

# TWR - Patronage

## What is Patronage?

Patronage is the idea of a non-player character “sponsoring” a player character.

## What do you mean “sponsor”?

Each player will have their character tied to a Patron who acts as a vehicle to deliver mechanical and/or story related content.

## Who are the Patrons?

Patrons are non-player characters that function similarly to “audience” and generic “NPC” characters. However, unlike them, Patrons play quite a large role in the game and are tied to the player characters in meaningful ways.

## What role do Patrons play?

- **Patrons are characters that literally bring the player characters into the game.** The method in which Patrons do this is determined by the player with the help of their Patron and the Game Master. It can be coercion, bribery, trickery, blatant kidnapping, or anything else.
- **The patronee receives their character specific objectives from their Patron.** These objectives are determined by the player with the help of the Patron and the Game Master.
- **Patrons establish game long relationships with their patronee.** These relationships can vary in depth, activity, and story relevance. Patrons may want to keep their goals and plans mostly a secret, but players can make requests for the type of relationship they want to have with their Patron and their requests will likely be adhered to.

## What are ‘character specific objectives’?

Each character will be offered some reward by their Patron that is determined in character creation by the player, their Patron, and the Game Master. The method of obtaining the reward will be completing a set of objectives that are also determined in character creation by the player, their Patron, and the Game Master. These objectives do not overwrite or replace gameplay objectives that relate to the overarching game’s story.

## How difficult will these objectives be?

The difficulty of the objectives will be proportional to the scale of the desired reward. The more difficulty the reward is to grant the player in lore the more difficult their objectives will be.

## What’s the point of adding these objectives?

Character specific objectives exist to give players additional goals to work toward that can be much more roleplay focused, often consisting of objectives that have “unnecessary” roleplay fluff tied into them that match your character.

**Do these objectives affect mechanics?**

No. Objectives may require mechanical actions, but they will not provide mechanical advantage nor directly contribute toward any victory condition.

**Are these the only game objectives?**

No. Character specific objectives are roleplay focused objectives on the side that pertain specifically to your character. They do not replace objectives that affect victory conditions or impact the game's story.

**You said players determined a lot of stuff with their Patron & the Game Master?**

Patronage is a tool created with the intent to help players in many ways. The Patrons and Game Master *want* to accommodate your wants and needs which let your character flourish. Setting up an ideal scenario to enter the game, specific objectives that help you reach specific goals, and having an in-game relationship that assists you in being tied to the story and overarching narrative are tools we hope help your character succeed.

**How involved are Patrons with the player characters?**

The level of involvement any one particular character can expect to have with their Patron is something determined by the player and to some degree their Patron. It may range from a few exchanged common room posts to full blown, highly involved private messages.

**Can I talk to Patrons that aren't mine?**

Yes! Patrons are still NPCs that exist to be interacted with.

**NPCs have in the past taken a backseat to players, is that still the case?**

KowzHOF game philosophy has been, up to this point, that NPCs are secondary to player characters and that they should actively take measures to be sure that they do not hog the spotlight from the people actually playing the game. The Patronage system shifts this mentality *somewhat*. At the end of the day, players are still the overall focus, but now there is a sideshow for each character that exists in the form of NPCs. When looking at the bigger picture, players and their storylines are still the main attraction. Existing alongside the players are partitioned narratives that follow their Patrons.

**How do I choose a Patron? Which one *should* I choose?**

On the character creation form is a section dedicated to Patrons. The list of all available of Patrons will be made public at a predetermined time that the community will know about beforehand. Every available Patron will be announced at the same time. When choosing a Patron it is important to factor in the timezone of the Patron, their expected activity, and whether or not the Patron sounds fun to interact with.

