



# PROJECT GUIDE

## v1.0

## *My gender is augmented*

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## PROJECT OVERVIEW

### PRIMARY OBJECTIVE:

**The Female JC experience should be as fully immersive as her male counterpart.**

The Lay D Denton Project was started to fulfill a major feature cut from the original game; the ability to select the protagonist's gender. While a model swap and a vocal plugin could create a cheap facsimile, we felt this would be woefully insufficient. Immersion is a core feature of the Deus Ex experience, and a half-implemented female JC Denton would sabotage that. Either we do it right or we shouldn't bother.

This is our attempt at doing it right.

We have used four different simultaneous approaches in our efforts to achieve this goal:

### JC DENTON DIALOGUE OVERHAUL

*"He was a good man. (lip smack) What a rotten way to die."*

At the core of the experience, all of JC Denton's 1,700 lines of dialogue have been re-recorded by voice actress Karen Rohan, under the vocal direction of Chris Rohan. Karen's reserved performance style is a solid fit for the JC character, further enhanced by Chris Rohan's extensive knowledge of the Deus Ex dialogue/story/lore/community.

The performance strives to faithfully preserve the character of JC. Every single line was performed directly after listening to the original Male JC's read. While not blatantly copying every single line, the original performance was used as the primary anchor point for the line reads. Variations were only made after careful consideration.

In addition, we have strived to preserve the more beloved community one-liners as accurately as possible.

### PRONOUN EDITS FOR ALL DIALOGUE AND TEXT

*Any actor who said Gunth-**ER HER**-mann's name was a godsend.*

Even if JC looks female and sounds female, it doesn't hold water if the world doesn't respect it.

All gender pronouns and references have been edited to reflect the female protagonist. He → She. Him → Her. Guy → Girl. Man → Woman. Brother → Sister. You get the idea. Because of the natural cadence of human speech and the ear's natural sensitivity to abnormalities in speech, this was by far the most challenging effort in the project.

Each pronoun was a unique problem, and many different techniques were used depending on what we could get to work:

- **Combing through character dialogue and transposing syllables.** Taking someone's "sh" and splicing it onto the front of "he" worked often. Using "er" to append to the h in "him", was less frequently successful but worked in some cases. Changing Mister to Miss by cutting the "ter" was the most reliably successful and is heard frequently throughout the game.
- **Transposing words.** This was often less successful but did have its place in some areas. As a bonus, we found a few areas where we could naturally add a pronoun. While perhaps not necessary, every bit can help further the goal of immersion.
- **Cut the reference.** Despite all our best efforts, sometimes we just couldn't win. These lines were dealt with by removing or editing the line "Sir, you are creating a disturbance!" → "You are creating a disturbance!"
- **Get creative.** In some cases, the references couldn't be cut naturally and couldn't be fixed. One example is the UNATCO agents offering JC tear gas. "Give 'em the grenades." Just wouldn't edit well and was needed because otherwise it's very unclear what is being talked about. In order to solve this, we added the JC line, "What, gas grenades?" to allow her to identify the topic of the conversation. Another example is the last dialogue with Manderley and Simons. "I can't control a man's mind." In order to remove that line, Manderley had dialogue brought over from another conversation. "Just shut up and listen for a second." was edited to "Just listen for a second." and transposed.

This effort is where you will most likely see some cracks in immersion. While we were thorough, there will inevitably be a pronoun or two missed, and some of the edits may be audible to a discerning ear. **If you encounter anything, we would appreciate it being reported on our Discord server.**

#### **NPCs ADDED, RERECORDED, AND TWEAKED**

*Chris wanted to be in the game too.*

Sometimes editing pronouns wasn't enough to fix immersion issues within the world. Some NPC behavior doesn't make sense in the context of a Female JC. (Shannon getting upset upon meeting JC in the bathroom, Sandra's Pimp selling Janey to JC, etc) The Lucky Money club as a whole felt heavily slanted against a Female JC, with Mercedes trying to seduce you, men ignoring you, Mamasan trying to sell you a date, the Russians being rude to you despite wanting more girls to dance.

These situations and scenes required a heavier hand to fix, but we also saw an opportunity to try and give Female JC a few immersion enhancing points:

- **New tertiary NPCs.** Several small additional characters have been scattered throughout the game. They're designed to be unobtrusive, their main function to subtly acknowledge JC's gender using a pronoun. In the case of the clubs, a couple of more complex NPCs have been added.
- **Recast NPCs.** A very select few characters were problematic enough that a recast was required. All except for one were done mimicking the original voice as closely as possible.
- **Altered NPCs.** Some NPCs had their interactions minimized, or had options either cut or replaced. Female JC can no longer offer to buy Sandra from her pimp. Mamasan no longer offers JC a date. Mercedes no longer hits on the player.

## FEMALE JC PLAYER MODEL

*I'll wear my sunglasses during any operation I want, flatlander woman.*

Last and certainly not least, the female JC model has been restored. In addition to the skin, all player sounds such as jumping, running, getting hit, dying, etc. have been re-recorded. The first-person model has been altered to match JC's selected skin tone and tweaked in an effort to look more feminine.

The UI has been altered slightly as well, the limb damage screen, health screen, and augmentation screen tweaked for a female body.

Additionally, astute players may notice that Female JC is, in fact, shorter. Female JC stands about half a head's height lower than the standard male, and this can be seen during conversations and in gameplay. It's a small touch, but we feel it adds to the immersion a surprising amount.

## TECHNICAL OVERVIEW

*My, how far the Unreal Engine has come...*

In an effort to keep Female JC compatible, we have attempted to keep our impact on existing game files minimal. This section will go over all of the edited items, and what they change in the game. Depending on the needs of any other mods, partial implementation may be possible where a full implementation may not.

## CONVERSATION FILES

*Blah blah blah.*

\DeusEx\System\DeusExConAudioAlBarks.u  
\DeusEx\System\DeusExConAudioEndGame.u  
\DeusEx\System\DeusExConAudioHK\_Shared.u  
\DeusEx\System\DeusExConAudioIntro.u  
\DeusEx\System\DeusExConAudioMission00.u  
\DeusEx\System\DeusExConAudioMission01.u  
\DeusEx\System\DeusExConAudioMission02.u  
\DeusEx\System\DeusExConAudioMission03.u  
\DeusEx\System\DeusExConAudioMission04.u  
\DeusEx\System\DeusExConAudioMission05.u  
\DeusEx\System\DeusExConAudioMission06.u  
\DeusEx\System\DeusExConAudioMission07.u  
\DeusEx\System\DeusExConAudioMission08.u  
\DeusEx\System\DeusExConAudioMission09.u  
\DeusEx\System\DeusExConAudioMission10.u  
\DeusEx\System\DeusExConAudioMission11.u  
\DeusEx\System\DeusExConAudioMission12.u

\DeusEx\System\DeusExConAudioMission13.u  
\DeusEx\System\DeusExConAudioMission14.u  
\DeusEx\System\DeusExConAudioMission15.u  
\DeusEx\System\DeusExConAudioNYShared.u  
\DeusEx\System\DeusExConText.u  
\DeusEx\System\DeusExConversations.u

These files are the meat of the experience. These files contain all the conversations in the game, both the text and the audio. This gives Female JC her voice, contains the pronoun edits, and contains modified and added NPC conversations.

For the 1.0 release, these files must replace the originals. Further options may be explored in subsequent releases.

## TEXT FILES

*I'm not much into books.*

\DeusEx\System\DeusExText.u

This file contains all of the found text in the game, such as data cubes, newspapers, emails, books, and the game credits.

If this file isn't replaced, all found text in the game will refer to JC as male.

## INI FILES

*The design is pretty modular.*

\DeusEx\System\DeusEx.ini  
\DeusEx\System\User.ini

This file contains many player and game configuration options. If you don't mind reconfiguring your settings, such as keybinds and options, you can simply replace your DeusEx.ini files and User.ini with the ones provided.

If you would rather keep your settings intact, you can make the following tweaks to your .ini files instead:

- 1) In the User.ini file, near the top, change

**Class=DeusEx.JCDentonMale to Class=FemJC.JCDentonFemale**

- 2) In the DeusEx.ini file, under [Engine.Engine] change

**DefaultGame=DeusEx.DeusExGameInfo to DefaultGame=FemJC.JCDentonFemaleGameInfo**

**AND**

**Root=DeusEx.DeusExRootWindow to Root=FemJC.DeusExRootWindowFemJC**

Not making these changes will force the player to play as the Male JC model with Male JC gameplay vocals (grunting, jumping, taking damage, etc). However, since the conversations files are separate, JC will still speak with a female voice if the LDDP conversation files have been implemented.

## FEMJC FILE

*One file, all woman. (...and admittedly some dudes, code, and UI elements).*

\DeusEx\System\FemJC.u

This file is unique to the Lay D Denton project. It contains the Female JC model, menus, UI elements, and the other added characters. This can be copied to the system folder safely, as it won't overwrite anything.

## MAP FILES

*The world of conspiracies; naturally flowing, dynamic, and reactive.*

\DeusEx\Maps\\*

This directory contains all of the levels for DeusEx. The maps have been altered to include the additional NPCs created for the Lay D Denton project.

Not copying these maps over will exclude all added LDDP NPCs from the game. Re-recorded NPCs and modified NPC behavior will remain.

## MOD INTEGRATION

*To the community: We can't thank you enough. Please accept our humble gift.*

As the Lay D Denton Project works to finalize its design, we will expand our efforts to make LDDP more compatible and to help modders integrate Female JC into their own works if they desire. We consider this a great honor and thank you for allowing us to be included in your work.

## ADDITIONAL NPC LIST

*One actor, many roles, questionable accents. A perfect fit for Deus Ex.*

In order to increase immersion for a Female JC, we have added several characters to the game world. Most are there to fit quietly into the background and simply use a female pronoun in order to provide additional gender acknowledgement. A few have a larger, but still passive, role.

The added characters, their location, and their purpose are listed below. They will be referred to by actor name as they appear in the FemJC resource file and can be added into maps using those names.

**LDDPChet (UNATCO employee in Men's bathroom)** – Chet serves the same function as Shannon. He appears in each visit to UNATCO and will treat you differently throughout depending on if you harass him while he's in the bathroom. However, he's more intimidated and softer spoken than the indignant Shannon. Mostly barks. One convo during escape.

**LDDPPrivateNash & LDDPPrivateWills (M01 UNATCO Soldiers directly inside the HQ door)** – These two soldiers join in with the others on commenting about JC's lethal/non-lethal approach. They also provide reasoning as to why UNATCO soldiers still refer to JC as "sir". Barks only.

**LDDPBatParkOldBum (Bum on the emptier side of the docks in Battery Park)** – Rambling paranoid old bum who accuses JC of trying to get him sick. Semi-tucked out of the way due to somewhat comedic nature.

**LDDPBuzzer (Door buzzer placed on downstairs apartment near metro entrance in NYC Streets)** – Guy who flips out if you mistake his door for Smuggler's. Played entirely for laughs, but hard to find.

**LDDPBarFly (Liam in the Underworld bar)** – Probably the biggest added character, with over 100 lines and complex conversation logic. He is in the bar every visit and consistently comments and reacts to player behavior. He will offer JC a medkit if she's badly wounded after the Ton raid, and will offer meager supplies in Mission08 if he's been befriended. He affectionately refers to JC as "Spook lady" and is extremely encouraging of the player's actions.

**LDDPHotelAddict (Crackhead in the Ton Hotel drug apartment)** – Crazy mumbling guy who is trying to hold it together through a bad trip. His corpse can be found on the second visit to the Kitchen, leaving one to deduce that the trip JC witnessed was fatal. Barks only.

**LDDPStreetLoser (Poser in alley in NYC Streets)** – Cat calls JC if she passes by and then immediately wusses out if JC walks up to him. Barks only.

**LDDPAddict (Druggie in corner Brooklyn Bridge Station)** – Guy high on Zyme, rambles incoherently.

**LDDPParkBum (Bum in Battery Park on second visit next to Charlie)** – Compliments JC on her coat. Barks only.

**LDDPNYC2BarGuy (Guy in Underworld Bar, 2<sup>nd</sup> visit)** – Makes a mild attempt to hit on JC, gives up quickly. Barks only.

**LDDPHKClubGuy (Dancing guy in Lucky Money)** – Guy focused on his dancing. Barks only.

**LDDPHKTourist (Wandering guy lost near Luminous Path compound)** – American tourist wandering around. Barks only.

**LDDPRuss (Partygoer at the Lucky Money)** – Replaces Mercedes and Tessa. Will offer to buy JC's way into the club. Will buy JC drinks. Will chime in on the political debate you have with the bartender. Complex interactions with the bartender.

**LDDPRussianGuy (Russian sailor on third floor of the Lucky Money)** – Mistakes JC for a dancing girl and insists she starts dancing on the table. JC intimidates him into being more polite.

**LDDPVersaEmp (Surly VersaLife employee on 2<sup>nd</sup> floor)** – Assumes JC is here to apply to psionics. Snarks at JC's dress sense. Barks only.

**LDDPM08Bum (Old weak bum in Ton druggie apartment during last visit)** – Assumes JC is the original tenant and pleads to be allowed to stay. Barks only.

**LDDPAchille (Flirty poet in Paris Club)** – Designed to give the information Camille gave. Camille's dialogue was deemed too directed towards a male JC to work without cracking some of the immersion.

**LDDPVanSci (One of Savage's scientists)** – Mostly echoes what the other scientists say. Barks only.

## RECAST NPC LIST

*The last resort.*

For varying reasons, we have recast a very small amount of characters. Below is a list of those characters and the justification for the recast.

**Morpheus (Everett's hidden AI Prototype)** – Morpheus was recast largely because the original performance was rendered unintelligible due to an extremely heavy-handed vocal effect. His conversation is one of the most interesting in the game and is often cited for its philosophy and modern relevance. We felt this was a unique opportunity to fix this issue while adding a gender reference at the same time. The vocal effect and performance were designed to be faithful to the original whilst improving upon its intelligibility.

**Harold (Mechanic at Lebedev's 747)** – Harold's small amount of dialogue featured extremely problematic pronoun lines. With too many crucial lines featuring uneditable pronouns and not enough overall dialogue to attempt splicing words and syllables, it was much easier to recast. The new performance attempted to match the original's light chipper tone as closely as possible.

**MarketBum1 (Guy in Hong Kong Canal bar that mistakes JC for Paul)** – The interactions with this character all revolved around him mistaking JC for Paul. While this makes sense for Male JC, it's a stretch to think that he would mistake Paul for a woman, even with their similar dress style. He also wasn't someone we wanted to cut, as he provides shop services to JC. His conversations were reworked, allowing him to provide the same services in a more believable context.

**Secretary (Ditzy secretary in the MJ12 complex under UNATCO)** – The secretary has only a handful of lines, almost all of them referred to JC by pronoun, and the voice was... distinct (Uwu). Fortunately, we found out that Female JC herself could do a pretty damn flawless impression of her.

## CONTACT

**Discord (best method):** <https://discord.gg/MdW7KW8jFr>

**Email:** [LayDDentonProject@gmail.com](mailto:LayDDentonProject@gmail.com)

## CREDITS

*The first level we did for fun. After seeing the result, we couldn't help ourselves.*

# Karen Rohan

(aka **LupusDraconis**)



Voicer of JC Denton and Additional Female LDDP Roles

Photoshopper of Game Covers

Tweaker of Textures

The Woman

The Myth

The Legend

**Twitch:** [www.twitch.tv/lupusdraconis](https://www.twitch.tv/lupusdraconis)

**Dramatized Audiobook Series:** [www.playinggods.net](http://www.playinggods.net)

# Chris Rohan

(aka Xriborg)



Director of Artistry  
Director of Vocal performances  
Voice/Writer of Additional LDDP Characters  
Wizard of Pronouns  
Deus Ex Mega-fan

**Dramatized Audiobook Series:** [www.playinggods.net](http://www.playinggods.net)

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# Kyle Peach

(aka Mr. Poke)



Modifier of Maps  
Creator of Pawns  
Coder of Assets  
Deus Ex SUPER mega-fan

**Twitch:** [www.twitch.tv/mrpokegamer](https://www.twitch.tv/mrpokegamer)

# WCCC

(known by his handle)  
(not love handles, the other kind)



Coder of Assets  
Guider of Aspiring Modders  
Kicker of Asses  
Creator of Vanilla? Madder

Vanilla? Madder is a separate Deus Ex mod that aims to enrich the roleplaying elements of Deus Ex. It features enhanced appearance customization, skill trees, additional gameplay mechanics, and more. Female JC will be integrated into it in the near future.

**Vanilla? Madder Mod Discord:** [discord.gg/S2WQWUkQYk](https://discord.gg/S2WQWUkQYk)

# Additional contributors

## **Bogie**

Allowing us to use his restored Female JC model as a base for our own.

## **Mairiba**

Allowing us to use his amazing cover music for the Lay D Denton Project trailer.

<https://www.youtube.com/channel/UCmmOgYY7oX2tWoHPiS4TGOg>

And most importantly...

# THANK YOU TO The Deus Ex Community!!!



*30 y/o Boomers 4 life*