

## Pen & Paper Games Live Chat Event w/ Crafty Games

October 17, 2009 10:00am to 12:00pm PT

[www.penandpapergames.com](http://www.penandpapergames.com)

[www.crafty-games.com](http://www.crafty-games.com)

[Farcaster] 10:02 am: Welcome to the first ever Pen & Paper Games live chat event. Today we have Alex Flagg and Patrick Kapera from Crafty Games, the creators of the ever popular Spycraft system and their latest fantasy hit, Fantasy Craft.

[Farcaster] 10:02 am: Before we start, let me go over a few rules for our chat today.

[Farcaster] 10:02 am: All questions should be asked in this chat room. Please do not submit any questions or comments via private messages to either Alex or Patrick.

[Farcaster] 10:02 am: Please keep the conversation PG-13. If you wouldn't say it in polite company, please don't say it here.

[Farcaster] 10:02 am: With that, we'll open up directly for your questions!

**[Patrick Kapera]** 10:03 am: That's a lot of "fantasy" there, Farcaster.

[Farcaster] 10:03 am: lol, indeed!

**[Alex Flagg]** 10:03 am: So...first question?

**[Patrick Kapera]** 10:03 am: ::raises hand::

[MilitiaJim] 10:03 am: No faire means no brew. Tomorrow though.

[korhal23] 10:04 am: What's up next for Fantasy Craft? Spycraft got oodles of PDF only releases... is that how you're doing Fantasy Craft stuff too? Or can we expect hardcovers?

**[Patrick Kapera]** 10:04 am: Both.

**[Patrick Kapera]** 10:04 am: You've already seen the first Call to Arms products, of course.

**[Alex Flagg]** 10:05 am: Crafty Games is moving more in the direction of print, as a general directive

**[Patrick Kapera]** 10:05 am: More of those are in development on the PDF front, but Alex is right that you'll see (generally) more books and fewer PDFs from us in the future.

**[Alex Flagg]** 10:05 am: but obviously PDF has a number of advantages for certain product

**[Alex Flagg]** 10:05 am: such as C2A, which are small and inexpensive

**[Alex Flagg]** 10:06 am: In talking with many fans, we found more people wanted books.

**[Patrick Kapera]** 10:06 am: Right. PDFs are great for brief and self-contained one-off ideas.

**[Patrick Kapera]** 10:06 am: So we're gonna give you some!

[korhal23] 10:06 am: yay!

[Inquisitor Tremayne] 10:06 am: Great! Just in time for free stuff!

**[Alex Flagg]** 10:06 am: That's the general reaction from everyone

**[Patrick Kapera]** 10:07 am: Unless something changes, the first you'll see for Fantasy Craft will contain three settings and a host of general expansion material.

[OverNinja] 10:07 am: Will that include the Mass Combat system?

**[Patrick Kapera]** 10:07 am: Settings: Cloak & Dagger, Epoch, and Sunchaser.

**[Patrick Kapera]** 10:07 am: No.

**[Patrick Kapera]** 10:07 am: Dramatic Conflicts are in development for Mastercraft separately.

**[Patrick Kapera]** 10:08 am: They'll be presented in such a way that they work for \*all\* Mastercraft lines.

**[Patrick Kapera]** 10:08 am: That's the main reason we're not including them in the core books.

**[Patrick Kapera]** 10:08 am: That, and space.

**[Patrick Kapera]** 10:08 am: (They're kinda big.)

[OverNinja] 10:08 am: Good. The mass combat question had to be asked.

**[Patrick Kapera]** 10:08 am: Absolutely. It has not been abandoned!

**[Alex Flagg]** 10:08 am: It's a fair one

[korhal23] 10:09 am: yeah, y'all make some hefty books. I ain't complaining though. I'd rather one big book than, say, 3 smaller necessary ones.

**[Alex Flagg]** 10:09 am: It was Mass Combat that sort of spawned this new MC Dramatic Conflict product, actually

**[Patrick Kapera]** 10:09 am: And it will be even cooler for the wait, we think. We're doing some new stuff with Dramatic Conflicts that I'm really excited about as a GM.

**[Patrick Kapera]** 10:09 am: And would be as a player, if I played more than once or twice a year.

**[Alex Flagg]** 10:09 am: Thanks, korhal23. We hear that a good bit too

**[Patrick Kapera]** 10:10 am: Anything more on that one?

[Mortadelo] 10:10 am: Will we see Insult Swordfighting as a Dramatic Conflict?

**[Alex Flagg]** 10:10 am: LOL

**[Patrick Kapera]** 10:10 am: "Your mother was a bugbear!"

**[Patrick Kapera]** 10:10 am: Yeah, I imagine that will have to go in.

**[Patrick Kapera]** 10:10 am: ::makes note::

[NathanLuna] 10:10 am: any plans for a Sci-Fi craft type game?

[OverNinja] 10:11 am: My second question.

**[Patrick Kapera]** 10:11 am: Yes, but not for a bit.

[korhal23] 10:11 am: ooh yay, there was my next question. but i know the answer already

**[Patrick Kapera]** 10:11 am: It won't happen in 2010.

[Farcaster] 10:11 am: Can you give us any spoilers on what the setting might be for the Crafty Sci-Fi game?

**[Patrick Kapera]** 10:11 am: We have a full slate in 2010 already. We're afraid there's no more room!

**[Alex Flagg]** 10:11 am: Scifi's a bit genre and we've got some already in the pipe that should make everyone happy

**[Patrick Kapera]** 10:12 am: We've learned the hard way not to whet folks' appetites too far out.

**[Alex Flagg]** 10:12 am: "big genre" actually

**[Patrick Kapera]** 10:12 am: It's new, and cool, and if you looked at how we're handling Fantasy Craft, you'd have a pretty good idea what to expect.

[OverNinja] 10:13 am: Question on the "make a hero" contest: when it is coming out?

**[Alex Flagg]** 10:13 am: That is what I'm currently working on now, Overninja

**[Patrick Kapera]** 10:13 am: Alex...

**[Patrick Kapera]** 10:13 am: (this one's his baby)

**[Alex Flagg]** 10:14 am: The project got put back a bit by the post-Fantasy Craft craze

**[Alex Flagg]** 10:14 am: If all works out, the final draft should be into edits in about a week

[Mortadelo] 10:14 am: When can we expect to see any preview for Mistborn RPG? Will you use the same engine for The Looking Glass Wars?

**[Patrick Kapera]** 10:15 am: First, the second question: Yes.

**[Alex Flagg]** 10:15 am: For those of you who have not seen this contest, this is a new Spycraft 2.0 mini-campaign setting and genre expansion for "military fantasy"

**[Patrick Kapera]** 10:15 am: Our literary games will use the same engine.

**[Patrick Kapera]** 10:15 am: But let's let Alex finish his question first!

**[Patrick Kapera]** 10:15 am: (sorry Alex - thought you were done)

[Mortadelo] 10:15 am: my apologies  
[Alex Flagg] 10:15 am: I was  
[Patrick Kapera] 10:16 am: Ah, well then!  
[Alex Flagg] 10:16 am: So on to Mort's first part of the question on previews  
[Patrick Kapera] 10:16 am: Yes, one (new) engine for Mistborn and LGW  
[Patrick Kapera] 10:16 am: Previews...  
[Patrick Kapera] 10:16 am: Definitely by GenCon next year.  
[Patrick Kapera] 10:16 am: Probably a lot earlier.  
[Patrick Kapera] 10:16 am: But it's still a bit too far out to say.  
[Alex Flagg] 10:16 am: whenever they come out they'll be leading the book by a number of months  
[Patrick Kapera] 10:16 am: Mistborn is our Q3/4 release next year.  
[OverNinja] 10:17 am: Ambitious. You'll have to built a new system in less than 6 months.  
[Patrick Kapera] 10:17 am: This would be why we're not committing to anything.  
[Alex Flagg] 10:18 am: This one won't be as crunchy as other Crafty systems, however  
[Patrick Kapera] 10:18 am: Now, this system's actually been in development for a while but there's still a lot to do.  
[Patrick Kapera] 10:18 am: And there's playtesting time, etc.  
[Alex Flagg] 10:18 am: they are using the same engine because it needs to support more "literary" play  
[Alex Flagg] 10:18 am: yep  
[OverNinja] 10:18 am: Yes, I've gathered that from the forums.  
[Patrick Kapera] 10:19 am: And while we would never want to repeat it, I'll remind everyone that Spycraft 2.0 was built (from square one) in eight months.  
[Alex Flagg] 10:19 am: I still have nightmares  
[Nepenthe] 10:19 am: Diamonds are created under pressure  
[Patrick Kapera] 10:19 am: So we're confident that Mistborn will be done and out by the end of next year.  
[Farcaster] 10:19 am: Wow! That is FAST  
[Alex Flagg] 10:19 am: LOL  
[Alex Flagg] 10:19 am: good one Nepenthe  
[Patrick Kapera] 10:19 am: Whether that means by GenCon (which makes me \*real\* queasy) or Christmas.... Not sure.  
[NathanLuna] 10:20 am: i thought Spycraft2.0 was grounded in D20 modern  
[Patrick Kapera] 10:20 am: I expect the GenCon release will be... something else.  
[Alex Flagg] 10:20 am: Nathan - actually, no  
[Alex Flagg] 10:20 am: Spycraft first ed preceded d20 Modern by about 6 months  
[Nepenthe] 10:20 am: big teaser you  
[Alex Flagg] 10:20 am: and 2.0 was based on first edition  
[Patrick Kapera] 10:20 am: Nope. Spycraft 2.0 was gounded in Classic Spycraft, which predates d20 Modern.  
[Alex Flagg] 10:20 am: with a vst number of upgrade  
[Alex Flagg] 10:21 am: Another question?  
[Patrick Kapera] 10:21 am: And so everyone who's been asking on the boards knows... Yes, all this is \*after\* 10kB (our next Mastercraft release, probably due out in late Q1/early Q2 2010).  
[korhal23] 10:22 am: Spycraft moved away from a total espionage focus, and could be used in a

wider array of genres than SC1, like gritty crime dramas. But you're also working on 10,000 Bullets, a gritty crime drama game by its description. What can you tell us about 10,000 Bullets, and what makes it distinct from SC2.0?

[Alex Flagg] 10:22 am: Oh man

[Alex Flagg] 10:22 am: OK

[Patrick Kapera] 10:22 am: Go to town man.

[Patrick Kapera] 10:22 am: I yield the floor.

[korhal23] 10:22 am: aren't y'all glad i'm here?

[Alex Flagg] 10:23 am: so 10kB has a much stronger focus on setting than Spycraft 2.0

[Alex Flagg] 10:23 am: and will use Mastercraft, the system we've used in Fantasy Craft, tweaked for the modern day

[Alex Flagg] 10:23 am: Unlike some of the more toolkitty MC books,

[Lyranis] 10:23 am: wow... all kindsa people in here.

[Alex Flagg] 10:24 am: 10kB will feature a built in setting that's central to the game - a "meta city" to cause all sorts of mayhem in

[Alex Flagg] 10:24 am: it can of course be picked apart and renamed

[Alex Flagg] 10:24 am: but no street crime game is complete without streets to prowl

[froglegg] 10:24 am: well met lyranis

[Alex Flagg] 10:25 am: if you've played Grand Theft Auto III+, that was the original inspiration for the city - the completeness, the feel of it

[Alex Flagg] 10:25 am: So 10kB will feature the setting, along with modern Master Craft rules and all the tools you need to run a street game as cops, thugs, or someone in between

[AJCarrington] 10:25 am: A couple of questions coming: What plans are there for additional Fantasy Craft classes (expert/master)?

[Mortadelo] 10:26 am: a Big Map?

[Alex Flagg] 10:26 am: I'm a MASSIVE fan of crime cinema and stories and that toolkit will cover all those genres (noir, blaxploitation, etc).

[Patrick Kapera] 10:26 am: AJ: We'll get you after the 10kB questions. If we miss you, please post again.

[korhal23] 10:26 am: very nice. any kind of a time table?

[Alex Flagg] 10:26 am: Q1/2 next year

[Nepenthe] 10:26 am: A good toolkit for that Dark Knight campaign?

[korhal23] 10:26 am: awesomesauce.

[Alex Flagg] 10:26 am: it's been something I've been working on on and off for nearly 9 years now

[Patrick Kapera] 10:27 am: Nepenthe: Absolutely.

[AJCarrington] 10:27 am: Are there any plans to develop (or allow a 3rd party to develop) a character generator (program/spreadsheet/etc.) for Fantasy Craft?

[Alex Flagg] 10:27 am: Mortadelo - yes ther'es a Big Map too

[Patrick Kapera] 10:27 am: Nepenthe: In fact, we're probably going to release something close to 10kB that will directly allow for such.

[Alex Flagg] 10:27 am: so that's 2 questions to AJ

[Patrick Kapera] 10:28 am: We'll get them next.

[Patrick Kapera] 10:28 am: Anything else on 10kB?

[Nepenthe] 10:28 am: Why am I not surprised that you've had all this planned (too)

[Nepenthe] 10:28 am: I won't re-ask the thing about 10kb classes in spycraft, I promise!

[OverNinja] 10:28 am: Any larger setting for 10kB or is it "just" a city?

[Nepenthe] 10:28 am: (just reference it obliquely! See!)

[AJCarrington] 10:28 am: My compliments to those who developed the FC character sheet - extremely good IMHO. (and a comment)

**[Alex Flagg]** 10:29 am: The game can be peeled out into any place you want

**[Alex Flagg]** 10:29 am: Crime, as a genre, is fairly intimate

[OverNinja] 10:29 am: And global.

**[Alex Flagg]** 10:29 am: unlike spies you don't affect the world - just your neighborhood, or a city

**[Patrick Kapera]** 10:29 am: I think the question is whether there will be more settings for 10kB (other than Empire City).

**[Alex Flagg]** 10:29 am: Maybe

**[Patrick Kapera]** 10:29 am: The answer is yes, and maybe.

**[Patrick Kapera]** 10:29 am: From us, maybe.

**[Alex Flagg]** 10:30 am: I think one thing you could easily see (that I would love to do) is historical settings for 10kB

**[Patrick Kapera]** 10:30 am: A few of our third-party partners are chomping at the bit to expand on the game, though.

**[Alex Flagg]** 10:30 am: one in the 30's, one in the 70's

[Mortadelo] 10:30 am: Wow

**[Patrick Kapera]** 10:30 am: So you'll definitely see more than Empire City.

[NathanLuna] 10:30 am: are you looking at picking up any TV Franchises for specific settings?

**[Alex Flagg]** 10:30 am: heh, wouldn't that be nice

**[Alex Flagg]** 10:30 am: but one at a time....

**[Patrick Kapera]** 10:30 am: That's always a possibility.

**[Alex Flagg]** 10:30 am: we should get to AJ now

**[Alex Flagg]** 10:31 am: he's racking up the q's

**[Patrick Kapera]** 10:31 am: If anyone knows any producers or L&M execs, you know where to send them!

[korhal23] 10:31 am: The Wire: The Game. Sold

**[Alex Flagg]** 10:31 am: GOD I would love that

**[Patrick Kapera]** 10:31 am: OK, so AJ - First question. Hit us.

[AJCarrington] 10:31 am: Thanks. What plans are there for additional Fantasy Craft classes (expert/master)?

**[Alex Flagg]** 10:32 am: I got it

*[Live Chat with Crafty Games]: Darth Mal has entered at 10:31 am*

**[Patrick Kapera]** 10:32 am: Darth Ma!?!

[Farcaster] 10:32 am: LOL

**[Patrick Kapera]** 10:32 am: Is that the toad's cousin?

**[Alex Flagg]** 10:32 am: so there's at least 3 master classes planned for the first expansion - the Wind Knight, a griffon riding hero of Sunchaser

**[Alex Flagg]** 10:32 am: The Song-Singer, an elder of the Free Tribes in Epoch

**[Patrick Kapera]** 10:33 am: (this is for the first \*print\* expansion)

**[Alex Flagg]** 10:33 am: and an unnamed one for Cloak and Dagger

**[Alex Flagg]** 10:33 am: Plus Cloak and Dagger will feature a new base class - the Spymaster (tentatively named)

**[Patrick Kapera]** 10:33 am: Cloak & Dagger = historical fantasy espionage!  
[korhal23] 10:33 am: \*want\*  
[OverNinja] 10:33 am: Archmage? Or do we wait for the Spellbound print?  
**[Alex Flagg]** 10:33 am: On the other classes front, we've got at least one new base class (MC Martial Artist)  
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**[Alex Flagg]** 10:33 am: On the other classes front, we've got at least one new base class (MC Martial Artist)  
[AJCarrington] 10:34 am: Is Cloak & Dagger the expansion you're referring to?  
**[Alex Flagg]** 10:34 am: and then there's probably about 6 other Master Classes we have on hand, including the Monk  
[awesomite] 10:34 am: hmm strange  
**[Alex Flagg]** 10:34 am: the rest are still being worked out so there will have to be more later  
[OverusedName] 10:34 am: No game ever is complete without a Monk!  
**[Alex Flagg]** 10:34 am: AJ, Cloak and DAgger will be in the first Fantasy Craft supplement  
[Mortadelo] 10:35 am: and Godspawn?  
**[Patrick Kapera]** 10:35 am: The first book is as yet untitled.  
[awesomite] 10:35 am: what game are we talking about here  
**[Patrick Kapera]** 10:35 am: Godspawn will come along after. We're still looking at the how and when.  
[AJCarrington] 10:35 am: Thanks - sounds cool...  
**[Alex Flagg]** 10:35 am: Awesomeite - this is all for Fantasy Craft's first supplement  
**[Alex Flagg]** 10:35 am: OK, so AJ's second question was...  
**[Patrick Kapera]** 10:35 am: It and the reverse fantasy settings both have expansive mechanical support, so they may wind up being bundled together as one book. Not sure yet.  
[awesomite] 10:36 am: fantasy craft??  
**[Alex Flagg]** 10:36 am: yes  
[awesomite] 10:36 am: not familiar with it  
[AJCarrington] 10:36 am: Is the intention to try and maintain a steady release (monthly would be wonderful) of pdf and/or print releases?  
[awesomite] 10:36 am: I'm a WoD man myself  
**[Patrick Kapera]** 10:36 am: Awesomite: <http://www.crafty-games.com/node/348>  
[AJCarrington] 10:36 am: "Second Question": Are there any plans to develop (or allow a 3rd party to develop) a character generator (program/spreadsheet/etc.) for Fantasy Craft?  
**[Alex Flagg]** 10:36 am: AJ - I think you'll see more steady releases as we ramp up  
[Mortadelo] 10:36 am: What's Fantasy Craft World Builder's Guide?  
**[Patrick Kapera]** 10:37 am: The WBG is what the first print book became.  
[awesomite] 10:37 am: that was wierd  
**[Alex Flagg]** 10:37 am: Character generators are something we've been looking at for a while

[Patrick Kapera] 10:37 am: We may still release a dedicated WBG but it's not a certainty at this point.

[Alex Flagg] 10:38 am: it's a matter of finding the right fit for us on the technology end and the people to do it

[Alex Flagg] 10:38 am: Suffice to say, we're pursuing a few angles but nothing solid yet

[Alex Flagg] 10:38 am: third question?

[Patrick Kapera] 10:38 am: We have our eyes on some options but personnel (and their time) is a big issue just now.

[Patrick Kapera] 10:39 am: If anyone out there really wants to help on the character generator front, and understands that we're a small publishing house with limited resources, drop us a line: pat@crafty-games.com

[OverNinja] 10:39 am: Archmage (expert/master)? Or do we wait for the Spellbound print?

[AJCarrington] 10:39 am: Comment rather than a question: the character sheet is excellent, IMHO - almost "makes" we want to create a character to play...well done!!

[Alex Flagg] 10:39 am: Excellent!

[Patrick Kapera] 10:39 am: Thanks! That's all Steve Hough.

[aegis] 10:39 am: good evening guys, are there any news on dramatic conflicts for Fantasy Craft ?

[Alex Flagg] 10:39 am: That was one of those long invested conversations to make that happen

[Patrick Kapera] 10:39 am: I'll be seeing him later today. I'll pass your kudos along.

[Alex Flagg] 10:39 am: we tried to make it as ergonomic as possible

[Patrick Kapera] 10:40 am: Two questions out there.

[Alex Flagg] 10:40 am: OK, so Overninja asked about the Archmage

[Patrick Kapera] 10:40 am: First, on the DramCons, we answered earlier.

[Alex Flagg] 10:40 am: it's been batted about, and may drop on the list

[Patrick Kapera] 10:40 am: Check the transcript when it hits.

[Alex Flagg] 10:40 am: the Mage, honestly, is sort of an archmage already

[Alex Flagg] 10:40 am: he can cast anything and even has an ability of "master of magic"

[Alex Flagg] 10:41 am: so if we could find something that justified him we could certainly put him out

[Alex Flagg] 10:41 am: but he might be a Spellbound print addition

[OverNinja] 10:41 am: I know. Just remembering some of the AM abilities from FR.

[Alex Flagg] 10:41 am: ah, I'm not familiar

[OverNinja] 10:41 am: Archmage prestige class from Forgotten Realm setting.

[Alex Flagg] 10:41 am: Definately sounds like Master Class grist though

[OverNinja] 10:42 am: Was also in the 3.5 SRD.

[Nepenthe] 10:42 am: was it FR specific? I'm pretty sure it was in the srd

[aegis] 10:42 am: yep, it just shouldn't become a "must-have" in FC

[Nepenthe] 10:42 am: woops :P

[Alex Flagg] 10:42 am: exactly

[Alex Flagg] 10:42 am: no brainer classes go against the Crafty design philosophy

[Alex Flagg] 10:42 am: if he does something \*different\* however I'm all for it

[Alex Flagg] 10:43 am: Like the Infernalist for example

[Nepenthe] 10:43 am: I'd say it's the opposite, all the classes are no-brainers

[aegis] 10:43 am: about that, great job on the first three Call to Arms: the classes are cool, different, but not overpowered

[Patrick Kapera] 10:43 am: That's because none of them are.  
[Nepenthe] 10:43 am: just have to line 'em up to play them all!  
[Alex Flagg] 10:43 am: thanks!  
[Patrick Kapera] 10:43 am: Thank you kindly.  
[Patrick Kapera] 10:43 am: Next question?  
[Alex Flagg] 10:43 am: Every class has to justify its existence long before you see it  
[Dhampire] 10:43 am: The FantasyCraft Mage picks a vast majority of his spells at his first level of Mage. Why the choice of this, versus picking new spells each level?  
[Alex Flagg] 10:44 am: Dhampire - it's a product of the skills and feats system  
[Patrick Kapera] 10:44 am: We like to let our characters be fully functional out the gate.  
[Alex Flagg] 10:44 am: or should I say skills and class abilities system  
[aegis] 10:44 am: are there any news on dramatic conflicts for Fantasy Craft ?  
[Patrick Kapera] 10:44 am: Higher levels shouldn't be about letting your character do what he's supposed to do, but rather do them better, or do new things.  
[Alex Flagg] 10:44 am: most spellcaster players tend to build a plan...this allows them to do so  
[korhal23] 10:44 am: already covered aegis, wait on the transcript.  
[aegis] 10:44 am: woops  
[OverNinja] 10:44 am: Will the OotS: Fantasy races be converted to Fantasy Craft?  
[korhal23] 10:44 am: ^\_^  
[Alex Flagg] 10:44 am: no problem  
[Patrick Kapera] 10:45 am: Aegis: We answered the Dramatic Conflict question earlier. Rather than repeat it (the answer was a bit long), please check out the transcript after the chat.  
[Patrick Kapera] 10:45 am: Thanks!  
[AJCarrington] 10:45 am: Gents - my thanks for the time and info - need to duck out for RL (kids need lunch ). Look forward to the final transcript and hope that this can become a regular event.  
[Alex Flagg] 10:45 am: Well, they already have been, Overninja  
[Alex Flagg] 10:45 am: Thanks AJ!  
[korhal23] 10:45 am: Speaking of doing something different: If someone were to, say, homebrew up a class, is there an avenue to submit said class for consideration into an official product?  
[Alex Flagg] 10:45 am: I think you'll see some of the parts of OOTS: Classic Fantasy making their way into fantasy craft supplements though  
[Patrick Kapera] 10:45 am: Thanks AJ!  
[Alex Flagg] 10:45 am: along with new ones of course  
[Alex Flagg] 10:46 am: Korhal - I think you could come to us with a draft if you like  
[Alex Flagg] 10:46 am: we'd certainly look at it and see if it fit our plans  
[Patrick Kapera] 10:46 am: Korhal: Sure. Email us with your general interest (pat@crafty-games.com) - but not with the material! - and we'll chat.  
[Alex Flagg] 10:46 am: exactly  
[Patrick Kapera] 10:47 am: There are a couple legal hoops we have to jump through to make sure we're both protected.  
[korhal23] 10:47 am: roger that.  
[Alex Flagg] 10:47 am: right  
[aegis] 10:47 am: do you ever plan to do horror? as a genre i mean  
[Patrick Kapera] 10:47 am: I'll also take this opportunity to talk about freelancing.  
[OverNinja] 10:47 am: What about Olypus.

[Patrick Kapera] 10:47 am: One sec, Aegis. We'll get that next.  
[Patrick Kapera] 10:47 am: And you, ON!  
[Patrick Kapera] 10:48 am: We're always looking for talented freelancers (writers, editors, mechanical designers, graphic designers, illustrators), and playtesters.  
[OverNinja] 10:48 am: Sorry.  
[Patrick Kapera] 10:48 am: If you're interested, you can email me or submit your interest through the Contacts form on our site.  
[Patrick Kapera] 10:48 am: We put all new prospects through a series of tests before assigning them work, so bring your A game.  
[Patrick Kapera] 10:49 am:  
Richard Littles raises hand  
[Alex Flagg] 10:49 am: as you can see, we have a busy year ahead already, so if we can get good help, we try and treat them right  
[Darth Mal] 10:49 am: Awesome.  
[Nepenthe] 10:49 am: that so makes me envious of all the people with real practical skills  
[Patrick Kapera] 10:49 am: We have a \*lot\* of work to assign!  
[Alex Flagg] 10:49 am: OK, so we've got aegis, ON, and richard next  
[Farcaster] 10:49 am: This is your chat event, Pat, you're free to make all the shameless plugs you like  
[Richard Littles] 10:49 am: lol  
[Patrick Kapera] 10:50 am: Horror...  
[Patrick Kapera] 10:50 am: Yes, it's coming - but not in 2010.  
[Alex Flagg] 10:50 am: yes  
[Mortadelo] 10:50 am: Thank you for the Europe-friendly hour. Time to go. Bye!  
[Patrick Kapera] 10:50 am: Same deal as Sci-Fi.  
[Patrick Kapera] 10:50 am: Later Mort!  
[Alex Flagg] 10:50 am: seeya Mort!  
[OverNinja] 10:50 am: Bye.  
[OverNinja] 10:50 am: I'm sticking around.  
[Patrick Kapera] 10:51 am: I personally can't wait for the horror set. It's got one of my babies in it, and is rapidly transforming into something truly EPIC.  
[Nepenthe] 10:51 am: I wouldn't leave if the house caught on fire  
[Patrick Kapera] 10:51 am: But alas, it must wait its place in line.  
[Alex Flagg] 10:51 am: too many ideas in our tiny little heads  
[OverNinja] 10:51 am: A mini-setting or Mastercraft?  
[Alex Flagg] 10:51 am: mastercraft  
[Patrick Kapera] 10:51 am: Horror will also be Mastercraft.  
[aegis] 10:51 am: oooh, nice  
[Patrick Kapera] 10:51 am: E.P.I.C.  
[aegis] 10:52 am: it better should be  
[Patrick Kapera] 10:52 am: What was the second question?  
[Alex Flagg] 10:52 am: converting light of olympus to MC  
[Patrick Kapera] 10:52 am: Ah, Olympus.  
[Alex Flagg] 10:52 am: the answer is...maybe  
[Alex Flagg] 10:52 am: no particular plans \*right\* now  
[Alex Flagg] 10:53 am: but we have a place that it might fit. It's just a ways out yet

[Alex Flagg] 10:53 am: OK, and finally, Richard has been waiting patiently

[Patrick Kapera] 10:53 am: Richard Little! Come on down!

[Patrick Kapera] 10:53 am: <-- Showing his age

[Dhampire] 10:54 am: \*cheers from the audience\*

[Richard Littles] 10:54 am: it's alright, I don't have a question, but rather a comment. I just wanted to say thank ya to y'all for putting some really good games and for having the chat today.

[Alex Flagg] 10:54 am: oh, thanks!

[Patrick Kapera] 10:54 am: We appreciate that.

[Patrick Kapera] 10:54 am: You're very welcome.

[Alex Flagg] 10:54 am: we're glad to do this stuff. I love talking to fans of our products

[Farcaster] 10:54 am: Quick Intro, Richard Little is a freelance writer and game designer with D-3 Games.

[Richard Littles] 10:54 am: ☺

[Nepenthe] 10:54 am: I'm sort of in the same boat, no actualy questions, I just gobble up everything you guys release - and haven't been disappointed so far

[OverNinja] 10:54 am: D-3 Games?

[Patrick Kapera] 10:54 am: On that, I have a question.

[Patrick Kapera] 10:55 am: So if each of you could choose one - and only one - thing you wanted to see for Spycraft 2.0, and one for Fantasy Craft, what would it be?

[Patrick Kapera] 10:56 am: The thing you want \*most\*.

[Patrick Kapera] 10:56 am: Don't be shy.

[Nepenthe] 10:56 am: Agent X: Thug and Fantasy Craft: Dragonlance

[Alex Flagg] 10:56 am: A pony!

[Lyranis] 10:56 am: I don't know enough about Either one to say.

[Patrick Kapera] 10:57 am: (OK, within reason - something we can actually do without getting sued.)

[Nepenthe] 10:57 am: with a side dish of Mass Effect RPG powered by Mastercraft

[Farcaster] 10:57 am: Must it be only one? I am really jonsing to see what you guys do with master classes, and I love the campaign qualities and would love to see more of those. The mechanic of using GM Action dice for temporary Campaign Qualities was brilliant by the way.

[OverNinja] 10:57 am: Damn, I was going to say FC: Spelljammer

[spinningdice] 10:57 am: FantasyCraft: SteamAge

[Patrick Kapera] 10:58 am: But the DL thing is still helpful - gives us an idea of what you want.

[OverNinja] 10:58 am: I second the Mass Effect

[Alex Flagg] 10:58 am: FC Spelljammer is in the pipe over at Wurmstone

[Patrick Kapera] 10:58 am: FC: Spelljammer = Wurmstone (sorta)

[Patrick Kapera] 10:58 am: [www.wurmstone.org](http://www.wurmstone.org)

[Farcaster] 10:58 am: Oh, I didn't know Spellerjammer was an open IP.

[OverNinja] 10:58 am: I DL:d the Wurmstone intro, haven't read it yet.

[Patrick Kapera] 10:58 am: It's not.

[Patrick Kapera] 10:58 am: This is their take on the same idea.

[Alex Flagg] 10:58 am: (generally)

[Dhampire] 10:58 am: And its lovely.

[Patrick Kapera] 10:58 am: Third-party group: Revenant Games

[Nepenthe] 10:59 am: Not really, I'm one of those few rpf guys to whom fantasy is sort of secondary - I'm following Fantasy Craft because it's an excellent system, but, honestly, the Dragonlance stuff I already have will last me two lifetimes of fantasy rpging

**[Patrick Kapera]** 10:59 am: No joke. There's a lot of it.

[Nepenthe] 10:59 am: but SC, 10kb, horror.... keep those babies rolling out

**[Patrick Kapera]** 10:59 am: Any other suggestions? This is a rare chance for us to directly poll you guys.

**[Alex Flagg]** 11:00 am: no request too out there!

[korhal23] 11:00 am: Actually, I'd like to see Fate Cards

[Dhampire] 11:00 am: \*is trying to think, after being blindsided\*

**[Patrick Kapera]** 11:00 am: 'Splain Korhal.

**[Alex Flagg]** 11:00 am: Fate cards?

[Nepenthe] 11:00 am: Nah, I'm about to register 25 accounts on the bioware forum and independently suggest that they contact Crafty about some quality pen and paper rpg stuff

[korhal23] 11:00 am: let me find where i talked about them elsewhere

[korhal23] 11:00 am: But now we reach a mechanic I feel compelling enough that it may work its way into other games I run. There's a system called Fate Cards, and each player begins play with up to four, though they must be written outside of the session so as not to confer some benefit to escape a villain or some such power gaming effect. Fate Cards are written by the player, for the player, and about their character's personal history/demons/traumas/etc, without the GM's knowledge, nor any other player. Then, when

[korhal23] 11:01 am: For example, a player may have decided that one of their plot hooks is, "The ghost of my great-grandfather haunts my family's plantation." During the game, the players are fighting a witch in the Georgia Colony when they feel that they must do whatever it takes to outrun her. It seems as if her Divination allows her to always see where the players are going and what they are doing. Confused, the group mulls over what they are going to do and don't come to a conclusion.

By playing the plot hook,

[korhal23] 11:01 am: this was in the context of a colonial america RPG, btw

[korhal23] 11:01 am: oh wait, didn't all paste

**[Alex Flagg]** 11:01 am: I get the idea

**[Patrick Kapera]** 11:01 am: LOL Nepenthe!

[Farcaster] 11:01 am: Did you mean Colonial Gothic, Korhal?

[korhal23] 11:02 am: yes

**[Alex Flagg]** 11:02 am: doing the lord's work Nepenthe

[korhal23] 11:02 am: yeah, i pulled that out of my colonial gothic review

[OverNinja] 11:02 am: Ok, either for SC or Mastercraft: Traveller, Sci-Fi, Mass Effect.

[Nepenthe] 11:02 am: no really, Mass Effect, Mastercraft, a match made in heaven. I am its missionary

**[Alex Flagg]** 11:02 am: High Priest of the Cult of Crafty

**[Patrick Kapera]** 11:02 am: Are these Fate Cards used in an existing system?

[Richard Littles] 11:03 am: lol

**[Patrick Kapera]** 11:03 am: Or is it an idea you use at home?

**[Patrick Kapera]** 11:03 am: Cult of Crafty has to become a t-shirt.

[Nepenthe] 11:03 am: I want that as my forum title. Better than Crafty's no1 (male) cheerleader

[korhal23] 11:03 am: basically they let the player come up with plot controlling elements.

whenever the player wants, they play the card they wrote before the session and the GM immediately works in a hook involving said card

**[Patrick Kapera]** 11:03 am: ::jots down note::

[korhal23] 11:03 am: it's from the 12 Degrees system

**[Alex Flagg]** 11:03 am: perhaps after the release of horror

[korhal23] 11:03 am: but ever since i read it, i use it everywhere else

[Nepenthe] 11:03 am: I think it sort of crosses over with subplots

**[Patrick Kapera]** 11:04 am: Interesting. I could see a Subplot expansion there.

[Nepenthe] 11:04 am:

**[Alex Flagg]** 11:04 am: yeah, that's what I was thinking

[korhal23] 11:04 am: ^\_^

**[Patrick Kapera]** 11:04 am: Send me an email with the full text, Korhal.

[korhal23] 11:04 am: will do

**[Patrick Kapera]** 11:04 am: Anyone else? Or are we up to the next question?

**[Alex Flagg]** 11:04 am: so some more of you have to have #1 requests!

**[Alex Flagg]** 11:05 am: I'm looking at you. Yes, \*you\*

[Nepenthe] 11:05 am: yarr.. piratecraft?

[Farcaster] 11:06 am:

[OverNinja] 11:06 am: LOL

**[Alex Flagg]** 11:06 am: a book of ships, then?

[korhal23] 11:06 am: LOL

**[Alex Flagg]** 11:06 am: OK, so I guess we're up for another question?

[Nepenthe] 11:07 am: If I'd known I'd be a pitchin', I would have actually thought about stuff

**[Alex Flagg]** 11:07 am: nbd

**[Alex Flagg]** 11:07 am: you know where our forums are (or if you don't, [www.crafty-games.com/forum](http://www.crafty-games.com/forum))

**[Patrick Kapera]** 11:07 am: We're really active there. Would love to hear what you think.

**[Patrick Kapera]** 11:08 am: So... What else ya got?

[Farcaster] 11:08 am: Have you ever considered doing any fiction lines for settings you have now or ones you will be doing in the future?

**[Patrick Kapera]** 11:08 am: Well, we have the World on Fire fiction.

**[Alex Flagg]** 11:08 am: I have an idea for a 10kB short fiction collection I'd love to make happen

**[Alex Flagg]** 11:08 am: I don't know when, but...

**[Patrick Kapera]** 11:08 am: There's a second novelette coming for that, and there will be all-new fiction in the second and maybe third books.

**[Alex Flagg]** 11:09 am: (for WoF he means)

**[Patrick Kapera]** 11:09 am: Fiction is rough. It's labor-intensive and ultimately doesn't sell as well.

**[Patrick Kapera]** 11:09 am: But we're writers, so we have the bug.

**[Patrick Kapera]** 11:09 am: And eventually, maybe, we'll expand in that direction.

**[Patrick Kapera]** 11:09 am: Who knows? Anything is possible.

[Farcaster] 11:09 am: This much is true, but it is cool to have fiction going in worlds you love.

[OverNinja] 11:10 am: Is the WoF print book(s) still to be released this year?

**[Alex Flagg]** 11:10 am: worth noting - the Mistborn RPG will feature a original fiction piece by Brandon Sanderson, author of the series

[OverusedName] 11:10 am: sweet  
[Farcaster] 11:10 am: Mmmm.. nice  
[OverusedName] 11:10 am: he's the only finishing Wheel of Time, isn't he?  
[Alex Flagg] 11:10 am: ON - not likely  
[Alex Flagg] 11:11 am: yes, Brandon is finishing WoT as well  
[Alex Flagg] 11:11 am: he's a machine  
[Alex Flagg] 11:12 am: anything else, folks?  
[Dhampire] 11:12 am: What I would like to see from FantasyCraft: more "out of the box" ideas. There's so much in the book that has stood fantasy gaming on end for me, and I love it.  
[Alex Flagg] 11:12 am: That's great to hear  
[Patrick Kapera] 11:12 am: I imagine you'll see more of that in every release, Dham.  
[Patrick Kapera] 11:12 am: It's sort of a speciality of ours.  
[Alex Flagg] 11:12 am: we like turning things on their ear whenever possible  
[Alex Flagg] 11:13 am: Wait til you see the FC settings in the first supplement  
[Alex Flagg] 11:13 am: each has its own twist that is familiar in some ways, but new in many others  
[Dhampire] 11:14 am: Ooooooh....  
[Farcaster] 11:14 am: yeah, being a newcomer to Crafty Games products, I was most impressed with your fresh perspective on d20 and especially with the fresh perspective on fantasy.  
[Alex Flagg] 11:14 am: Thanks, farcaster  
[Alex Flagg] 11:14 am: we, as a company, had not done a fantasy product before  
[Alex Flagg] 11:15 am: we'd spent 7 years bending d20, but not the "big genre"  
[OverNinja] 11:15 am: Anything new on the martial arts (Beatdown?) mini-setting?  
[Alex Flagg] 11:15 am: Throwdown has been backburnered  
[Alex Flagg] 11:15 am: with Scott's departure, we set that aside until we find the right place for it  
[Patrick Kapera] 11:15 am: Its contents may wind up appearing elsewhere.  
[Alex Flagg] 11:16 am: right  
[spinningdice] 11:16 am: Is Cloak & Dagger still one of thr FantasyCraft settings?  
[Alex Flagg] 11:16 am: yes  
[Alex Flagg] 11:16 am: will be in the first supplement  
[Patrick Kapera] 11:16 am: It will be in the first book  
[Alex Flagg] 11:16 am: I mean...what's a crafty line without spies?  
[OverNinja] 11:17 am: What about the chinese-inspired setting? (terrible with names)  
[aegis] 11:17 am: aside from Call to Arms, are there any other "small" products scheduled before the end of the year?  
[spinningdice] 11:17 am: Great I think thats the one I'm most looking forward to  
[Alex Flagg] 11:17 am: excellent - it's one of mine!  
[Farcaster] 11:17 am: It would have been easy enough to do what other OGL publishers have done though and just copy/paste much of the SRD. You guys didn't do that and put out what basically amounts to 400 pages of absolutely original material.  
[Alex Flagg] 11:17 am: ON - Swords of the Zodiac was closed down with Scott's departure (it was his project)  
[Patrick Kapera] 11:18 am: Other small projects...  
[Alex Flagg] 11:18 am: Aegis - there are at least 2 (?), and maybe more, PDF products in the

pipe for this year, the first of which is a Spycraft 2.0 military setting

[Patrick Kapera] 11:18 am: There's the one that contains the winners of the character contest.

[Alex Flagg] 11:18 am: mini-setting I should say

[Alex Flagg] 11:18 am: yes, that one

[Patrick Kapera] 11:19 am: Probably more than two.

[Nepenthe] 11:19 am: \*perks up\*

[Patrick Kapera] 11:19 am: We have several close to done. Just need to figure out when and which.

[Alex Flagg] 11:19 am: I should be finishing the military mini setting in the next week or so then it's off to edits/layout

[Alex Flagg] 11:19 am: it...kicks ass.

[aegis] 11:19 am: ooh, military mini-setting? can you tell more?

[aegis] 11:19 am: I bet it does

[Alex Flagg] 11:19 am: plus it has one of the best cover's we've EVER had

[spinningdice] 11:19 am: Is VAO still coming at some stage?

[OverNinja] 11:20 am: New art?

[Patrick Kapera] 11:20 am: Yeah, that cover is outrageously cool.

[Alex Flagg] 11:20 am: yes

[Patrick Kapera] 11:20 am: You'll see it show up on the In Development page at some point before release.

[OverNinja] 11:20 am:

[Patrick Kapera] 11:20 am: Ah, VAO...

[Alex Flagg] 11:20 am: aegis - when you see the cover you'll get it. Instantly

[aegis] 11:20 am: nice, ben did it?

[Alex Flagg] 11:20 am: no, actually, Octographics did it

[Alex Flagg] 11:21 am: some of their best work ever IMNSHO

[Patrick Kapera] 11:21 am: OK, so for those of you who don't know, VAO (full title Vow of Silence) is sort of an X-Files with warlocks thing.

[Patrick Kapera] 11:21 am: Full setting with several factions.

[MilitiaJim] 11:21 am: It is a nifty idea.

[Farcaster] 11:21 am: oh. That sounds interesting.

[Patrick Kapera] 11:22 am: It was originally going to be released over several PDFs but when the company shifted to doing more books we decided to bundle them together as a print release.

[korhal23] 11:22 am: yeah it does.

[OverNinja] 11:22 am: The preview was interesting.

[Nepenthe] 11:22 am: fair to say that it's to Dark Matter what Fantasy Craft was to D&D?

[Patrick Kapera] 11:22 am: You'll see it mid-next year. It's attached to... our second core release.

[OverNinja] 11:22 am: Second core?

[Patrick Kapera] 11:22 am: There are three.

[Patrick Kapera] 11:22 am: 10kB

[Nepenthe] 11:22 am: tell us MOAR!

[Patrick Kapera] 11:22 am:

[Patrick Kapera] 11:23 am: Mistborn

[Patrick Kapera] 11:23 am: Those are our anchors.

*Farcaster chuckles.*

[Patrick Kapera] 11:23 am: We'll be announcing the new thing sometime after the new year.  
[aegis] 11:23 am: urgh, so Mistborn is still after something else? it better be goood :P  
[Patrick Kapera] 11:23 am: It's kewl.  
[Alex Flagg] 11:23 am: muhahahahaha!  
[Richard Littles] 11:24 am: lol  
[Alex Flagg] 11:24 am: told you we have too many ideas  
[Alex Flagg] 11:24 am: this one couldn't wait  
[Patrick Kapera] 11:24 am: Mistborn still = Q3/4 2010. That's not changing.  
[aegis] 11:24 am: do you plan any kind of playtest of the storytelling system you plan to use with Mistborn?  
[Patrick Kapera] 11:24 am: This second thing is what I was talking about as "most likely our GenCon release."  
[Alex Flagg] 11:24 am: aegis - yes, we certainly do  
[Patrick Kapera] 11:25 am: Absolutely.  
[Alex Flagg] 11:25 am: since it's a new thing entirely, we want that out in front of people who use it - hard  
[Patrick Kapera] 11:25 am: All new system - and it's fresh territory for us. Will need many eyes.  
[OverNinja] 11:26 am: Any plans on WWII stuff for SC?  
[Alex Flagg] 11:27 am: ...why yes!  
[Patrick Kapera] 11:27 am: Alex is right. When the details on this second core project hit, pretty much everyone will agree that it can't wait. It simply \*has\* to happen. Now.  
[Nepenthe] 11:27 am: That's peaking my \*spycraft henchman edition\* meter, but feel free to not comment  
[Alex Flagg] 11:28 am: Since Hannu asked this completely unrelated self promotion question, I'll answer it in the most neutral environment  
[Alex Flagg] 11:28 am: We are indeed working right now on a new bag full of guns set  
[korhal23] 11:28 am: lol  
[Alex Flagg] 11:28 am: The first is called "Allies."  
[Alex Flagg] 11:28 am: I will give a cookie to the person who guesses the name of the second  
[Nepenthe] 11:29 am: ZOMBIES!  
[korhal23] 11:29 am: Axis?  
[aegis] 11:29 am: "Kitties?"  
[Adimeadozen] 11:29 am: I was gonna say Annies  
[OverusedName] 11:29 am: Not-Allies?  
[Alex Flagg] 11:29 am: cookie to korhal  
[korhal23] 11:29 am: no wait, i change mine to kitties.  
[Patrick Kapera] 11:29 am: Not zombies, not kitties.  
[Patrick Kapera] 11:29 am: Good tries, though.  
[Alex Flagg] 11:29 am: yes, it'll be a pair called Axis and Allies  
[korhal23] 11:29 am: ^\_^  
[Patrick Kapera] 11:29 am: ::hands \*stale\* cookie::  
[Alex Flagg] 11:29 am: BUT I like Allies and Zombies  
[Nepenthe] 11:30 am: you mean that ww2 wasn't allies vs. zombies? I need to take wolfenstein back to the store!  
[Dhampire] 11:30 am: Axis Zombies are good too...

[Alex Flagg] 11:30 am: with a little fantasy craft thrown in, entirely doable

[Alex Flagg] 11:30 am: so we're doing a 2 part bag full of guns on the weapons of WWII

[korhal23] 11:30 am: woohoo

[OverNinja] 11:31 am: Sorry about that Alex.

[aegis] 11:31 am: do you plan any futuristic bag full of guns release?

[Alex Flagg] 11:31 am: this will also include little bits for rounding out a historical game, like some stat blocks for common soldiers, common items, etc

[Alex Flagg] 11:31 am: ON - just giving you a hard time. Good opportunity to talk about it!

[OverNinja] 11:31 am: I deserved that.

[Alex Flagg] 11:31 am: hehe

[OverNinja] 11:32 am: Besides FC took most of your time recently.

[Alex Flagg] 11:32 am: So yeah, Overninja and Aragathor are doing great work there

[Alex Flagg] 11:32 am: they've been waiting very patiently for the project to roll across the finish line

[Patrick Kapera] 11:32 am: Sci-Fi BFOGs and other expansions will be slated for - you guessed it - the Sci-Fi core book.

[korhal23] 11:33 am: Assassin, Burglar, Explorer, Scout, Beastmaster (Expert), Swashbuckler (Expert).... which one of you is the one obsessed with rogues?

[aegis] 11:33 am: snif, I want to jump 2 years forward in time..

[OverNinja] 11:33 am: Talking about Aragathor: have you persuaded him to write a Middle-Ages book? His stuff on the forums was most interesting.

[Patrick Kapera] 11:33 am: Sometimes we do too, Aegis.

[Patrick Kapera] 11:34 am: But then we'd miss the fun of \*making\* this stuff.

[Alex Flagg] 11:34 am: korhal - they're not all rogues, per se!

[Alex Flagg] 11:34 am: Even AD&D first ed had the assassin and thief separately

[Alex Flagg] 11:34 am: Scout's more of a ranger, and Beastmaster's my homage to a bad 80's film

[aegis] 11:35 am: Beastmaster really has something from the Wheelman, doesn't he?

[korhal23] 11:35 am: hehe, i know. but they're all roles typically assigned to one or two classes in a lot of games. I was a little surprised they were so subdivided when I opened the book originally.

[korhal23] 11:35 am: though i liked it :P

[Alex Flagg] 11:35 am: Beastmaster's not so much wheelman inspired (though he goes nicely with the Lancer)

[korhal23] 11:36 am: Lancer is a totally badass class, by the way.

[Alex Flagg] 11:36 am: korhal - the problem is that rogues do too much in most D&D games

[korhal23] 11:36 am: agreed.

[Patrick Kapera] 11:36 am: Our feeling is two-fold.

[Nepenthe] 11:36 am: or try to do, anyway

[Alex Flagg] 11:36 am: If you think about our Spycraft heritage, we had only 2 of the 4 \*big classes\* (soldier/rogue) to work with

[Patrick Kapera] 11:37 am: First, rogues do too much, but second, and more importantly, it's because that's the space most folks \*like\* to inhabit when they play.

[Patrick Kapera] 11:37 am: A lot of what we do as designers is watch how folks use our systems, and what we've found is that most folks want action. They want to be debonair and slick. They

want to be able to fight but still have some utility.

**[Patrick Kapera]** 11:38 am: All those things tend to be most commonly seen in swashbuckling sorts, like rogues, assassins, etc.

**[Alex Flagg]** 11:38 am: I know when i started playing 3.0, I only played rogues

**[Patrick Kapera]** 11:38 am: So we focused a lot of attention on that.

**[Alex Flagg]** 11:38 am: nothing else had skills!

[aegis] 11:39 am: well, this and, paradoxally, the compression on all casting classes in only one is, in my opinion, an excellent call

[korhal23] 11:39 am: i agree on that point as well aegis

[korhal23] 11:39 am: your spells make you what you are, not a title. brilliant.

**[Alex Flagg]** 11:39 am: Well, the priest is technically a casting class too

[Dhampire] 11:39 am: I agree as well.

[aegis] 11:39 am: don't get me wrong

**[Alex Flagg]** 11:39 am: but yes, we didn't want a game that was crippled by lack of magic

[aegis] 11:39 am: the priest is just HUGE

**[Alex Flagg]** 11:40 am: it's vital that we could have fantasy without magic if we wanted

[aegis] 11:40 am: it is, by very far, the best d20 class EVER

**[Alex Flagg]** 11:40 am: just like it was vital we could have fantasy without miracles

**[Alex Flagg]** 11:40 am: wow. I'm flattered. High praise indeed

**[Patrick Kapera]** 11:40 am: Or without monsters

**[Patrick Kapera]** 11:40 am: Or without magic items

[Adimeadozen] 11:40 am: Right, the priest is amazing

[aegis] 11:41 am: it's adaptable, fitting an Alignment, not bound to magic, everything you might want

**[Alex Flagg]** 11:41 am: the Priest was my own personal crusade in this book

[korhal23] 11:41 am: i'm a big fan of both caster classes actually.

[aegis] 11:41 am: I've done a dozen of characters "just to try" since I bought the game: half of them were priests

[Nepenthe] 11:41 am: the modular nature of the crafty systems is THE thing I like best

[aegis] 11:41 am: I totally agree

**[Alex Flagg]** 11:41 am: the combination of Alignments with the priest, and their flexibility to custom fit settings is exactly what I always wanted

[Nepenthe] 11:41 am: plug-and-play magic etc.

[Nepenthe] 11:42 am: love it. LOVE it.

**[Alex Flagg]** 11:42 am: thanks guys

[aegis] 11:42 am: well, chapeau

**[Alex Flagg]** 11:42 am: hat?

**[Patrick Kapera]** 11:42 am: Thanks! The last year has been about soul-searching as a company, and restructuring to support the vision.

**[Patrick Kapera]** 11:42 am: Turns out the vision is yours.

[aegis] 11:42 am: yeah, extremely well done

**[Alex Flagg]** 11:42 am: cheers!

**[Patrick Kapera]** 11:43 am: Any other questions. We're down to the last 20 minutes or so.

**[Patrick Kapera]** 11:43 am: ?

[OverNinja] 11:43 am: One, feel free to brush this one off.

[aegis] 11:43 am: hum, too many actually

[OverNinja] 11:43 am: Scott.

[Nepenthe] 11:43 am: Oh, I wish this evening would never end!

[korhal23] 11:44 am: oh, and as for races, kudos for making humans the primary race for a change

[korhal23] 11:44 am: most fantasy games, humans kinda suck, and you spend half your campaign wondering why on earth they're the dominant race.

**[Patrick Kapera]** 11:44 am: Korhal: It only makes sense. They're the (mechanical) baseline.

[korhal23] 11:44 am: but in FC, they're by far the most versatile race

**[Alex Flagg]** 11:44 am: that's their "power"

[aegis] 11:44 am: indeed

**[Patrick Kapera]** 11:44 am: What about Scott, ON?

[korhal23] 11:45 am: yeah, i love the Talents

**[Alex Flagg]** 11:45 am: Other races "pay" a feat to get flexibility (through Species feats)

[OverNinja] 11:45 am: Why is he leaving? Burn out or something else.

**[Patrick Kapera]** 11:45 am: Ah, that - we're afraid - we can't answer.

[korhal23] 11:45 am: true. and i love that system too. but even then, not on the level humans have. which i like.

**[Patrick Kapera]** 11:45 am: His reasons are his own.

[OverNinja] 11:46 am: I guessed as much.

**[Patrick Kapera]** 11:46 am: We have to respect his privacy.

**[Patrick Kapera]** 11:46 am: So... What else ya got?

[OverNinja] 11:46 am: My more annoying characteristic: curiosity.

[Nepenthe] 11:46 am: anything you wish we'd asked but we haven't?

[aegis] 11:46 am: do you plan any campaign-articulated setting? something that would grow as series of adventures advance? I was really hoping to see something like that for WoF actually

[aegis] 11:47 am: with a tight timetable and a big "end of the world" climax at the end...

**[Alex Flagg]** 11:47 am: so you mean an implied setting coming out of an adventure line?

**[Patrick Kapera]** 11:48 am: Aegis: You mean something serialized?

[aegis] 11:48 am: yes

**[Patrick Kapera]** 11:48 am: Ah.

[korhal23] 11:48 am: Official Campaign Modules, i guess. Like D&D does.

**[Patrick Kapera]** 11:48 am: Well, maaaaaybe.

[aegis] 11:48 am: don't know if you know of them, but Siroz did this for the french game COPS, set in future L.A.

**[Patrick Kapera]** 11:48 am: Watch our 2010 schedule as it develops.

[aegis] 11:48 am: woohoo!

[korhal23] 11:48 am: I liked the Darkest Hour. I hope that's not the only one

[Farcaster] 11:48 am: Tougher question perhaps. There were a lot of different perspectives and discussions on banned actions in Fantasy Craft. Have your own feelings about these changed at all?

**[Alex Flagg]** 11:49 am: That's not the only one, korhal. Watch the boards in the next 4-5 weeks

**[Patrick Kapera]** 11:49 am: Big question. Cool. Let me answer Korhal's first.

**[Patrick Kapera]** 11:49 am: The second FC adventure will be Cleansing of Black Spur, also by Loren Dean.

**[Patrick Kapera]** 11:49 am: Due out in November.

**[Patrick Kapera]** 11:50 am: It'll be the first supported by our latest partner, Sonic Legends

(www.sonic-legends.com).

**[Patrick Kapera]** 11:50 am: They're releasing a full set of soundscapes for it.

[korhal23] 11:50 am: oh nice!

**[Patrick Kapera]** 11:50 am: These are loopable music/SFX beds specifically built for various parts of the mod.

**[Patrick Kapera]** 11:51 am: There will probably be some... other support for that one from third-parties. Watch for announcements in the next few weeks.

[OverNinja] 11:51 am: Maybe I should move the computer back to the living room.

**[Patrick Kapera]** 11:51 am: These will be mp3s, so - I believe - you'll be able to burn them to disc.

**[Patrick Kapera]** 11:51 am: But don't quote me. That's Sonic Legends' territory.

[spinningdice] 11:52 am: Cleansing of Blackspur, suitable to continue from Darkest Hour or thematically different implied setting?

**[Alex Flagg]** 11:52 am: you can rip mp3's to disk from Itunes 9

**[Patrick Kapera]** 11:52 am: Thematically the same.

[Dhampire] 11:52 am: Very suitable to continue.

**[Patrick Kapera]** 11:52 am: They both mention Valespire, for example.

**[Patrick Kapera]** 11:53 am: The iconics we recently released are suited for both (and in fact have a couple specific links that are also generic enough for use in any fantasy game).

**[Alex Flagg]** 11:53 am: So on Farcaster's question...

**[Alex Flagg]** 11:53 am: Short answer: No, our feelings haven't changed on banned actions.

**[Alex Flagg]** 11:54 am: Ultimately, while they created a bit of controversy, they're not actually tremendous restrictions in our opinion

**[Alex Flagg]** 11:54 am: Let's take the infamous "dwarves can't swim" thread

[spinningdice] 11:54 am: I must say I support them, in about 3 words you can clearly state - This is not not a Human with funny ears

**[Alex Flagg]** 11:54 am: Yes.

[OverNinja] 11:54 am: I add another aspect to it: Iconic specialties and classes.

[Nepenthe] 11:54 am: Yeah same here - I was actually reading a Dragonlance novel at about the same time, where there was a comment about dwarves not being able to swim, since they sink like rocks - cracked me up

**[Alex Flagg]** 11:55 am: banned actions, like the iconic specialties/classes, are part of rendering certain aspects of a species

[OverNinja] 11:55 am: I don't mind neither the banned checks nor Iconic specialtie or classes.

**[Alex Flagg]** 11:55 am: here's a simple response to the dwarves can't swim accusation

**[Alex Flagg]** 11:55 am: do you find it frustrating that humans can't fly in fantasy craft?

[korhal23] 11:56 am: maybe a little.

[korhal23] 11:56 am:

**[Alex Flagg]** 11:56 am: Answer is, probably not unless you're being contrary

[aegis] 11:56 am: may iconic classes/specialty change depending on the setting? more precisely, will they change in some of the setting you'll release?

[SpiffyBananaFoot] 11:56 am: fo shizzle

[Dhampire] 11:56 am: well, they can with Draconic or Fay Legacy.

[Adimeadozen] 11:56 am: That just means you haven't taken the right feats yet

[Utgardloki] 11:56 am: Hail citizens

**[Alex Flagg]** 11:56 am: exactly

[Alex Flagg] 11:56 am: my point is this - we don't assume humans can fly  
[Alex Flagg] 11:56 am: but drakes can, naturally  
[Alex Flagg] 11:56 am: is that unfair?  
[Alex Flagg] 11:56 am: I don't think so  
[Alex Flagg] 11:56 am: it's part of biology  
[Alex Flagg] 11:57 am: in the same way, dwarves can't swim (that is, make swim CHECKS)  
[OverNinja] 11:57 am: Give the drake a pen and ask him to write.  
[Alex Flagg] 11:57 am: (they can tread water OK)  
[Alex Flagg] 11:57 am: right  
[Alex Flagg] 11:57 am: drakes have poor handwriting - unfair, or part of biology?  
[Utgardloki] 11:57 am: Can they swim with credit cards?  
[Farcaster] 11:57 am: What of ogres that cannot make influence checks? Would you say it is biology in his case that prevents him from doing so?  
[Alex Flagg] 11:57 am: They can probably swim in debt  
[Alex Flagg] 11:58 am: Ogres are naturally brusque, both from nature and nurture  
[Patrick Kapera] 11:58 am: I would say it's part of their physiology, yes.  
[Alex Flagg] 11:58 am: but even more importantly, people see them as man eaters  
[Alex Flagg] 11:58 am: Ogres are, in folklore, UNIVERSALLY hated and feared  
[Patrick Kapera] 11:58 am: Certain species are biologically inclined to rough social interaction.  
[Adimeadozen] 11:58 am: I like ogres not being able to influence because that makes oni all the more thematic  
[Alex Flagg] 11:58 am: so no one trust them enough to follow thier attempts to Influence  
[korhal23] 11:59 am: so even if yours isn't a maneater, he'll be misunderstood by others to be one  
[Patrick Kapera] 11:59 am: We see this in our world with various breeds of animals.  
[Alex Flagg] 11:59 am: yep  
[Alex Flagg] 11:59 am: Fantasy worlds are full of certain prejudices and fears. You know, cause monsters exist, and wnat to eat you  
[Utgardloki] 11:59 am: What about female ogres?  
[Nepenthe] 11:59 am: I've known a few maneaters of the female persuasion during my days :P  
[Alex Flagg] 11:59 am: Boobs don't make you more persuasive (always)  
Farcaster chuckles...  
[Alex Flagg] 12:00 pm: Ooooh here she comes  
[Utgardloki] 12:00 pm: I bet they can persuade the male ogres.  
[Patrick Kapera] 12:00 pm: I think one of the reasons these balancing rules are seen as problematic is that we don't frame (explain) them in the game. But we can't - because if we did, it would prevent you from running with an explanation that works for your setting.  
[aegis] 12:00 pm: I'm using FC's ogres as archvillains in a personal setting - I love them  
[Adimeadozen] 12:00 pm: Thats what browbeat is for  
[Farcaster] 12:00 pm: And female ogre boobs definitely don't do it for anyone other than an ogre perhaps - LOL  
[Alex Flagg] 12:00 pm: that's why Reviled doesn't apply to other ogres  
[Patrick Kapera] 12:00 pm: As you can see, Alex and I have two divergent options here. There are many others.  
[aegis] 12:00 pm: that's the strength of your game  
[Alex Flagg] 12:01 pm: but as we see, some people want an explanation

[aegis] 12:01 pm: you impose as little as possible, so we can mostly do anything with it  
[Patrick Kapera] 12:01 pm: We understand it also throws some people.  
[Alex Flagg] 12:01 pm: Fantasy Craft puts that work on the players  
[aegis] 12:01 pm: somebody said: the only weakness of FC is that it's not a beginner's game  
[Patrick Kapera] 12:01 pm: We added a lot of explanation for how to use classes in Fantasy Craft. Perhaps we'll figure out some way to (neutrally) present options for these rules as well.  
[Alex Flagg] 12:01 pm: \*We\* don't think of that as work - it's part of building a game - but different gamers want different things  
[Patrick Kapera] 12:01 pm: It's all part of the evolving rules dialog.  
[Alex Flagg] 12:02 pm: yep  
[aegis] 12:02 pm: I guess he was right, you need to have your own explanation ready for all these rules you've created for us  
[Patrick Kapera] 12:02 pm: Fantasy Craft, and by extension Mastercraft, take into account that you guys want to be in the driver's seat.  
[Adimeadozen] 12:02 pm: Might make an interesting S&P article, see undefined things clarified in several common lights  
[Patrick Kapera] 12:03 pm: We're simply enabling that.  
[Alex Flagg] 12:03 pm: that's a good suggestion, adimeadozen  
[aegis] 12:03 pm: absolutely  
[Alex Flagg] 12:03 pm: we're looking at doing that with a few pieces, including magic  
[Patrick Kapera] 12:03 pm: ::makes a note::  
[korhal23] 12:03 pm: yeah, had you guys explained everything, you'd have people going "this game is too restrictive and you can't RP it".  
[Alex Flagg] 12:03 pm: heh  
[aegis] 12:04 pm: huhu  
[Patrick Kapera] 12:04 pm: And too dense.  
[Patrick Kapera] 12:04 pm: Exactly  
[Alex Flagg] 12:04 pm: or people would say they liked another fantasy world better and why isn't it earthdawn?  
[Alex Flagg] 12:04 pm: or whatever  
[Alex Flagg] 12:04 pm: toolkit first - setting second in our case  
[MilitiaJim] 12:04 pm: I still am missing the polymorph spells, but they are a bit...unbalanced.  
[Alex Flagg] 12:04 pm: we enable, then we provide examples  
[aegis] 12:04 pm: oooh yes, please, we want the Tinker!  
[Patrick Kapera] 12:05 pm: Polymorph will return, but it'll be balanced when it does.  
[aegis] 12:05 pm: with his polymorph spells I guess  
[aegis] 12:05 pm: kewl  
[Alex Flagg] 12:05 pm: Jim - polymorph will be addressed in Spellbound, in a while  
[Adimeadozen] 12:05 pm: I am just dying to see more spellbound  
[aegis] 12:05 pm: definitely!  
[Patrick Kapera] 12:05 pm: We're close with at least one more, maybe two.  
[Alex Flagg] 12:05 pm: it's yet another thing on the 2010 list  
[Patrick Kapera] 12:05 pm: And the rest are in development, and will be along as quickly as we can manage.  
[Patrick Kapera] 12:06 pm: Spellbound will definitely close out in book form in 2010.  
[OverNinja] 12:06 pm: I've noted that 2010 will be extremely busy.

[Alex Flagg] 12:06 pm: yes, but fortunately we're not crazy enough to do all the work ourselves  
[Dhampire] 12:06 pm: Also sounds like there isn't much on your development plans that hasn't been touched on here.  
[Patrick Kapera] 12:06 pm: Indeed. This year's also been about ramping up to a much more aggressive schedule (because you demanded it!).  
[Alex Flagg] 12:07 pm: ...that you know of  
[Alex Flagg] 12:07 pm: muhahaha  
[Nepenthe] 12:07 pm: which reminds me of, I think I saw a mention of Shadowforce Archer at some point  
[Patrick Kapera] 12:07 pm: No comment.  
[Patrick Kapera] 12:07 pm: It's in the pipe.  
[Patrick Kapera] 12:08 pm: So one comment.  
[korhal23] 12:08 pm: lol  
[Alex Flagg] 12:08 pm: ...like so many things...  
[Adimeadozen] 12:08 pm: It's a big pipe  
[aegis] 12:08 pm: last question for me, there was some discussion on the forums about weres. Do you plan anything about them?  
[OverNinja] 12:08 pm: Good. The Shop is the bad guys in my WoF/SFA game.  
[Patrick Kapera] 12:08 pm: It's a wee pipe - but it's \*long\*.  
[aegis] 12:08 pm: them and other common "modern" monsters?  
[OverNinja] 12:09 pm: The ones with fangs?  
[Patrick Kapera] 12:09 pm: Weres and vampies will make an appearance... soon-ish.  
[aegis] 12:09 pm: nice to hear whispers that WoF may be back  
[Patrick Kapera] 12:09 pm: \*Vampires\*. Vampies are something else.  
[aegis] 12:09 pm: SFA I mean, and cool for weres  
[Patrick Kapera] 12:09 pm: Don't eat those. They're bad for you.  
[Nepenthe] 12:09 pm: and vamps are in 10kb?  
[Alex Flagg] 12:10 pm: 10kB by default is "mundane"  
[Alex Flagg] 12:10 pm: no magic, no gadgets, no monsters  
[Patrick Kapera] 12:10 pm: No whispers - World on Fire \*will\* be back. Soon.  
[Alex Flagg] 12:10 pm: that's NOT to say you can't stick them in  
[Patrick Kapera] 12:10 pm: Oh, SFA. Yeah. In the pipe.  
[Alex Flagg] 12:10 pm: I love Kolchak the Night Stalker and Criminal Macabre as much as the next guy  
[Nepenthe] 12:10 pm: Vamp may also refer to: \* a type of femme fatale  
[Alex Flagg] 12:10 pm: ah yes, those vamps will be in there.  
[Alex Flagg] 12:10 pm: as a Specialty  
[Patrick Kapera] 12:10 pm: In spades.  
[aegis] 12:11 pm: last one, really: aside from Godspawn, do you plan any generic set of epic rules to play INS/MV, Scion and other quasi-divine genres?  
[korhal23] 12:11 pm: i kinda like the lack of a defined bestiary. you can build whatever you want. lets you mess with your players by changing conventional "knowledge" about those monsters. Werewolves are weak to silver? Not so much in this game.... etc.  
[Alex Flagg] 12:11 pm: Godspawn should, in theory, cover those needs, aegis  
[Patrick Kapera] 12:12 pm: Yes indeed.  
[Patrick Kapera] 12:12 pm: Godspawn will cover those + God of War, amped up Clash of the

Titans, etc.

[aegis] 12:12 pm: good to know now I'm just even more impatient!

[aegis] 12:12 pm: raaaah

[aegis] 12:12 pm: I hate you

**[Alex Flagg]** 12:12 pm: this is why we don't continually tease

**[Patrick Kapera]** 12:12 pm: Exactly Korhal! We feel the same way.

**[Alex Flagg]** 12:12 pm: because one day you \*will\* hate us for it

[korhal23] 12:12 pm: you misspelled "love" aegis.

**[Alex Flagg]** 12:13 pm: LMAO

[aegis] 12:13 pm: naaaaaah, never

**[Patrick Kapera]** 12:13 pm: Yeah, we don't talk about much beyond the six-month mark.

**[Patrick Kapera]** 12:13 pm: Because it's just not fair to you.

**[Alex Flagg]** 12:13 pm: except in deals like this

[Nepenthe] 12:13 pm: Yeah, well, IKEA thanks you, coz I need to get a new bookshelf, apparently

[aegis] 12:13 pm: hum, it helps the planning though

**[Patrick Kapera]** 12:13 pm: Where we talk a bit about the long schedule, which is generally no further out than a year or so.

**[Patrick Kapera]** 12:14 pm: Things tend to be pretty wildly up in the air beyond six months.

**[Patrick Kapera]** 12:14 pm: So much can change.

**[Alex Flagg]** 12:14 pm: as we've learned the hard way

**[Patrick Kapera]** 12:14 pm: And we hate to announce something and then modify our plans.

**[Patrick Kapera]** 12:15 pm: So now we say things like "expect vampires" and "Mistborn in late 2010" and leave it at that.

[starwarsphil] 12:15 pm: I realise FC is the focus right now, but are we going to see more SpyCraft content in S&P?

[aegis] 12:15 pm: heh

**[Patrick Kapera]** 12:15 pm: Yup.

[aegis] 12:15 pm: officiously, do you have any date on the heroic faction books for WoF? my players are really closing to the climax of their first campaign arc and will have to choose a new faction

**[Patrick Kapera]** 12:15 pm: There's a World on Fire article slated for next month's issue.

[starwarsphil] 12:15 pm: Cool

**[Patrick Kapera]** 12:15 pm: And probably a Spycraft one in December.

**[Patrick Kapera]** 12:16 pm: Heroic factions won't appear separately anymore. Instead we're doing two new \*books\* for World on Fire.

[aegis] 12:16 pm: great, I don't have to delay too much then

[aegis] 12:16 pm: thanks

**[Patrick Kapera]** 12:16 pm: Those are in development now. First one's about half written.

[aegis] 12:17 pm: can't wait

**[Patrick Kapera]** 12:17 pm: Any last-minute questions. We're about to wrap.

**[Patrick Kapera]** 12:17 pm: ?

[korhal23] 12:17 pm: so here's an idea... since you're actually gonna release more official modules, is there any talk of a Living campaign/RPGA style deal?

[aegis] 12:17 pm: no, thank you for this europe-friendly chat

[aegis] 12:17 pm: I really appreciated that

[Alex Flagg] 12:17 pm: korhal, that's being supported by the Wyrmsstone campaign  
[Alex Flagg] 12:17 pm: they are running it as an organized play setting  
[Nepenthe] 12:17 pm: Yes, this eurotrash thanks you as well  
[Alex Flagg] 12:17 pm: www.wyrmsstone.org  
[Patrick Kapera] 12:17 pm: Sadly, not from us. We've found that we're just not very well equipped for OP campaigns.  
[Alex Flagg] 12:17 pm: glad to do it guys!  
[Patrick Kapera] 12:17 pm: There's Wyrmsstone for FC, though.  
[Alex Flagg] 12:18 pm: (see above)  
[OverNinja] 12:18 pm: Thanks for the chat Alex and Pat!  
[korhal23] 12:18 pm: :O how did i not know about this?  
[Patrick Kapera] 12:18 pm: And Spymaser and Of Queen and Country for Spycraft 2.0 and Classic Spycraft, respectively.  
[Alex Flagg] 12:18 pm: it's just spinning up now  
[Patrick Kapera] 12:18 pm: www.spymaster.org (I believe)  
[MilitiaJim] 12:18 pm: Now we just need to badger the Wyrmsstone guys into doing our bidding!

[Patrick Kapera] 12:18 pm: Don't have the OQAC one. Let me go look it up.  
[Alex Flagg] 12:18 pm: they'd love ot hear from you  
[OverNinja] 12:19 pm: There is a free intro to Wyrmsstone in RPGNow and/or DriveThruRPG.  
[Alex Flagg] 12:19 pm: actually, Wyrmsstone is also doing community development of the setting, and is looking for adventure writers  
[Alex Flagg] 12:19 pm: right, good call ON  
[Alex Flagg] 12:19 pm: you can grab it through DriveThruRPG  
[Patrick Kapera] 12:20 pm: Sorry, \*For\* Queen and Country: <http://www.fqc.org.uk/>  
[OverNinja] 12:20 pm: I need to read it myself  
[Patrick Kapera] 12:21 pm: So there's an OP campaign out there for all our current games - just not run by us.  
[Alex Flagg] 12:21 pm: OK, so if there are no last questions, I think we'll turn it over to the mods to close things up  
[Alex Flagg] 12:21 pm: Thanks all for coming today, and glad to have you Europeans with us as well!  
[Patrick Kapera] 12:21 pm: Thanks everyone!  
[Farcaster] 12:21 pm: Thank you guys, it's been an awesome chat. I would like to thank Alex and Patrick for coming out today and kindly taking us on a test run of running events like this one here at P&PG. I really enjoyed the event, and I hope you all did as well. Transcripts should be available within the next couple of days.  
[OverNinja] 12:21 pm: Thanks for the chat Alex and Pat!  
[Suzaku] 12:21 pm: hiya  
[Farcaster] 12:21 pm: Alex, Pat, you both were awesome guests and I hope you will consider coming back and having one of these chats with us in the future.  
[korhal23] 12:21 pm: thanks guys  
[Adimeadozen] 12:21 pm: Thanks guys!  
[Patrick Kapera] 12:22 pm: Absolutely!  
[Alex Flagg] 12:22 pm: Thanks all for showing up!  
[Patrick Kapera] 12:22 pm: Thanks for the ideas, guys, and the feedback.

[Farcaster] 12:22 pm: Thanks all!

**[Alex Flagg]** 12:22 pm: We'll be linking back to Farcaster's transcript once he gets it put together

**[Patrick Kapera]** 12:22 pm: We'll do our best to make you happy gamers.

[Farcaster] 12:22 pm: We'll be running another of these events in about two weeks on October 27th at 6pm PT with the folks from D-3 Games. Look for more details to be posted soon, but I hope you all will all come and join us.