



An Immortals Inc.
Storyteller Collaboration

STANDARDS OF PLAY AND STORYTELLING V1.1 (10/05/24)

Addition/Change Log From V1.0 to V1.1

- 1.B.iii — Addition of Hygiene and Attire (p.1)
- 4.B.i.— Expansion on Triggers & Communication (p.2)
- XP - Storyteller Discretionary (p.4)
- XP - Immortals Inc Standard Public Event DM-ing (p.4)
- Storyteller Agreement – Addition of Roles (p.7)

System Utilized

World Of Darkness V5

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WELCOME!

If you are reading this, Welcome! You've chosen to partake in a Storytelling Collaboration at Immortals Inc. called Cleveland By Night. Either as a player or a storyteller you are a key part in the stories that are told in the nights that have been, and the nights that will come. Within this experience, there are a couple things we need to discuss for you to have a great time gaming with us. We ask that you keep an open mind, and remember that this gaming experience is open to the Public (over the age of 18 of course).

As this game involves the 'Public' element, your out of character conduct as a Player and Storyteller are more critical than they would be in a 'Private' game.

So here are a couple items to hold as a Standard of Play...

1. Respect Immortals Inc and it's legacy.

A. We are guests, and we have graciously been invited in. Let's not ruin that welcoming atmosphere.

B. This venue is a place of business. While we participate and run games at this location, we represent the store to those passing by.

- i. This includes being mindful of Language and Content when younger and unfamiliar audiences are around and participating in other activities. See House Rules for "Bunny/Hop" explanation.
- ii. Online Streamed/Pre-Recorded Content will have additional guidelines. See Online Event Guidelines for additional information.
- iii. Maintaining Proper Hygiene and Attire. Being presentable so those visiting the shop as well as other players are comfortable is a must. Costumes/outfits worn cannot be indecent or potentially hazardous. Additionally no fur-suits or prop weaponry. (V1.1)

2. In Character and Out of Character are to remain Separate.

A. While Bleed is encouraged by WOD V5, we ask that with immersion in the stories being told, that we do not lose ourselves in our characters, and do not compromise our characters as ourselves.

i. This reduces occurrences of Metagaming and Cheating.

- a. Metagaming is using OOC (Out of Character) information IC (In Character) for purpose of advantage/disadvantage against another player/storyteller.

WELCOME ! CONTINUED

ii. Avoids unwelcome OOC Interactions, Pressures and/or Advances.

iii. Reminds us all, while this is a game—the story we tell together is most important, not winning or getting our way out of character.

3. Cheating and Metagaming Will Not be Tolerated.

- A. This includes Overspending XP that has not been earned.
- B. Metagaming against another Player/Storyteller.
- C. Breaking or misusing rules set forth in the WOD V5 Books.
- D. Breaking or misusing rules set forth in the House Rules section.

4. Respect Others, and Be Mindful Of Their Feelings.

A. We all come from different backgrounds and that's a great thing. While we do explore the darker side in this genre, our players and storytellers should feel welcome. We do not tolerate OOC/IC discrimination or derogatory language. While this game series is focused on Vampires vs. Hunters vs. Werewolves vs. Other Unspecified Supernatural Creature - That is where the conflict should stay

B. Triggers and Upset OOC Feelings can and will happen. This game series is part of the Horror Genre. We portray arrays of good and not so good people as we tell our stories together, Please utilize the Safety Rules or Communicate with the Storyteller(s) if a subject/concept/interaction/language is making you uneasy.

i. Horror Games are games of suspense, violence, body horror, and other intense themes that can cause an array of emotions. Be conscious of your own feelings and limits. Be aware of what you might encounter and how it could make you feel. Early communication is key. This is entertainment, not an obligation.(V1.1)

5. It is just a game. We are not the monsters we portray and play.

Ultimately these 5 rules boil down to 1 Ultimate Rule, that if followed includes anything else you can think of...

**Don't be someone you wouldn't
want to game with.**

Introduction To CLE

Cleveland, Ohio, a Great Place to Disappear on the Great Lakes!

Cleveland, a city with a 2024 population of 372,000+ people, and its sprawling suburbs in Northeastern Ohio City more than keep your past guessing while you find your future.

Mortally speaking, there are several businesses, schools, and places to reside in this bustling commuting community. Supernaturally speaking? Supernaturally speaking Cleveland is a great place to start over. Well they say none of the information coming out of Cleveland, Ohio can be trusted as the balance of factions and creatures is ever fluctuating. Do we have access to the Arts? Fine Dining? The Theatre? Of course! ... But we also have Crime! And Controversies and plenty of Scandals to entertain your less than savory side.

I am going to level with you though, there's been a bit of a concern abuzz these past few weeks. Something just isn't quite right and a lot of the nightlife/night-unlife leadership folks have been pretty quiet. Its as concerning as it is freeing.

So come one, come all, come to Cleveland.

Experience Points

Experience Point Are Awarded At Storyteller Discretion

To maintain Balance Between Storytellers/and Games Running Under the Cleveland By Night Banner For Collaborative Sessions and Events, Character Sheets are subject to Audit and Regulation.

Activity	XP Pool
Creation	0 (1st Characters for New Players are set at 'Childe' unless given Special Storyteller Permission)
Attendance	1
Participation	1
Staying In Character	1
Death	1/2 XP Of the Deceased Character
Player Of the Night	1 (Voted By Table)
Downtime	Up to 3
Backstory	1 Time Award Per Character Up to 10
Storyline Driving	Up to 3
Storyteller Discretionary Awards	Up to 3 (V.1.1)
Helping New Players (non-ST/AST)	
Activities that Improved Game for Others	
Deputization Utilization (Above and Beyond)	
Immortals Inc Online Event Participation	Up to 10 Per Event
Immortals Inc Special Event DM-Ing	Up to 10 Per Event
Immortal Inc Standard Public Event DM-Ing	Up to 3 Per Event (V 1.1)

House Rules

House Rules For Easier and More Enjoyable Gaming~!

While we utilize the V5 Books there are a few adjustments to better serve our player base and stories.

1. Immortals Inc. Staff correction or requests supersede any book or guide ruling. This includes cancellations, schedule adjustments, approval and dismissal of players and/or storytellers.
2. Rules within the “Bloodstained Love” are under restriction due to these games being run for the Public. Any items from this book have to be reviewed and approved by the Storyteller Team as some of them can be problematic.
3. The Storyteller makes the final call. If the Storyteller’s Call or behavior violates one of the ‘Standards of Play’ on Page 1 and 2 of this guide, it can be reviewed and recourse determined by Immortals Inc. Staff.
4. Storytellers and Players may use/modify the Old World Of Darkness rules for Influence and Weapon Diversification until additional options are available in V5.
5. Multiple powers of the same level of a discipline can be bought for Disciplines Basic and Intermediate Levels. This ruling excludes Advanced and Above being purchased in this fashion.
6. Creatures not yet featured in V5 can be utilized as NPCs using modified Old World of Darkness tabletop rules and/or using V5 rules/powers/features to generate the additional creature types.
7. Additional House Rules and changes to House Rules can and will occur as additional Books are added to World of Darkness V5. This game series revival is ever growing. Adjustments can and will be made for player and storyteller enjoyment and ease of mechanics as needed.
8. ‘Bunny/Hop’ Rule is when we use alternative/less controversial and less threatening nouns and verbs for unsavory activities when there are younger or unaware people in the area.

Online & Event Rules

Online Sessions and Special Events Directly Represent Immortals Inc.

- 1. Immortals Inc. Staff correction or requests supersede any book or guide ruling. This includes cancellations, schedule adjustments, approval and dismissal of players and/or storytellers.**
- 2. All Language and Content In Online Streamed/Pre-Recorded Events Should be PG-13 to avoid issues with the Streaming Services/Social Media and Video Sharing Platforms. This goes for attire as well.**
- 3. Representation and Perception of such is Important. We need to be a little more mindful of what we play and portray in our Online and Special Events. Some character concepts and behaviors could be seen as Appropriation, Stereotypical or Derogatory/Negative Representation when not seen in the intended/ongoing context. The unfortunate side of Online and Special Events is this may be the first impression or only impression we have with a viewer or participant. They do not know you or your character or your motives.**
- 4. Give everyone a chance to speak and participate. While we don't love dead air or silence in the Online Event world, not being able to hear everyone or see everyone participate is worse.**
- 5. Your Event Hosts will open and close events online and in person at the direction of Immortals Inc. Staff. Do not take this activity upon yourself without authorization from Immortals Inc. Staff.**

Storyteller Agreement

As a Storyteller of the Cleveland By Night Collaboration at Immortals Inc., I understand that the goal of our team is to tell an amazing story with our players. As a Storyteller, at times I will also be a player in the games under this umbrella and agree that I am privileged to additional information as a Storyteller that my Character would not know and I have to be more careful about metagaming than a standard player. While my table runs independently from the others and pursues their own stories and adventures, I understand that this is a collaboration and will not share, ruin or compromise the stories being told at the other tables, nor will I award XP in a fashion that throws the XP Differential across the campaigns out of balance as this would jeopardize people using their characters at different tables and during collaborative and special events. Additionally I know I represent Immortals Inc. when I run sessions and events and take it very seriously. I will hold myself and my players to a standard that represents not only myself, but the shop at large in a positive light despite the monsters we portray in this fictional setting. If needed I will reach out to Immortals Inc Staff for guidance and assistance. Additionally, the storyteller team can be broken down into various roles and responsibilities on an as needed basis. (V1.1)

CBN Storyteller Roles: (V1.1)

CBN Primary Storyteller (In Cooperation/Coordination with Immortals Inc.): Coordinate Storyteller Team, Game Nights, Events Online and Offline. Run/Storytell at CBN Events.

Genre/Sect Storyteller: Regularly runs sessions as the primary ST for a table. Does not maintain a player character at own sessions.

Assistant Storyteller: Assists with running scenes as needed, witnesses tests for scenes they are not in. Can maintain a player character, but another ST, AST, Deputized Witness must witness all tests/rolls in those Player Character scenes.

Rules Lawyer: An AST who occasionally assists in running of scenes as needed, and assists with rulings as a ST/AST Helper.

Deputized Witness: A Player who can witness tests/rolls to maintain fairness as needed.

----- (____/____/____)
Name Date