

Writing Notes

- Skills are Harry listening to his body. He's not learning anything *new*; he's just conceptualising his feelings/instincts/thoughts to a much more literal degree, processing his feelings and thoughts verbally like it's a conference.
- Basic narration belongs to the characters. Skills are extrapolation; extra details on anything Harry notices or wants to observe.
- No one skill knows everything. This is why they don't shut up; they always have to chime in and fill in the details for each other.
- Not everything is a check. Generally the more obvious something is, or the more familiar with it Harry is, the less a check is required. The less likely Harry is to be able to intuit something on his own (or through his connection to the city/other people) the higher level check it is.
- Harry doesn't know when he's failed a check. In-universe it's a qualifier to let us know he's receiving textually incorrect information, making assumptions, or simply doesn't know something. Likewise, failures are context-sensitive and depend on what exactly the check is *for*.
- **Skill difficulty.** (Note: No skill check is *technically* impossible, just really fucking hard)
 - Trivial: Guaranteed success.
 - Easy: Almost guaranteed. You know you know this.
 - Medium: Average, usually passable. Fairly obvious or familiar evidence.
 - Challenging: Finer details, but still plausible off-hand observations.
 - Formidable: Really paying attention now.
 - Legendary: Fine details, intense but not completely implausible.
 - Heroic: Extremely obscure or difficult-to-observe facts.
 - Godly: You can't possibly know that.
 - Impossible: Not happening. *Unless...?*
- **HTML**
 - **Intellect**
 - –
 - **Psyche**
 - –
 - **Physique**
 - –
 - **Motorics**
 - –
 - **Difficulty**
 - [Easy: Success] –
- **Style Sample**
 - **INLAND EMPIRE** [Easy: Success] – Isn't that odd? How **can** you run so much?
 - **ENDURANCE** [Medium: Success] – Why not? You're a powerhouse.
 - **PHYSICAL INSTRUMENT** [Medium: Success] – It's about DEDICATION,

son. That and you're *probably* a gym teacher. Only a former gym teacher can think these thoughts and drink so much.

Intellect (INT)

- *Raw brain power, how smart you are. Your capacity to reason.*
- Blunt, frank, perfunctory: Rarely as directly emotional here.
- Direct processing power and deductive reasoning. Maths, numbers, facts.

Skill: Logic

Body part: Frontal lobe

Use: “Raw brain power”, capacity for reasoning

Failure: Dumbass.

Demeanour: Sensible, rational. Always presents itself fairly composed. The first to shoot down other skills for being unreasonable or silly.

Skill: Encyclopaedia

Body part: Semantic/long-term memory

Use: Pre-existing knowledge

Failure: Useless or outright false information.

Demeanour: Unfailingly straightforward. Facts are facts and it's ready to share all of them with you.

Skill: Rhetoric

Body part: Broca's area

Use: Debate, discourse, discussion, reading between the lines. *COMMUNISM*.

Failure: Say the wrong thing.

Demeanour: Not unkind, but often frank in its assessments. The logic and reason behind emotions. *Kindred with Empathy (analysing emotional responses)*.

Skill: Drama

Body part: N/A

Use: Lie detection and fabrication, showmanship.

Failure: Miss a lie, or be self-indulgently overdramatic.

Demeanour: Shakespearian flourishes and dramatic proclamations, sire!

Skill: Conceptualisation

Body part: Hippocampus

Use: Coming up with new ideas and suppositions.

Failure: Straight up making shit up, presumptions, plagiarism, resignation.

Demeanour: Leading the question, curious. *Kindred with Inland Empire (creativity)*

Skill: Visual Calculus

Body part: Eyes/optic nerves

Use: Maths, physics, noticing fine details. Math woman meme.

Failure: Miscalculations, vague or hyperbolic answers.

Demeanour:

Psyche (PSY)

- *Sensitivity, how emotionally intelligent you are. Your power to influence yourself and others.*
- Tendency towards florid and poetic descriptions. (This is not an exclusive trait. Harry's just like that.)
- Harry's access to other people's histories, emotions, and speculation on their motives.

Skill: Volition

Body part: Amygdala

Use: Morale. Moral compass, basic decency, altruism. Self-discipline.

Failure: Asshole.

Demeanour: The 'kindest' skill. Consistently sympathetic. Considers its own 'lack of flair' a good thing. *Conflicts with Electrochemistry (self-preservation vs self-destruction)*

Skill: Inland Empire

Body part: Imagination

Use: "Sixth Sense", hunches, imagination and lateral thinking. Talking to inanimate objects. Esprit de Corps for strangers.

Failure:

Demeanour: A bit goofy, very character driven. All inanimate objects fall under this. *Kindred with Conceptualisation (creativity)*

Skill: Empathy

Body part: Empathy/mirror neurons

Use: Examining emotional responses. *MORALISM.*

Failure: Misinterpret emotions, or get overly caught up in them.

Demeanour: Sympathetic. *Kindred with Rhetoric (analysing emotional responses)*

Skill: Authority

Body part: N/A

Use: Asserting your authority, recognising it in others, awareness and protection of your reputation - especially as a Cop

Failure: INCREDIBLY OVERLY AGGRESSIVE overcompensation, or submission.

Demeanour: Commanding, blunt, unsympathetic.

Skill: Esprit de Corps

Body part: N/A

Use: Bonding with your fellow cops/friends. Able to look at team-mates/allies in completely different locations.

Failure: Not picking up what they're putting down

Demeanour: Talks in the third person, abstracting him in relation to other people. Set up locations like a performance, *mise-en-scène*, rather than describe what Harry's looking at.

Skill: Suggestion

Body part: Tongue

Use: Classic manipulation, both using and recognising. Things unsaid

Failure: "I want to have fuck with you."

Demeanour: Smooth-talking.

Physique (FYS)

- *Your musculature, how strong you are. How well your body is built.*
- Harry's physical presence in the universe, and his ability to read the world immediately affecting his body.
- Also useful for identifying physical reactions in others

Skill: Endurance

Body part: Guts/lower intestine

Use: Health, gut instincts. *FASCISM*.

Failure: Take damage. Vomit

Demeanour: Muscleman/meathead. Sexist, fascist, Alpha Male.

Skill: Pain Threshold

Body part: Skeleton

Use: Shaking off pain, not letting it affect you. Higher levels, masochism.

Failure: Ouch

Demeanour:

Skill: Physical Instrument

Body part: Musculature

Use: Proprioception, physical awareness

Failure: Risk injuring yourself

Demeanour: Drill sergeant/gym teacher, prone to shouting, fragile ego

Skill: Electrochemistry

Body part: Mesolimbic reward pathway/pleasure centre

Use: Chemical awareness, drugs and their effects. The fine detail hypeman for Physical Instrument.

Failure:

Demeanour: Excitable, reckless. The voice that tells Harry to chase the high. *Conflicts with Volition (self-preservation vs self-destruction)*.

Skill: Shivers

Body part: Late-stage alcoholic withdrawal

Use: Being in tune with the pulse of the city

Failure: Silence, no information offered

Demeanour: Florid and quiet, descriptive

Skill: Half-light

Body part: Adrenal medulla

Use: Fight-or-flight, fear reaction, adrenaline fuelled.

Failure: Panic, paranoia.

Demeanour: EVERYTHING IS GOING TO KILL YOU. *Kindred with Hand-Eye Coordination (Panic Response)*

Motorics (MOT)

- *Your senses, how agile you are. How well you move your body.*
- Predominantly reactionary: much less opinionated, more context-sensitive.

Skill: Hand-Eye Coordination

Body part: ...hand-eye coordination

Use: Dexterity, encyclopaedia of firearms,

Failure: Fumble

Demeanour: Perfunctory but descriptive, extensive details when it knows them. *Kindred with Half-light (Panic Response)*

Skill: Perception

Body part: Sensory organs

Use: Self-explanatory. Notice shit. Can be broken down into individual senses.

Failure: Do not notice the shit, or fixate on the *wrong* thing.

Demeanour: Thinks it's a Psyche skill. Intensely descriptive, but not as artistic in them.

Skill: Reaction Speed

Body part: Cerebellum/motor functions

Use: Street smarts, twitch reactions

Failure: React preemptively, or too late

Demeanour: Fast-talking.

Skill: Savoir Faire

Body part: Vestibular system

Use: Coolness, judging appearances. *ULTRALIBERALISM*

Failure: Coolness is subjective.

Demeanour: Smooth talking. Think *King of Disco*.

Skill: Interfacing

Body part: Fingers

Use: Tech-savvy, understanding machines, using items

Failure: Do not use the thing - or worse, break it

Demeanour: Technical commentary. Good with guns, technology, vehicles.

Skill: Composure

Body part: N/A

Use: Poker face, reading body language, judging Coolness

Failure: React. Obviously and badly.

Demeanour: Way less composed than the name suggests.

Others

Paleo-Mammalian Cortex (Subconscious Mind)

- **Ancient Reptilian Brain:** *The reptilian complex is a system of the brain responsible for the most basic survival functions, such as heart rate, breathing, body temperature, and orientation in space.* - The Dragons of Eden, Carl Sagan
 - **Body part:** Basal ganglia
 - **Use:** A gatekeeper for conscious memory, motivation, and decision-making
- **Limbic System:** *The limbic system is the part of the brain involved in our behavioural and emotional responses, especially when it comes to behaviours we need for survival: feeding, reproduction and caring for our young, and fight or flight responses.* - The Limbic System, Queensland Brain Institute
 - **Body part:** Paleo-mammalian cortex
 - **Use:** Attempting to protect you from pain; governs physical sensation and primitive emotions (eg fear).
- **Spinal Cord**
 - **Use:** Seeker of immediate pleasure. First impulses, that get translated through your other skills.

Thought Cabinet

Internalised thoughts that offer additional flavour text and information over the course of the game; not all of this, obviously, is useful, reasonable, or rational.

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