

New Elements

This is where you put objects that fall under already-defined categories: bloodlines, Merits, Charms and so on. Put only those things in here. These are more likely to be used outside the scope of this story, and you don't want your story-specific mechanics to be confused with them later.

Storytelling Mechanics

It's okay to whip up optional systems for resolving core narrative issues, like a sub-system that determines when characters finally draw police attention to their activities while on the run for a murder they didn't commit. Because this action provides some of the architecture for the whole story, you should detail it here rather than in any one scene, so you always have access to it.

The Cast

The Storyteller characters presented in SAS adventures use a slightly different format from our normal Storytelling games. These characters contain specific, detailed advice and notes to help you use them in a particular story. Write sample descriptions, monologues, tactics and goals for the most important Storyteller character in the story; the character write-ups should be your one-stop shop when playing that character.

Don't bother writing up every downtown commuter on the D-Train this way. If you set out to detail too many characters, you may make each of them too shallow and they won't be as vibrant as you need them to be. Focus on getting key characters across as richly as you can, and trust that you can improvise the supporting roles.

Cast Structure

Quotes

In most books, a character gets one quote, a sassy one-liner designed to get the Storyteller's attention right away. In SASs, though, we usually supply three important lines of dialogue for potential situations, to help you get a handle on portraying the character. You

should consider putting a few quotes on each important Storyteller character yourself, so you get a richer sense of how the character talks when thrown into a variety of situations. For example, you could offer an example of how the character uses a particular Skill or power by writing an example like the following:

(Intimidate) *"You ever felt somebody's bone snap in your hands? I have. I love it. I love that feeling."*

(Streetwise) *"No worries, there, chief. I know you'd never get involved in such shady shit. But you know the neighborhood and might have an idea where such low-lives can be found. Right?"*

(Dominate) *"Josh, listen to me. I need you to go down to Hume's apartment and deliver this package for me. You can do that for me, Josh. Do that for me, Josh."*

Personality Mechanics

This is Vice and Virtue for **World of Darkness**, Motivation for **Exalted**, Nature for **Scion** and so on. These are the same as they are in the original games, but it's good to throw in a quick sentence or two explaining what they mean to the character in question. It's another hook to help you understand how to portray the character.

Background

This is a quick, basic background on the character's fictional history in the game world. The odds are good that you've covered a lot of what might go in here under "Backstory" or "Set-Up," so you don't need to repeat that. This section is intended as a touchstone, though, so certain key pieces of information may warrant the repetition, such as the character's wife's name, alma mater or the circumstances of his unfortunate demise a hundred years ago.

Description

This is still a description of the character in question. Rather than a densely intertwined block of text, though, jot down a few ready-to-say descriptive statements you can share with your players. This isn't read-aloud text, exactly, but it's pretty close. Just break it up a bit so you can pull it apart as needed

Also, remember that, despite its name, this entry isn't strictly visual. You're not describing the character to a police sketch artist, you're communicating with an audience through words. Descriptions that cut to the chase and stick with the audience are best. Here are three sample descriptions that might be given for the same character but don't resort to just listing traits:

- He's got the look of a wadded-up rag, oily and wrinkled.
- If people had evolved from frogs, they'd look like this.
- His fangs are his only teeth, and that's probably been true since the day he died.

Storytelling Hints

This is a misnomer. Don't hint – be clear. Write down as precisely as you can the character's role in the story and how to use him to accomplish narrative goals. What's the character's purpose in the story? Exposition? A dose of action? A Mental challenge? How might the character be re-appropriated for other uses?

Don't confuse this with a description of the character. In this section, you're talking shop. "Doug is a sympathetic character, so play him as humble, funny, rebellious, chauvinistic, blunt or anything else that'll get the players and their characters to like him enough to hate his killers."

Non-Combatant Statistics (World of Darkness)

Easy on the dice pools. They should be neither too high or too many. Characters who aren't the player's characters and aren't essential antagonists should serve specific purposes in your story. Avoid writing characters like "A Librarian" in favor of "Evelyn, the Suspicious Librarian." When writing the entries for dice pools, you can include one descriptive statement at the beginning and write your explanatory text specific to the character. For example:

Research (5 dice) — *"She tips books off the shelf with a practiced little pull at the top of the spine. She then lobs the book from one hand to the other before opening it and flipping through the pages. She loves her job."* Evelyn thrives on finding and having answers. This makes her nosy. She gladly helps anyone find out information, but then looks over your shoulder once it's found. She wants to know what you want to know. When the characters leave, she looks them up on Google and sees where the hits take her.

Combatant Statistics

Be specific and don't go overboard. The number of characters who need five dots in anything should be very small. You have many other mechanisms for controlling the power level of any scene, but a detailed character sheet cements a center point for the challenge of the scenes that character is a part of. You aren't required to give each Storyteller character exactly the number of dots that the player's characters start with, because they serve two very different purposes in the game. Don't put characters with massive dice pools into adventures for less experienced characters. It's also a good idea to pre-calculate dice pools you expect to use a lot before the game starts.

Scenes

This next section is the catalog of scenes that make up your story. These are the most important parts of your story. You won't create good stories by cheating this structure. Instead, you'll do it by creating exciting and dramatic situations.

One point of order: make sure your scenes are actually scenes. If it's a chunk of text talking about a character's overall goals (not just the immediate goals in that part of the story), put it in the Cast section. If it's a couple of paragraphs describing what happened before the story started, that goes in Background and Set-Up. If you are trying to describe a crucial story decision but it's not specific to a place or time, give that decision some structure and flavor and make it into a scene. The more evocative each scene is, the more richly textured the story will be at the table.

Scene Format

MPS Ratings

Much like the MPS ratings for the overall story, these ratings aren't based on any particular metric, but your overall feel of what challenge the scene offers to the story at hand. A starting **Vampire** character will have a different Social ●●● challenge than one with 75 experience points or a starting **Scion** character. It's more important that the dots for the scenes give you a quick way to gauge the challenge of a scene.

Overview

This should contain a synopsis, a short description of what triggers the scene and a description of the central conflict.

Description

Avoid a big paragraph of description. Put things in sentences that can be used now and again throughout the scene, rather than delivered in a huge info-dump at the beginning. Also don't feel restricted to these descriptions; feel free to break them up into phrases and details to use in improvised descriptions.

Storyteller Goals

This is the main meat of the scene. Detail what this scene is designed to accomplish in the story (e.g., build suspense, exposit, challenge the characters) and what you should keep in mind overall when running the scene. Spell out the key choice presented to the players during the scene, as well as any antagonist goals.

Character Goals

Explain what the characters are trying to accomplish in this scene. These probably won't be the same at the Storyteller goals, but they can be.

Actions

Sometimes, you'll use this section to detail the results of various actions the players could take with their characters. What clues do they find? What tactics will the ninjas use when they are attacked? What happens when the crowd finds out they're really vampires? This is where the nitty-gritty of the scene gets hammered out.

Most scenes, though, will also have a *key action*, which is a detailed description of the action complete with dice pools, modifiers and descriptive text. Use specific details and descriptions that you can read aloud in the event of dramatic failures, exceptional successes and the like. There are a few sub-sections here.

Dice Pool: This simply details whatever dice pool is used for the action (if any).

Hindrances: This gives you ways to make the key action more challenging, more dangerous or more dramatic for the characters. Try to be colorful with them, such as "a warm, slow rain drips out of the sky

like spit (-2)" or "wind-blown sand gets into everything (-3)." The effects of previous scenes can also act as a hindrance.

Help: This describes ways the characters can make the key action easier for themselves, or extra benefits they can derive through clever play. In many cases, they might be rewards for other actions the characters take in this scene or previous scenes, like restoring emergency lighting or putting out a fire.

Roll Results: A list of possible roll results, and some suggestions on how they can manifest in the scene.

Consequences

Detail any special consequences for the scene here. Note that these are consequences that will have an impact on future scenes of the story – any consequences that radiate outside the context of the story should be detailed in "Aftermath," below.

Scene Cards

You can boil down all of the relevant information in each of your scenes into the scene card template. Make sure that there isn't information in the cards that isn't mentioned in the scene itself; the cards are meant to be used as a reference tool, not an additional source of information. Also, list all modifiers next to the Help and Hindrances sections in parenthesis.

Example: A -1 die modifier for a slippery road would be listed as "Slippery Road (-1)." A +2 DV for cover would be listed as "Cover (+2 DV)."

SCENE: Richard the Traitor

MENTAL
PHYSICAL
SOCIAL

HINDRANCES

Getting truth: Wits, Presence or Manipulation + Intimidation or Persuasion + equipment versus Richard's 4 dice.

Finding Folio: Intelligence + Crafts + equipment (remove vent cover), Wits + Dexterity (feel inside the wall for the urn), Strength + Dexterity (pull the urn out)

Visitors walk by: 4 dice to resist fast-talk

Docent arrives: 5 dice to resist fast-talk

Security guard: 6 dice to resist fast-talk

HELP

Finding Folio:
Toolkit: +3, remove vent cover; +1, fast-talk
ID Badge: +2 fast-talk

STs

Give players new leads.

PCs

Get the truth out of Richard. Find Ellsworth's urn and his share of the Chicago Working Folio.

Aftermath

The aftermath is pretty much what it says it is – a discussion of the consequences of the overall story, which are seeds for future stories. This is also the place to detail end-of-story experience awards, rewarding three or four particular actions or decisions.

Faction:
Group Name:

[illegible]

Notes

Faction:
Group Name:

[illegible]

Notes

Name: _____

Concept: _____

Virtue:
Vice:

Power	0000000000	Finesse	0000000000	Resistance	0000000000
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[illegible]

Notes

Name: _____

Concept: _____

Virtue:
Vice:

Power	0000000000	Finesse	0000000000	Resistance	0000000000
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[illegible]

Notes

Age:
Clique:

Willpower

Notes

Attributes 5/4/3
Skills Varies by Age
Merits 7
Health = Stamina + Size
Willpower = Resolve + Composure
Size = 4 for children
Defense = Lowest of Dexterity or Wits
Initiative Mod = Dexterity + Composure
Speed = Strength + Dexterity +4
Starting Morality = 7

Age:
Clique:

[illegible]

Willpower

Notes

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Skills Varies by Age
Merits 7
Health = Stamina + Size
Willpower = Resolve + Composure
Size = 4 for children
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