

CAMARILLA TROUPE LARP ADDENDUM: HUNTER THE VIGIL

Last Updated: 10/06/2008

I. THE HUNTER TROUPE LARP OVERVIEW

The Camarilla supports Hunter being played as a LARP, just not within the shared continuity. The addendum that follows is to support domains and players interested in establishing a Hunter Troupe game. If enough Troupe games start up in a region or a national affiliate to create demand for a shared Hunter continuity, addendum will be appropriately reconsidered and possibly modified. Though it is set in the World of Darkness, and is a setting that could be used by large groups as a LARP, at this time the Camarilla will not support Hunter: the Vigil as a venue in the shared continuity. This is because the goals of hunters are so directly opposed and antagonistic to ongoing stories in other venues that it would be intensely disruptive to our established stories. The appearance of hunters should only happen at the discretion of appropriate STs so it is consistent with the needs of story within venues and domains.

II. CHARACTERS

A. Character Generation

1. As per the guidelines on page 57, starting experience points can be generated with the formula:

(Players MC) x 7 experience points + (Players MC) x 3 Practical Experience.

Assuming varied MC levels in the player cast, this formula will generate a range of characters of appropriate power level—from people fresh off their first encounter, through to grizzled veterans with experience to share.

2. Banking Creation XP
 - a. Normal XP: Players cannot 'bank' more than 10 normal experience points after character generation.
 - b. Practical XP: There is no limit to the amount of practical experience players can 'bank'.

B. Experience Points

1. Players should receive no more than 8 total experience points (combined practical, and normal) a month and no more than 4 of those should be Practical Experience.

C. Practical Experience

1. As described on p.57, 209-211, Practical Experience is a new feature of the World of Darkness. It can be used to regain willpower; spent on skills or merits, but not attributes. Only Practical Experience can be spent to gain Tactics, and it can be given to other players. Practical Experience can also only be earned through direct confrontation with the supernatural. It should also account for approximately 1/3 of the experience a player receives. Because of both the large, and the competitive nature of LARP games, the rules for generating Practical Experience on p. 209-211 should be disregarded. Instead each player participating in an encounter with the supernatural should receive between 1 and 4 Practical Experience for each encounter, according to the following scale:
 - 1 point— The confrontation was disastrously unsuccessful (e.g., bystanders were harmed or killed, Hunters undermined their own efforts, most participating hunters were killed, hunters were left with derangements, etc.)
 - 2 points—A confrontation where the hunters were unsuccessful (e.g., the supernatural escaped, several of the hunters were harmed, use of a tactic was unsuccessful)
 - 3 points—The confrontation was successful (e.g., the hunters goals were accomplished, significant new information was learned, tactics were used successfully, the supernatural element loses)
 - 4 points—The confrontation was very successful (e.g., a new tactic is brilliantly successful, a significant supernatural threat is eliminated from the chronicle)
2. Four (4) Practical Experience from a confrontation should be a significant and uncommon reward, and should mark an important plot coming to an end within the chronicle.
3. Since Practical Experience can be spent at a one-to-one ratio to regain willpower, and freely given to other characters, after a player has entered play practical experience points should

be recorded through the same tokens as willpower points. This way each players pool of Practical Experience can be kept separate and easily counted, respecting that not every player will want to share their points in a common pool. When players want to use their Practical Experience to purchase a merit, or tactic, or a skill, they can simply hand over the correct number of tokens to the appropriate ST.

III. SYSTEM

A. Draw System

1. For Hunter: the Vigil, we will be using the 8div3 system in place of 10div5. As in LARP, dramatic failures and dramatic successes are not used.

1 success = 8
2 successes = 11
3 successes = 14
4 successes = 17
5 successes = 20

B. Willpower

1. The "Risking Willpower" option described on p. 65-66 should be used as described. As the MET system does not use "exceptional successes" the third option for risking Willpower (3 or more successes being successful, instead of 5) should be disregarded.
2. Because this rule may encourage frequent use of Willpower, players should measure Willpower points through a simple token like a poker chip. That way they can then be quickly spent, risked, and regained by players interacting with narrators. As per the rules for regaining willpower on p.66 Characters should not regain willpower from game to game. Players Willpower tokens should be accounted for at the end of each game to help with this (if poker chips are being used, each player could have a labeled separate bag handed in to the ST at the end of the game.

III. APPROVALS

C. No Formal Approvals System

1. Because this addendum is for the support of troupe games, there is no formal approval system for what can be brought into game, other than what the lead storyteller will allow. What follows are recommendations, so particularly unbalancing features are kept appropriately rare. What you let into your troupe game is up to you. Consider "Common" to be the equivalent of low approval, "Uncommon" to be the equivalent of mid approval, "Rare" to be high approval, "Very Rare" to be top approval, and "Unique" to be the equivalent of global.