

Raising XP

Experience Chart Can be Found on PG 244 of the Core W20 Book-

In order to streamline xp requests the following system will be used to determine the raising of each dot of xp. Ultimately it is at the staff's discretion if a justification and exp request will be approved and applied.

To simplify this system, we want our players to be able to justify XP requests in 2 ways. You can either rp for the skill and provide screenshots OR you can use a combination of roleplaying and bluebooking. To simplify the system, for each dot you need x2 justification. The lowest amount of screenshots that can be applied to any xp request is 2.

For example: I would like to raise my investigation from a 4 to a 5.

You can either provide 10 screenshots of yourself using the skill, or you can provide 2 screenshots and eight Bluebooks (or any combination of screenshots and Bluebooks as long as there are at least 2 documented incidents of ic justification.)

*If you can't take screenshots, and you have tried Lightshot:
<https://app.prntscr.com/en/index.html>*

You may offer the date and time of the scene where you used the skill along with the room name and we can pull the logs. But, please try Lightshot or you can hit CTL P and save to file. :D (That always works!)

Attributes

Two Dots - Four Screenshots of using the attribute or attempting to attain the attribute ic with a brief explanation of justification. OR Two Screenshots of using the attribute or attempting to attain the attribute ic with 2 substantial Bluebooks outlining the attempt to increase the attribute.

Three Dots - Six Screenshots of using the attribute or attempting to attain the attribute ic with a brief explanation of justification. OR Two to X amount of Screenshots of using the attribute or attempting to attain the attribute ic with substantial Bluebooks outlining the attempt to increase the attribute for a total of six instances of justification.

Four Dots - Eight Screenshots of using the attribute or attempting to attain the attribute ic with a brief explanation of justification. OR Two to X amount of Screenshots of using the attribute or attempting to attain the attribute ic with substantial Bluebooks outlining the attempt to increase the attribute for a total of eight instances of justification.

Five Dots - Ten Screenshots of using the attribute or attempting to attain the attribute ic with a brief explanation of justification. OR Two to X amount of Screenshots of using the attribute or attempting to attain the attribute ic with substantial Bluebooks outlining the attempt to increase the attribute for a total of ten instances of justification.

Abilities

One Dot - Two Screenshots of using the skill or attempting to attain the skill ic with a brief explanation of justification. You may offer a Bluebook if you like, this is not required if the justification is substantiated.

Two Dots - Four Screenshots of using the skill or attempting to attain the skill ic with a brief explanation of justification. OR Two Screenshots of using the skill or attempting to attain the skill ic with 2 substantial Bluebooks outlining the attempt to increase the skill.

Three Dots - Six Screenshots of using the skill or attempting to attain the skill ic with a brief explanation of justification. OR Two to X amount of Screenshots of using the skill or attempting to attain the skill ic with substantial Bluebooks outlining the attempt to increase the skill for a total of six instances of justification.

Four Dots - Eight Screenshots of using the skill or attempting to attain the skill ic with a brief explanation of justification. OR Two to X amount of Screenshots of using the skill or attempting to attain the skill ic with substantial Bluebooks outlining the attempt to increase the skill for a total of eight instances of justification.

Five Dots - Ten Screenshots of using the skill or attempting to attain the skill ic with a brief explanation of justification. OR Two to X amount of Screenshots of using the skill or attempting to attain the skill ic with substantial Bluebooks outlining the attempt to increase the skill for a total of ten instances of justification.

WP/Gnosis/Rage

On Raising WP - One dot per month with activity with a detailed justification of why this is warranted for your PC.

On Raising Gnosis - One dot per month with activity with a detailed justification of why this is warranted for your PC.

On raising Rage - One dot per month with activity with a detailed justification of why this is warranted for your PC.

On purchasing Merits or Buying off Flaws - Once per month you may request to purchase one additional merit or buy off one flaw with activity and 2 screenshots of justification for your actions and one succinct Bluebook.

Gifts and Rites

The rolls for learning rites can be found on page 203 of the core w20 book.

On Learning Gifts - Based on Rank - You must have someone teach you ic. This can be a ST (as a Garou or Spirit NPC) or a player and you must supply at least 3 screenshots of learning the Gift. As you attain Rank you may learn 2 lower level gifts instead.

Cliath: Two Rank 1 Gifts

Fostern: One Rank 2 Gift & Two Rank 2 Gifts

Adren: One Rank 3 Gift or Two rank 2 gifts or 3 Rank 1 Gifts, Athro: One rank 4 gift or one rank 3 gift, or two rank 2 gifts, or three rank 1 gifts

Elder: One rank 5 gift, or one rank 4 gift, or one rank 3 gift, or two rank 2 gifts, or three rank 1 gifts

On Learning Rites - (Based on Rituals Level) You must have someone teach you ic. This can be a ST or a player.

It takes 1 week per level of the rite to learn a rite. Minor rites take 3 days. You must list the mentor, learning start date, any rolls involved (successes, failures, botches).

Screenshot any interactions for learning justification. You can only attempt one rite at a time. Botches mean you cannot learn that rite again for 30 days. You cannot learn rites that are out-of-tribe.

Rites Attempted per month: 4 x Level 1 Rites may be attempted (1 per week); 2 x Level 2 Rites (1 per 2 weeks); 1x level 3 Rite (3 weeks) 1 level 4 Rite, Level 5 rites take 2 months to learn.

***Being an active player will be defined as going ic with your PC at least once per week.**

Raising Backgrounds

After creation backgrounds can be raised or removed based on interactions that happen IC. Staff may reward, or remove backgrounds based on actions. Players may request small storylines or scenes to improve on backgrounds. You can request one background raise per month. Though any number of backgrounds can be removed.

Requests could be like the following: ***I want to meet a street level contact for contacts 1 or I would like to do some totem bonding to raise totem to 2.***

Scene requests while they do not need to be detailed, do need to outline what you wish to do to raise the background. Not all scenes need to happen in the chat. With storyteller approval, Blue Books may be used as well.

Renown

Renown begins on page 245 of the core W20 Book. With the sample renown chart being found on 246. Renown located in the book is a guideline and if you feel something earns a change of renown. Feel free to request the renown even if it is not listed. Staff will discuss it and either award it or not. All requests are staff discretion and it is up to the staff to determine if it will be applied.

Renown earned or lost during storyteller scenes will be awarded directly by the running Storyteller. Should you feel something was missed. Feel free to provide the screenshot with the example of what was missed and how it is worth a renown change.

Renown outside of a storyteller ran scene require screenshots to be considered.

Players who wish to submit NEGATIVE RENOWN HITS for other players are asked to email them to the WTA Team as a whole and must be accompanied by screenshots. Renown requests without screenshots will not be accepted. Once these requests with screenshots are received they will be discussed and a consensus will be made. Renown will be done on the 1st and 15th of every month. Please see the rules regarding the raising and requesting of Renown for more information. The screenshots will be reviewed and interpreted by the storytelling staff to determine if renown change will be granted.

Anyone (Kinfolk or Garou) may put in a negative or positive change request for anyone in the venue. A screenshot is required for any changes to be approved in this way. These requests will be reviewed and applied. **There is no limit on how many positive or negative requests one can make for themselves or any other person.**

Kinfolk and Renown

Renown for kinfolk will accumulate at a 1:4 Ratio per dot for each positive request for kinfolk, and 1:1 per dot per negative renown for kinfolk compared to Garou Renown.

If a Kinfolk achieves Negative Renown Status they will receive the Rite of Intervention for the First Offense as well as the Outsider Flaw.

If after any kinfolk player has been given the Rite of Intervention and they achieve yet another dot of Negative Renown before their Renown is either Neutral or Positive they will Receive the Rite of Exile.

For more information on Kinfolk Renown Read the 20th Anniversary Edition Kinfolk Book.

Kinfolk will earn Garou Favor only at the ST's discretion. It will not be handed out without extreme justification. A Kinfolk player may not request Garou Favor. A Garou player must request it on their behalf and it must be extremely justified.

Kinfolk Renown will be enforced in this game. Kinfolk start with 0 Renown. They can and will gain and lose it through role-playing. Kinfolk with Notable Heritage will be under higher scrutiny than other players. Please be advised that characters with purebreed may take more renown hits (either positive or negative.)

Kinfolk do not and will not have "Guardians." Kinfolk behavior is a reflection on their tribe as a whole. Indiscretions will be handled by their Tribal Elders. If a kinfolk is found to require the intercession of a Garou on their behalf they are to seek out a Philodox of their tribe. They are 'not' to seek the Elder without a Philodox present.

Crafting Guidelines

Please see Crafts as outlined in the W:tA 20th Anniversary Ed. Core Rulebook p. 129 - 130

The Crafts Skill covers a character's ability to make or fix things with her hands. Crafts allows her to work in fields including carpentry, leatherworking, weaving, or even areas requiring mechanical expertise such as car repair. Crafts is especially useful for werewolves who hope to make fetishes. It's easier to convince a spirit to enter a vessel that's made well, after all. A player must always choose a specialty in Crafts, even when her character has less than four dots in the Skill.

- Novice: You can produce something basic, but not attractive or functional.
- Practiced: You're developing your own style.
- Competent: You can reliably sell your creations for a tidy profit.
- Expert: You write books on your field of expertise.
- Master: You are among the greatest crafters in your chosen field.

Possessed by: Artists, Designers, Inventors, Handcrafters, Theurges, Weaponsmiths
Specialties: Woodwork, Drawing/Painting, Weaving, Carving, Sculpture, Metalworking, Auto Repair

Crafting Guidelines: To craft anything that is useful in the game you must possess a crafts rating of at least 3. Anything less is considered a developing skill. You may not use Crafts to roll for any craft outside of your own specified craft. As per the book, you may take the Professional Skill secondary for multiple crafts.

Example: You have Crafts 3: Leatherworking. You may not roll your Craft Skill for Cooking as it is outside of your scope of expertise. You may, however, take Cooking as a Professional Skill and spend xp dots accordingly.

Crafting Rolls: Crafting rolls will be determined by a member of the WtA Staff. There will be 3 categories for Crafting.

Simple Craft: 1-3 days. You may once.

Complex Craft: 1 - 2 weeks. You may roll once per week.

Masterwork Craft: 1 month. You may roll two times per week.

Batch Items (arrows etc): These are considered *Simple Crafts* for the purposes of using WP. You may make a dexterity + (appropriate crafts roll) Difficulty: (See ST) **twice a week**. Successes earned from the rolls can be placed into Quantity or Quality. Each success placed into Quantity gives you 1 of that item. Each success placed into Quality adds increases its value and bumps it up in the quality rating. All items begin at **Poor Rating**. If you are looking to create vessels for talens or fetishes you will want to aim for Exceptional or Superb. You can choose to *extend* your roll one week to increase the base quality to Average.

Quality Ratings:

*Poor - 1 Success

*Average - 2 Successes

*Good - 3 Successes

*Exceptional - 4 Successes

*Superb - 5 Successes

On Failure and Botching: If you fail, you will lose a success on your craft. If you botch, the craft is ruined.

On Spending Willpower: Willpower will only be permitted at the discretion of a ST on a Complex or Masterwork Craft. Willpower may only be used once per crafting session.

On Creating Fetishes: You may only create a Fetish equal to your Rank