

How to create custom a organization:

The secret societies offered by the global and national storytelling staff are merely a starting point. Players and Storytellers can create their own custom organizations (societies, associations, corporations, cults, what have you). This document provides some guidelines for how to create a custom organization in the Mortals Venue – nothing presented here is required, but we hope that you find it useful.

Getting Started:

Angle and modus operandi are the two defining factors of any organization.

Storytellers think of two things:

1. If I give my player a couple of props, if they play this organization without guidance, will they know what to do?
2. Will they have fun?

Players and Storytellers look at the angle first, the M.O. second, and history third. So every organization should have a clear angle on several levels:

1. Why do we exist?
2. Why are we fun to play?
3. What is our relationship (if any) with other secret societies in the game?

M.O. is important because players want to know four things:

1. What type of characters can I make?
2. What will my typical game be like? (Or, What will typical interaction with other PCs be like?)
3. What cool things will I be able to do (that others don't)?
4. Following from #3, if I boast about my character's stories, what type of things will I be boasting about?

If you can answer these questions, you probably have a good start and know where you're going with your organization, so now all you need to do is organize the information you have. We have provided a template at the end of this document. Not every item will apply to every group, and the explanations are just a guideline. The most important thing is to communicate all the information, whatever form it takes.

Getting your group Sanctioned:

Contact your Assistant National Storyteller for the Mortals Venue, or your National Storyteller, for more information on how to have your organization sanctioned for play. (*Link to Contact Us page*)

We have provided some guidelines for how to prepare a write up of an organization. They are just guidelines, however, and are not a requirement.

Once your organization is approved for play, you are encouraged to send your write up

to the Global Storytelling staff (AAMST Mortals). This is not required, but if you file a write up with the Global Storytelling staff, we will be able to provide better support and resources to the players who have characters in the organization. The more information we have about your organization, the better we are able to involve it, and its members, in the chronicle.

We are also happy to provide assistance writing up your organization. If you need any help at all, please do not hesitate to ask! (*Link to my e-mail address*)

Template:

Introduction

Philosophy

Structure and Organization

Titles, Ranks & Status

Membership & Duties

Practices & Rites

Resources

Requirements for Membership

Benefits of Membership

The Round Table

Stereotypes of other groups

History

Introduction

The introduction should give the reader a very brief summary of the group, and highlight core philosophies and events. It's mostly to prepare the reader for the rest of the document – what are the most important things they should be aware of? The introduction is just to orient the reader so they know what they are getting into when they begin reading the rest of the document.

Philosophy

What does the group believe? What are its purposes? Cover the modern agenda here, along with any tenants, mission statements, etc.

Structure & Organization

How is the group organized? Theoretically, this should be the logical extension of what the group does: form follows function.

Titles, Ranks, Status

You may cover these briefly under Structure, but this is the section where you should detail out the individual positions people can hold, and how they get there ICly, benefits and duties of each rank, as well as any Status specific to the group.

Membership & Duties

Who joins the group? How? (Recruitment, initiation, etc.) This focuses on the who, what, where, why, and when of the people in the organization, rather than the organization itself.

Practices & Rites

More important for some groups than others, but it should follow after Membership, and here is also where you cover all the details of how the group functions, communicates, initiates, establishes leadership, etc, etc. Basically, anything you haven't already covered, along with any special oaths, rituals, or rites.

Resources

This is where you cover communication (IC list premises) and also libraries and other stuff. The goal is not to give people access to some vast global library – the NSTs have objected to giving mortals that kind of power, on the grounds that it undercuts the local level. It's a fair point. This section is to give a general idea of what kind of resources the group holds if you put everyone together. But that doesn't mean all PCs will have access to those things – it will be up to local STs to decide how good or bad the local resource allocation is, and for PCs to track down resources by interacting with each other.

Requirements for Membership

Strictly mechanics here. Approval levels, prized Attributes, etc. Not every group will necessarily have requirements that need to be detailed out.

Benefits of Membership

Remember that any mechanical benefits of membership (XP breaks, free stuff, etc) requires Master Storyteller approval. Starting out, you can either skip this section, or use it for a sort of "sales pitch" for why players and characters should join your organization.

Stereotypes

It's helpful to list out some stereotypes your groups holds of other major groups in the World of Darkness. You don't need an exhaustive or comprehensive list – cover groups which are actually relevant to your group, and that they are likely to interact with.

History

As long as it needs to be. Please check your facts and make sure that if you're fictionalizing events, you don't make complete fiction out of them – it's OK to give a "secret truth" to history, just keep in mind there are thousands of vampire characters running around with the potential to have been present at historical events. So the more secret the truth, the better.