

WORLD OF FUTURE DARKNESS

STORYTELLERS GUIDE

Document Compiled by: Brian-Joseph Baker

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Contributors:

- Brian-Joseph Baker
- Barry Kothlow
- Allen Marc Levy

EXPERIENCE POINT AWARDS

I know many of you Storytellers or potential Storytellers have wondered about how to deal with the Maximum Experience Caps.

It really all depends on how often your Chronicle runs its games.

If you run a game only once a month, then its wiser to be a little more generous in regards to awarding experience points. The reason behind this is; if there is only one game to judge players on, you must as a Storyteller closely watch how well your PCs are doing. Take notes when you see a player RPing their player Character exceptionally well. Take notes on the players that are constantly coming to game dressed in character. Take notes on who uses their influences and how much they do use them, and most importantly watch how the Players interact with one another. At the end of the game, you take all these details and use them to help you award their Experience points. Remember, you don't want your PCs to fall behind the normal experience awards. If anything, try to find that norm of experience awarded and go by that.

In regards to Chronicles that run games more than once a month; you as the Storyteller must try to split those 4 points up between the games that you do run. So if you run 2 Chapter games a month, then award 1 to 2 points per Game. If you run 3 or more games a month, award 1 experience point per game. If someone is an exceptional role-player or they are very good at costuming, don't feel bashful about giving that Player an addition experience point for those aspects.

STORYTELLERS & ASSISTANT STORYTELLERS

In games that allow their Storytellers and Assistant Storytellers to have PCs of their own, it is advised to simply give these Storytelling Staff members a flat rate of 4 experience points a month. In doing this, the Chronicle is rewarding them for all of the hard work that they constantly perform in the commission of their duties as Storytellers. By doing this, it gives these members the same opportunities that the average Player would have in regards to earning experience points. Do remember that because these folks are Storytelling, they are purposefully denying themselves access to some aspects of the game, so allowing them to have those 4 experience points kinda makes up for their limitations.

HOW TO DEAL WITH NPCs

NPCs or Non-Player Characters are the reactive world that every PC in a game has to deal with. These are the Cops and Lawyers, the Judges, the Street Thugs, in essence, NPCs are the folks that allow PCs to get their cool toys, they are the ones that can be contracted to perform hits on rivals, etc.,. These are needs extras that help the Stories along.

As Players advance their PCs along, the world needs to challenge the players in some way that helps them to grow their characters. This is done by giving the NPCs extra experience points that can be used to buy up their stats and powers. In doing this, the Storyteller is evening the playing field so that Players allows remember that no matter how powerful they become, someone will always come along that is as big a fish or bigger fish than they are.

The average PC in a Minds Eye Theatre game earns about 2 to 4 experience points per session. After a year of games 4 times a month; that equals at least 104 experience points on a PC that started one year ago. The best way to challenge Players is to keep a running total of their "Start to Current" experience points for their current PC, at that point if you want to challenge the Player, you simply draw up an NPC that is at least equal to the PC. Please keep in mind; always give the NPC an Achilles Heel that can be exploited. In doing this, you as a Storyteller are making sure that there is a way to confront and defeat the NPC if the Player takes the time to find this chink in his or her armor.

DIABLERIE

When a Player Character Diablerizes a Non-Player Character the result is no mechanical/system benefits whatsoever, but still has all the usual downsides.

When a Player Character commits Diablerie upon a fellow Player Character, the results are as follows:

- 1) If the PC being Diablerized is at least one Generation lower than the PC that is committing the act, the PC committing Diablerie drops one Generation (only 1 Generation drop per Diablerie)
- 2) The PC that is committing Diablerie receives a free basic level Discipline in the Victims highest In-Clan Discipline. If the PC committing Diablerie already has the highest Discipline of the Diablerized PC, move on to the second highest Discipline. In the cases of Ties; do a simple test, on a Pass or Fail basis. If Passed Player gets Discipline A, if Failed Player gets Discipline B.
- 3) The PC automatically loses 1 Humanity/Morality Trait, no test.
- 4) The PC must Succeed in a Conscience Test, or lose an additional Humanity/Morality Trait.

GHOULS BEING EMBRACED

When a Ghoul is embraced in-play by a Vampire PC, the Ghoul is allowed to keep any Discipline levels that they already have and they gain the standard 3 dots of In-Clan Disciplines minus the free Disciplines that they received when they became a Ghoul. If the Clan in question does not possess Potence, then any levels in Potence simply disappear and are lost to the Embrace. Ghouls DO NOT receive any Experience refund from Disciplines bought while being a Ghoul.

PROXY PLAY

Sometimes there groups of games that band together into networks, in the course of creating these networked games or chronicles, there are players that want to send their PCs to other cities to learn something, or to speak with another PC or to simply be seen at some social gathering. In this case, the Player him or herself can not physically be there, but they want their PC to attend anyways. Here is our advice on how to handle this situation.

To Proxy a Player Character (PC), the member in question must get the Approval of both their Storyteller and the Storyteller of the Game that their PC is being sent to.

Once Approval has been given, the Member must email the Storyteller in question a copy of their Character Sheet. When the Proxied PC enters play it will be under the control of a member of the Storytelling Staff of the Game that it was Proxied to. The Proxied Character must have a set agenda that it is there to fulfill and once that agenda has been fullfulled, the Proxy of the PC ends and the Character begins making its way back to its home chapter.

Should a Proxy PC enter combat in the foreign Game, it is up to the Storyteller of said Game to resolve the conflict. In all cases, the Storyteller is directed to try to get the Proxy PC out of the Combat and on its way back to its Home game. But, if the Proxy PC is killed while at the foreign game, the player/member owning the PC must accept the consequences as if their PC met their end at one of their own games.

WORLD OF DARKNESS FICTION AND THE WORLD OF FUTURE DARKNESS

In General, events and settings from the novels do not represent 'stuff that happened' in World of Future Darkness since it may conflict in many different ways with previous or ongoing chronicle history. Characters from the books are believed to exist for the purposes for background connections at the usual approval levels. If you want to work settings material from the novels into your Game history, for instance, contact the Storyteller of your Game and see what they are willing to allow.

RULES CLARIFICATIONS

ASCENSION VENUE

PARADOX & ENLIGHTENED SCIENCE IN REGARDS TO CYBERNETICS

In the Dark Future setting, the Mortal world has made many advances in cybernetic medicine, in an attempt to allow critically maimed soldiers to re-enter the battlefields of the world. But, by and large the masses of the mortal world do not have access to this type of technology and as such, have not truly had the time to embrace the wonder of cybernetics. So at this point in the Dark Future, the Enlightened Scientific enhancements (cyberware) that the Technocracy and the Traditions use still produce Paradox as is written in the Laws of Ascension and Laws of Ascension Companion.

DO MAGES GET THE BOMB?

Recently we had a Player as whether or not Mage PCs got the Bomb as Werewolves in the pre-revised Laws of the Wyld received the Bomb in challenges based on their Garou Rank. The simple fact is the developers of Laws of the Wyld Revised and Laws of Ascension choose to create different mechanics in their systems to remove the need for drawing from Laws of the Night Revised in regards to certain rules or the reprinting of certain rules in other books. To make a long story short (too late...), unless Laws of X

says otherwise, neither Mage nor Werewolf have the Bomb under revised rules. Simply put the Bomb was give to Vampires and some Mortals (some sorcerer enchantments) as a means of leveling the playing field for them.

DOES THE CULT (TRADITIONS ONLY) BACKGROUND GIVE ME ACCESS TO SORCERERS & HEDGE MAGIC?

Put simply, the Cult background for Tradition Mages give the PC additional traits to use in regards to extended rituals that they are attempting to Cast. In this case it's the belief of the Cult that helps to give the Mage the additional traits because they believe in the Mages Magic. This does not however give the Mage access to a group of Sorcerers that can Cast magic spells and rituals on him or her items in an attempt to bypass the normal requirements that Mages have in creating Wonders and Talismans of their own.

MASQUERADE VENUE

HOW POWERFUL IS THE PRESENCE POWER; MAJESTY

The power of Majesty has been a question that has been batted about by many players and Storytellers since White Wolf Games Studio released the Laws of the Night Revised rules. In the Majesty rules, it states that the power is effective if you are within 10 feet and the person is able to see you. Many Storytellers and Players have become confused with this ruling as it lists two perimeters that need to be followed to have the power effective, and at the same time it seems as if the power has been made useless because now if a Player is more than 10 feet from you character they can shoot at you or attack you without any of the effects of Majesty, thereby negating the power.

Our ruling is that as long as you are in the same room/scene as the player with Majesty and you can see him or her, even if out of the corner of your eye, you are affected by the power of Majesty. If you are in another room/scene, that blocks your view of the PC with Majesty, then you do not suffer the effects of Majesty.

SOMEONE IS BLIND OR DEAF; CAN THEY BE EFFECTED BY MAJESTY?

Because Majesty is a supernatural power connected to Presence, a Blind or Deaf person would still be affected by Majesty because Majesty affects a Scene/Room of people.

ALSO WOULD MAJESTY AFFECT SOMEONE USING CO-LOCATION VIEWING VIA MAGIC OR THE GAROU PEEK THROUGH THE UMBRA?

For a mage, as long as the Mage PC is not at that location, i.e.,...where ever the Vampire with Majesty currently is, they would not be affected by Majesty because it would be like looking through a video monitor at the vampire in question.

For a Garou looking/peeking through the Umbra, they would be affected by Majesty because their location in the Umbra coincides with the real world physical location that the vampire is standing in. Not to mention that the Werewolf would have to deal with whatever Bane Spirits were festering around the vampires location in the Umbra side of things.

VAMPIRES; WHAT IS THE MAXIMUM NUMBER OF DERANGEMENTS A VAMPIRE CAN HAVE BEFORE FORCED RETIREMENT?

Based on the MET books in general, once a PC of any venue hits 5 or more Derangements, that PC is retired from play.

RECKONING VENUE

MORTALS AND LOSING HUMANITY; WHAT HAPPENS?

When a Mortal reaches Humanity 0, that Mortal gains a permanent Derangement and their Humanity goes back to Humanity 1. From that point forward, every time that Mortal commits an action that would bring them to Humanity 0, they gain a new Derangement. When a Mortal PC gains 5 or more Derangements, that PC has become unplayable and must be retired from Play by the Storyteller.

MISC. RULES

TO ALLOW OR NOT ALLOW; THAT IS THE QUESTION?

If a Merit, Flaw, Background or other trait doesn't allow or mention something specifically exclude it because players will use that as a backdoor to pull one over on you and they will be looking to set a precedent to open the backdoor for themselves and their friends in the future

WHAT IS A BACKDOOR?

In my definition of a backdoor, at least in regards to gaming; it is a loophole or omission in the existing rules that opens a door for possible player abuse of the rules set in regards to game play with other players. Any time that you as a Storyteller find a backdoor in the rules, we request that you email the World of Future Darkness Archives at masque.du.diable@gmail.com to get a clarification on how we think the situation should be handled. Obviously don't allow this to interrupt game play for your chapter; simply write down the possible backdoor in the rules and your question about it and email it to us after the game. The once we get back to you, , as a Storyteller you must make sure to explain to your players how the backdoor or omission will be handled in future situations.

More To Come...