

WD_Fall_River (Oneshot)



The end is coming. The godless don't get it. The rumors are out that the world ends in a matter of months - one of the family elders even brought an ex-Ward into the fold, and she says they believe it too. They might be faithless, but they know their shit.

Mama Mathers is a little off in some ways. Smart as shit, but off. When she wanted to send members of the family to every place with 'fall' in the name and a lot of places with religious names, it was an excuse for some milder parts of the family to congregate. Fall River was one. Massachusetts is a little ways beyond where the Fallen usually meet and gather, but there aren't many who are complaining.

So there's some things going on. There's some expectation that the Fall River branch stay active, and especially with Mama Mathers being the one in charge of this particular branch, there's a little more emphasis on shit-stirring, getting into the news and offending the public. That's one thing. People aren't happy with us.

The other thing is while we're stirring things up, the local PRT office is keeping tabs on all of us. Boston is less than an hour away, and their heroes join the locals in pestering us. Once every week or every two weeks, or after we pull something they'll come rolling in with a squad of soldiers and some capes. We get lectured, some of ours get pulled in for questioning, and they slap us on the wrist and let us go. We stay tolerable, we walk the line, and some of the elders hint they might even report on the worst of the troublemakers in other cities, just to keep the Fall River branch of the family in good shape.

Between those two things, we get some flack, we give lots, and there isn't too much trouble. But there are some members of the Fall River branch who aren't happy, who know the end-times are a-coming, and they've been doing their own thing. With the darkest hours approaching, even the PRT saying so, they've been up to stuff.

The PRT is coming for a visit soon, they're going to snoop, and they're not going to like what they find. Nobody's really saying it out loud, but we all know that when that happens, there's going to be a fight. All we gotta do is make it out free & clear.

The Game

One-shot for newbies. Newbies represent members of a branch of the Fallen in Fall River, Massachusetts. Three to five players, depending. Players will draft in advance of the session to get their powers & background, and can ask for help & get prepared with their character sheets.

Though I call it a one-shot, I know things often run long, and this may be broken up into two sessions. Players are asked to stick together. The in-story justification is that they're a loose 'unit' of the family.

Interested Applicants:

Applicant	Notes
Druza	CST (My 2pm-10pm is their 8pm-4am);

Applicants will be prioritized by time zone (use a time zone calculator and figure out if you're free from ~2-10pm EST on weekends, let me know how likely/easy it is for you to sit for a session as you apply) and by whether they have any experience with WD and/or pre-acceptance for any other games. Those who have played one-shots or been accepted for a larger campaign will be ranked lower in preference for me as a GM, as exposure to WD is a key objective here.

Generation

There are two tracks for generation. Players will bid 1-100 for each of the following entries. They can bid 90-100 for multiple things or bid 1-10 for multiple things, there is no pool or point total that they're spending points from. (Bidding 90, 99, 95, 2, 5 is 100% fine).

The first track determines the family/background. The second track determines the trigger. Because many of these triggers involve buds of existing powers, the family/background powers will inform the resulting power (effectively, the trigger decides

the classification, the family/background determines the lion's share of the flavor/theme/element).

Perks/flaws will be distributed according to who spends the most or spends the least. Players should weigh how badly they want a given family/background element and the perils of having flaws.

	3 Players	4 Players	5 Players
Most	2 Flaws	2 Flaws	2 Flaws
2nd Most	1 Perk, 1 Flaw	Roll 3 Flaws, pick 2	Roll 3 Flaws, pick 2
3rd Most	2 Perks	1 Perk, 1 Flaw	1 Perk, 1 Flaw
4th Most		2 Perks	Roll 3 Perks, pick 2
5th Most/Least			2 Perks

Triggers are: