



CLEVELAND BY NIGHT: STANDARDS OF PLAY AND STORYTELLING... (V.2.1)

WHAT IS CLEVELAND BY NIGHT?

CLEVELAND BY NIGHT IS A COLLABORATIVE INITIATIVE BETWEEN IMMORTALS INC. AND STORYTELLERS TO BRING THE MAGIC OF WORLD OF DARKNESS (NEW WORLD OF DARKNESS V5) TO CLEVELAND, OHIO THROUGH TTRPG AND LARP FORMATS IN A SAFE AND WELCOMING ENVIRONMENT BOTH IN PERSON AND ONLINE.

WHO CAN PLAY CBN?

CLEVELAND BY NIGHT (CBN) IS A GAME THAT ANYONE OVER THE AGE OF 18 CAN COME PLAY. THIS GAME SERIES IS GEARED TOWARDS ADULTS FOR (BUT IS NOT LIMITED TO) THEMATIC/CONTENT AND LANGUAGE USAGE. *UNDER 18 CAN ATTEND WITH PARENTAL PERMISSION & UNDERSTANDING OF THE GAME MATERIALS & THEMES.*

ADDITIONALLY IT IS ADVISED THAT A CLEAR SEPARATION OF REALITY AND FICTION IS A MUST FOR ALL PARTICIPANTS.

WHAT BOOKS/RESOURCES ARE USED AT CBN?

CLEVELAND BY NIGHT USES THE WORLD OF DARKNESS V5 RULEBOOKS PUBLISHED BY MODIPHIUS/ RENEGADE STUDIOS AND BY NIGHT STUDIOS WITH A FEW RESTRICTIONS & ADDITIONS.

WE WILL ADD OR REMOVE SOURCE MATERIAL AS THE BOOKS ARE RELEASED - INCLUDING FUTURE EDITIONS.

CURRENTLY 'BLOODSTAINED LOVE' IS ON THE RESTRICTED LIST.

WE ALSO USE OLD WORLD OF DARKNESS RESOURCES TO FILL IN THE GAPS ON MISSING CREATURES AND FEATURES, AND SO ON.

DOES CBN HAVE HOUSE RULES?

CLEVELAND BY NIGHT DOES UTILIZE HOUSE RULES.

WE HAVE A STANDARDS OF PLAY FOR PLAYERS AND STORYTELLERS, AS WELL AS CBN SPECIFIC LORE SHEETS, MERITS/FLAWS, BACKGROUNDS ALONG WITH OTHER ADDITIONS TO MAKE THE GAME FLOW BETTER FOR PLAYERS AND BUILD THE CITY OF CLEVELAND AN IT'S WORLD OF DARKNESS STORY. IT IS A GROWING GAME AND CHANGES HAPPEN OFTEN. SO STAY TUNED.

INFO AVAILABLE AT ST DISCRETION.

WHAT IS NEXT?

CBN IS A PUBLIC GAME, SO WE HAVE ADDITIONAL RULES TO WHAT WOULD BE IN A PRIVATE GAME - PLEASE READ ON FOR DETAILS OF HOW TO GET INTO THE GAME AND ENJOY THE GAMING EXPERIENCE THAT IS CBN.

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THE RULE OF RULES: "BE THE KIND OF PLAYER (OR STORYTELLER) YOU WOULD LIKE TO GAME WITH."

TO STICK WITH SIMPLICITY- WE ENCOURAGE OUR PLAYERS TO BE PLAYERS THEY WOULD LIKE TO GAME WITH.

BEHAVIORS/ACTIVITIES THAT COULD RESULT IN DISMISSAL INCLUDE BUT ARE NOT LIMITED TO:

DISRESPECTING THE STORE AND IT'S EMPLOYEES

CHEATING (OVERSPENDING XP/PLAYER POINTS, THROWING LATE RPS/FALSIFIED DICE ROLLS, ETC)

METAGAMING (METAGAMING IS USING OUT OF CHARACTER, IN CHARACTER OR VISA VERSA)

NOT MAINTAINING SEPARATION OF IN AND OUT OF CHARACTER (EXCESSIVE BLEED)

BULLYING/THREATS/ABUSE OF ANY KIND

EXCESSIVE/LOUD FOUL LANGUAGE

HARRASSMENT

IMPROPER HYGIENE OR ATTIRE

IF YOU MAKE A MESS - HELP CLEAN IT UP

BRINGING ILLICIT ITEMS ON SITE (INCLUDING PROPS)

MISREPRESENTATION/ OOC FALSIFICATIONS WITH MALICIOUS INTENT

STORYTELLER/HEAD ST/AND ULTIMATELY IMMORTALS MAKES THE FINAL CALL

THESE RULES APPLY TO SPECIAL EVENTS/STREAMING/ONLINE EPISODES, DISCORD & SOCIAL MEDIA AS WELL

ADDITIONAL RULES FOR SPECIAL EVENTS/ONLINE STREAMING/EPISODES:

REMEMBER IN THESE INSTANCES YOU REPRESENT CBN AND IMMORTALS INC.

KEEP LANGUAGE PG13

BE MINDFUL OF REPRESENTATION AND APPROPRIATION

EXERCISE ADDITIONAL SENSITIVITY TOWARDS OUR AUDIENCE

ADDITIONAL ATTIRE REQUESTS MAY BE MADE SUCH AS COSTUMING OR WEARING PROMOTIONAL GEAR.

IF YOU ARE DISTRIBUTING PROMOTIONAL ITEMS, MAKE SURE THEY ARE THE APPROVED PROMOTIONAL ITEMS AND DO SO POLITELY.

ADDITIONAL RULES FOR STORYTELLERS AND ASSISTANT STORYTELLERS:

WHAT THE STORE SAYS GOES, SO ADJUST AS NEEDED

FAIRNESS IS OUR RESPONSIBILITY

ABUSING YOUR ROLE FOR PERKS FOR YOUR OWN CHARACTER OR SELF IS NOT ACCEPTABLE AND WILL RESULT IN REMOVAL.

STORY AND PLAYER SATISFACTION COME BEFORE OUR OWN AGENDAS

CONTINUE ON TO READ ABOUT ROLES...

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CBN ROLES AND RESPONSIBILITIES:

CBN PRIMARY/LEAD STORYTELLER (IN COOPERATION/COORDINATION WITH IMMORTALS INC.): COORDINATE STORYTELLER TEAM, GAME NIGHTS, EVENTS ONLINE AND OFFLINE. RUN/STORYTELL AT CBN EVENTS. HANDLE IC AND OOC DISPUTES. HANDLES RULES ENFORCEMENT.

(CBN PRIMARY/LEAD STORYTELLER: AMANDA POWELL)

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.

THOSE INTERESTED IN HOLDING THESE ROLES WITHIN CBN WILL NEED APPROVAL FROM THE PRIMARY/LEAD STORYTELLER. ANY BREAKING OF RULES OR INABILITY TO PERFORM THEIR DUTIES THEY WILL BE DEMOTED BACK TO PLAYER AND POSSIBLE DISMISSAL FROM THE GAME.

PLEASE CONTINUE ON TO XP AND PLAYER POINTS...

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EXPERIENCE POINTS	
ACTIVITY	POINTS AWARDED
CREATION(ST DISCRETION ON BOOK XP)	0 (*)
ATTENDANCE	2
PARTICIPATION	2
STAYING IN CHARACTER	2
PLAYER OF THE NIGHT (VOTED)	1
PLAYER OF THE NIGHT (STORYTELLER CHOSEN)	1
DOWNTIME BETWEEN GAMES	UP TO 3
BACKSTORY (AWARDED 1/CHARACTER)	UP TO 10
PLAYER POINT EXPENDITURE - STANDARD	MAX 10/SESSION
PLAYER POINT EXPENDITURE - AT CREATION	MAX 25
DEATH XP - SPENT ON NEXT CHARACTER	1/2 OF EARNED(*)

(*) AT ST DISCRETION

EXPERIENCE POINTS ARE EARNED EACH GAME SESSION AND CAN ONLY BE SPENT ON THE CHARACTER FOR WHICH THEY WERE EARNED (WITH THE EXCEPTION OF DEATH XP).

PLAYER POINTS ARE REWARDS FOR BUILDING THE GAMING AND CLEVELAND BY NIGHT COMMUNITY AT IMMORTALS INC.

PLAYER POINTS (EARNING)	
ACTIVITY	POINTS AWARDED
DM REWARDS (PUBLIC EVENTS LIKE AL)	3/SESSION
DM SPECIAL (PUBLIC) EVENT REWARDS	UP TO 10 ACTIVITY/DURATION DEPENDENT
ONLINE EPISODES/STREAMING EVENTS	UP TO 10 ACTIVITY/DURATION DEPENDENT
FILMING SHORTS/PODCAST VIDEOS WITH SHOP	UP TO 10 ACTIVITY/DURATION DEPENDENT
MENTORING PROGRAM "MENTOR"	2/SESSION OF ACTIVE MENTORING
SETUP/TEARDOWN/CLEAN UP GAME SESSIONS	1/SESSION/ACTIVITY
SNACKS FOR THE GROUP	1/OCCURRENCE
CON REPRESENTATION	UP TO 10 ACTIVITY/DURATION DEPENDENT
EVENT PLANNING ACTIVITIES	UP TO 10 ACTIVITY/DURATION DEPENDENT
CBN ASSISTANT STORYTELLING (ACTIVE)	UP TO 10 ACTIVITY/DURATION DEPENDENT
CBN STORYTELLING (ACTIVE)	UP TO 10 ACTIVITY/DURATION DEPENDENT
HEAD STORYTELLER/IMMORTALS INC DISCRETIONARY	UP TO 10 ACTIVITY/DURATION DEPENDENT

WHILE THEY CAN BE USED FOR XP, THEY HAVE OTHER USES THAT WILL HELP BUILD A BETTER CLEVELAND BY NIGHT GAMING EXPERIENCE FOR YOU AS THE PLAYERS.

THE OVERARCHING GOAL OF CBN IS TO CREATE A FUN COOPERATIVE STORYTELLING EXPERIENCE BETWEEN THE STORYTELLERS AND PLAYERS. WORLD BUILDING AND TEAM BUILDING ARE A BIG PART OF THAT. YOUR OOC AND IC BEHAVIORS HAVE OOC AND IC CONSEQUENCES—YOU DECIDE IF THEY WILL BE POSITIVE OR NEGATIVE.

WE ENCOURAGE OUR PLAYERS AND STORYTELLERS TO BRING POSITIVITY TO THE TABLE.

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PLAYER POINT EXPENDITURES ARE GEARED FOR GAME IMPROVEMENT. IF THE REQUESTED SPEND IS SUSPECT TO A BREACH OF STANDARDS, IT WILL BE DECLINED/REMOVED.

PLAYER POINTS (EXPENDITURES)	
ACTIVITY	POINTS SPENT
XP AT CREATION (ON A SINGLE TARGET CHARACTER)	MAX OF 25
XP PER SESSION (ON A SINGLE TARGET CHARACTER)	MAX OF 10
LOWERING GENERATION/INCREASING RANK (ST APPROVED)	10/20/30/40/50/* SCALED AND CALCULATED
SPECIAL BACKGROUNDS: MILITARY/FEDERAL/ETC	REQUIRES RP/BACKSTORY + DOT COST *3
SPECIAL GROUP (SAME GENRE) TIER 1 (IE RAVNOS)	25
SPECIAL GROUP (SAME GENRE) TIER 2 (IE TSZIMISCE/CULT OF FENRIS)	50
SPECIAL GROUP (SAME GENRE) TIER 3 (IE SALUBRI/BSO/FAITH HUNTER)	75
SPECIAL GROUP (DIFFERENT GENRE) TIER 1 (IE HUNTER)	50
SPECIAL GROUP (DIFFERENT GENRE) TIER 2 (IE GAROU/GHOUL)	75
SPECIAL GROUP (DIFFERENT GENRE) TIER 3 (IE MAGE/VAMP)	100
REVIVING AN OLD MERIT/FLAW/BACKGROUND FROM OLD WORLD OF DARKNESS	TBD/REQUEST DEPENDENT (PER LEVEL)
REVIVING AN OLD DISCIPLINE/GIFT/EDGE/RITUAL FROM OLD WORLD OF DARKNESS	TBD/REQUEST DEPENDENT (PER LEVEL)
CREATE A MERIT/FLAW/BACKGROUND/LORE SHEET	TBD/REQUEST DEPENDENT (PER LEVEL)
CREATE A DISCIPLINE/GIFT/EDGE/RITUAL	TBD/REQUEST DEPENDENT (PER LEVEL)
ADDITIONAL CREATIONS/SPECIAL REQUESTS NOT LISTED HERE YET	TBD/REQUEST DEPENDENT

HOUSE RULES:

THE SUMMARY OF HOUSE RULES AT CLEVELAND BY NIGHT ARE AS FOLLOWS:

MODIFIED XP SYSTEM

PLAYERPOINT SYSTEM

STANDARDS OF PLAY AND STORYTELLING

THE BUNNY-HOP RULE (ADJUSTED LANGUAGE IN MIXED PUBLIC SITUATIONS)

TTRPG/LARP RULES CROSS UTILIZATION

V5/OWOD CROSS UTILIZATION TO FILL GAPS

OWOD THAUMATURGICAL MODIFICATIONS/REVIVICATION

ACTIVE CBN LORE SHEETS:

CLEVELAND CROSS

E DIVISION

ORACLES OF ERIE

DIVINE ORDNANCE

DIST. 9

THE ISLAND CHANTRY

ACTIVE CBN RITUALS:

JOSS LETTERS

RESTRICTIONS ON "BLOODSTAINED LOVE" AND "BLEED"

NOTE: THE STORYTELLING TEAM RESERVES THE RIGHT TO DECLINE USAGE OR ACCESS TO HOUSE RULES AND/OR PARTICIPATION FOR STORY INTEGRITY, FAIRNESS AND PROTECTION OF THE CBN ASSETS, PARTICIPANTS AND IMMORTALS INC.