Rebecca]** Note the important correlary:
- 21:12:43 **[Rebecca]** Wulin *dishonor* is doing nothing notable.
- 21:12:51 **[braincraft]** In the Wulin, Honor = Glory.
- 21:12:57 **[Rebecca]** There's no "lose Virtues" for this, or at least not that I recall.
- 21:13:06 **[Rebecca]** You can be important by doing big good things or big bad things.
- 21:13:27 **[Mattheq]** Petted by Chi You himself?
- 21:13:28 **[Rebecca]** They're both part of your rep and sort of good status-wise.
- 21:13:51 **[RedFox]** **I bet Fang-Head Wu eats kittens.**
- 21:13:53 **[techno]** Cool Brad. I'm outties. Brad, Rebecca, & everyone. Goodnight 🤖

Weapons of the Gods Developer Chat

- 21:13:57 **[RandomNerd]** Hmm. You can lose virtues by spending them on duel summoning and such, right?
- 21:13:58 **[braincraft]** I guess trying to redeem a baneful person is in the interests of Heaven, even if it's only to get in their pants.
- 21:14:04 **[Rebecca]** Well, you can marry or date baneful people, but it's right and proper that you wake up one morning, realize what your husband/wife *is*, and kill them.
- 21:14:06 **[BradofEos]** Take care, Techno!
- 21:14:06 **[BethL]** When you say petted, do you mean the kitten or his mistress?
- 21:14:17 **[Rebecca]** That's not really losing them, that's spending them. ^_^
- 21:14:25 **[braincraft]** Well, if you're a eunuch, eating pussy is one of the few pleasures you have left in life.
- 21:14:27 **[BradofEos]** I thought they just wanted to make a tasty Kitten Soup!
- 21:14:33 **[BradofEos]** Argh, Brain!
- 21:14:38 **[RandomNerd]** Hmm. How would you distinguish between spending and losing, in this context?
- 21:15:05 **[damion]** I'm kinda wondering HOW you fail that awarness roll longe enough to into marriage/bed with someone.
- 21:15:08 **[Mattheq]** I meant the kitten.
- 21:15:14 **[RedFox]** Losing means getting rid of with no compensation?
- 21:15:30 **[braincraft]** Chi condition that penalizes Awareness rolls to know better.
- 21:15:42 **[Rebecca]** When I buy a house, I lose money but not value.
- 21:15:53 **[Wookiee]** Damion: perhaps the character is just destined to marry someone who's a very bad choice for them. ^^
- 21:16:04 **[damion]** >Braincraft: Probalby self imposed most of the time. Story of Self if I ever saw it.
- 21:16:18 **[Rebecca]** When I spend virtues, I'm not really losing rep, just making it illiquid.
- 21:16:26 **[Mattheq]** Well, presumably the Wulin Sage had a helluva bribe for that critical failure.
- 21:16:32 **[Rebecca]** Most hero's letters open up a new opportunity for acquiring liquid virtues again. ^_^
- 21:16:52 **[Rebecca]** Enh, you don't have to fail awareness rolls, although it's funny to do so.
- 21:16:53 **[braincraft]** Maybe the baneful person blew some destiny on a Lore: Victory (marry some foolish wulin person)
- 21:17:10 **[Rebecca]** You can also just be carried away by passion and spend many scenes angsting about whether to kill your hubby.
- 21:17:11 **[Kasumi]** Plus at rank-up time, the Sage is just going to take those virtues anyway. So spend them and keep the Wulin economy strong!
- 21:17:38 **[braincraft]** Trickle-down virtunomics!
- 21:17:45 **[RedFox]** Rebecca: I thought you couldn't earn Virtues at a hero invitation thinger? I need to look that up.
- 21:18:17 **[damion]** Virtual voodoo virtunomics?
- 21:18:19 **[Rebecca]** Standing by a lake sulking. "My husband is baneful---but I love him! I must kill him and then revive him! Wait, that doesn't work. Oh, what can I do? I must blow up that tree to express my confusion."
- 21:19:34 **[Rebecca]** Basically, you can look at money in American society as a token of society's esteem. But if you give it away to a political party, that doesn't make society respect you less, even though technically you have less money. ^_^
- 21:19:41 **[RandomNerd]** The life of a tree in the wulin is tragically cut short. Leaves drift on the wind, ninjas ponder if there's a way for them to listen to falling trees without being there and thus gain prestige as Answers Of Annoying Proverb-Type Questions.
- 21:19:44 **[RedFox]** Ah, you just don't get Destiny for Deeds at hero invites. You can still earn Virtues. Cool.
- 21:20:37 **[BradofEos]** Ah yes, that's right, RF. Tourneys are just too safe to earn Destiny at. You entertain the gods, but there's not enough blood to really get them going.
- 21:20:40 **[Rebecca]** I am going to get dinner now, I think.

Weapons of the Gods Developer Chat

21:20:45 [RandomNerd] Yeah, sure, they aren't technically ninjas, what with being chinese and all. But between you and me? /Ninjas./ Definitely.

21:20:49 [Rebecca] It was very nice talking to you all. ^_^

21:20:56 [braincraft] ... which you can, in turn, spend to invite the participants to YOUR tourney.

21:21:09 [Mattheq] Thanks very much for you time then.

21:21:15 [RedFox] Brad: Are all bets off once, say, King of Gold Lion shows up and starts slaughtering people left and right?

21:21:24 [RandomNerd] Farewell, Rebecca. Thanks for answering the various questions we bombarded you with.

21:21:24 [Mattheq] We are, of course, not worthy.

21:21:25 [braincraft] Cool having you, Becky.

21:21:26 [damion] Thank You Rebecca!

21:21:28 [braincraft] Brad.

21:21:37 [JonTwo] Bye, Rebecca!

21:21:37 [BethL] Night, Rebecca. Thank you. 😊

21:21:39 [Rebecca] He makes it never winter and always Christmas 😞

21:21:39 [RedFox] Take care, Rebecca! Thanks bunches for tea-sing us!

21:21:42 [Kasumi] Goodbye, Rebecca!

21:21:49 [Wookie] Thank you for your answers and insights Rebecca!

21:21:55 [BradofEos] I am not far behind - I need food as well, and need to call China.

21:22:10 [BradofEos] But I am here for a few more, then I'll download and archive this Developer Chat!

21:22:16 [BradofEos] Thank you, Rebecca!

21:22:17 [braincraft] Have fun.

21:22:18 [Rebecca] When he breathes it is spring again, unless he's Injured and can't breathe his gold chi.

21:22:24 [Wookie] Cool! Yay!

21:22:27 [Rebecca] Now I zoom! I am gone!

21:22:28 [RedFox] I need food too. I don't know if I'll order that far for chinese takeout though.

21:22:39 [braincraft] Like a ninja icicle in the sun.

21:22:40 [RandomNerd] *snicker*

21:22:41 [BradofEos] If the King of Gold Lion arrives at a Tourney, it's not a Tourney anymore.. it's a slaughter.

21:22:42 [Kasumi] I'm going to stick around and tell horrid, horrid lies 😊

21:22:55 [RandomNerd] But does Mirror Universe Aslan have a goatee?

21:23:01 [Mattheq] About?

21:23:01 [JonTwo] Bwahahaha.

21:23:13 [RandomNerd] I mean, he's a /lion/. So, mane. But does he have another, second mane down at the bottom for emphasis?

21:23:15 [RedFox] Brad: So all bets are off and you can start earning Destiny from Deeds by sacrificing yourself bravely trying to keep him away from the Clan's God Weapon?

21:23:26 [Mattheq] Is he voiced by Jeremy Irons?

21:23:36 [braincraft] That would be a secondary.

21:23:39 [RandomNerd] The Uniform Evil Twin Goatee Act is handy, but it poses certain philosophical dilemmas.

21:23:42 [braincraft] Not a mane

21:23:53 [braincraft] Ha!

21:23:56 [braincraft] I kill me.

21:24:13 [damion] Perhaps the evil twin has clear patch on the chin?

21:24:19 [BradofEos] "Only it's YOUR TIME TO DIE!"

21:24:27 [RandomNerd] Can I kill you, instead? That was a truly baneful pun.

21:24:28 [BradofEos] Sorry, channelled the D&D movie for a moment, there.

21:24:33 [damion] And another, long sinous one above the mouth

Weapons of the Gods Developer Chat

21:24:40 [RandomNerd] But it's the good twin that's supposed to be cleanshaven.

21:24:48 [RedFox] LOL

21:24:49 [RandomNerd] Facial hair is an inevitable sign of moral decay.

21:24:51 [Wookie] Brad, one last question if I may, will more be revealed as to this romantic passion or inspiration of Dominion?

21:24:52 [Mattheq] Ah, he was the best thing about that film.

21:24:53 [BradofEos] You can certainly earn Destiny from your sacrifice - only your children get it instead of you.

21:25:06 [BradofEos] In that case, RN, I'm in serious trouble.

21:25:34 [RandomNerd] Evil corrupt hairy-faced designer.

21:25:39 [BradofEos] Wookie - it's revealed (in a rather unfriendly light) by Fentian on the Eos Press Forums.

21:25:45 [RedFox] Brad: So more seriously and with no HS&DS analogy - once the tourney's rules are broken and things descend into chaos, the Destiny restriction on Deeds evaporates?

21:25:48 [RandomNerd] You're probably grafting a demonic nose onto your face as we speak.

21:25:51 [BradofEos] Dominion is pursuing the love of a goddess - it's why he does what he does.

21:25:54 [Wookie] Cool!

21:26:06 [BradofEos] Precisely, Redfox.

21:26:20 [RedFox] Groovy, thanks. 😊

21:26:29 [RandomNerd] This is Earth Sneezer, removed from the face of a demon with that "got-your-nose" trick, and that is not its only property!

21:26:40 [BradofEos] Don't misunderstand - Dominion is the very model of a Corrupt Hero - he will stop at nothing to reach his goals.

21:26:53 [BradofEos] But... he is a member of Wulin, and can be treated with, at least up to a point.

21:27:20 [RedFox] He's treacherous, but not /monstrous/.

21:27:21 [BradofEos] Be very aware that Dominion HAS read the Evil Overlord Files, and is neither over-arrogant or a fool.

21:27:28 [BradofEos] Howdy, TG!

21:27:33 [Thunder_Go] ::Noogies everyone::

21:27:34 [BradofEos] Nice to see you make it.

21:27:38 [Thunder_Go] Howdy Brad 😊

21:27:52 [Thunder_Go] Well, I only just saw the post, yo.

21:27:57 [RandomNerd] But will he try to turn into a snake? That's the one that always trips the smart ones up?

21:28:17 [BradofEos] You missed Rebecca... 😊

21:28:37 [Thunder_Go] I know. ::Hugs Brad instead of Rebecca::

21:28:38 [BradofEos] Now, I will NEVER stat up Dominion... but you can assume he's one bad dude. 😊

21:28:42 [RedFox] It's okay though. She was just tea.

21:28:56 [BradofEos] And then she melted away.

21:39:17 [BradofEos] Thanks and good will to all of you - Dream Well and Be Well.

