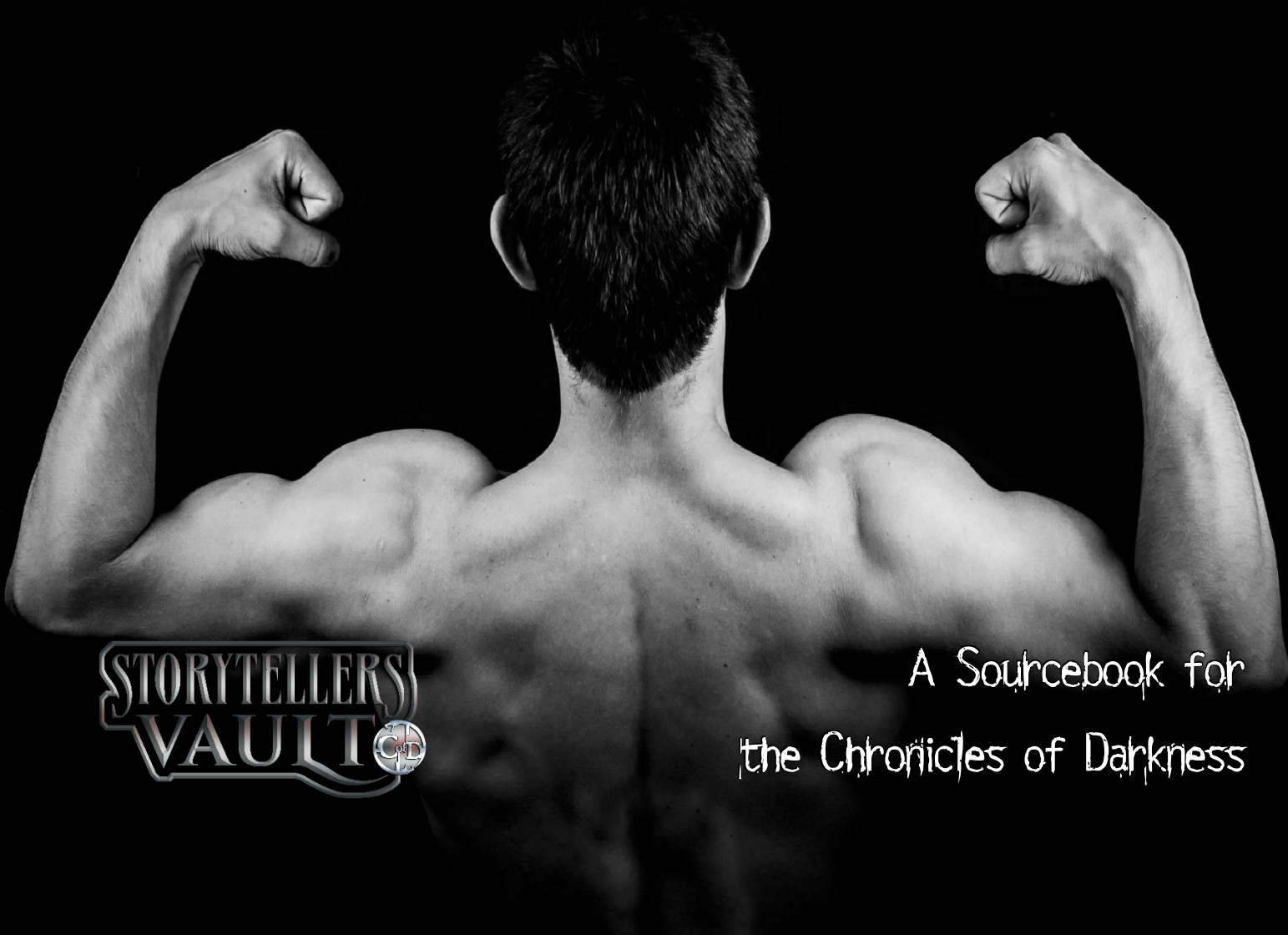


I Win

Traits for the best characters



STORYTELLERS
VAULT 

A Sourcebook for
the Chronicles of Darkness



BY CHRIS FALCO

Ugh

By Chris Falco

“But it’s on my sheet”

“Yeah, I know, but you really can’t use your Striking Looks (Panty Melting Intensity) for intimidating some big guy at a bar.”

“Look, it says I get +2 dice, and-”

“Only if it makes sense for the situation!”

“Ugh, I thought this was just supposed to get me some extra social dice, that’s all I wanted!”

“Look, what if-”

“No, just forget it, I don’t even want to play anymore. I clearly need to find some merits that don’t need such dumb justifications to work. If only...”

Credits

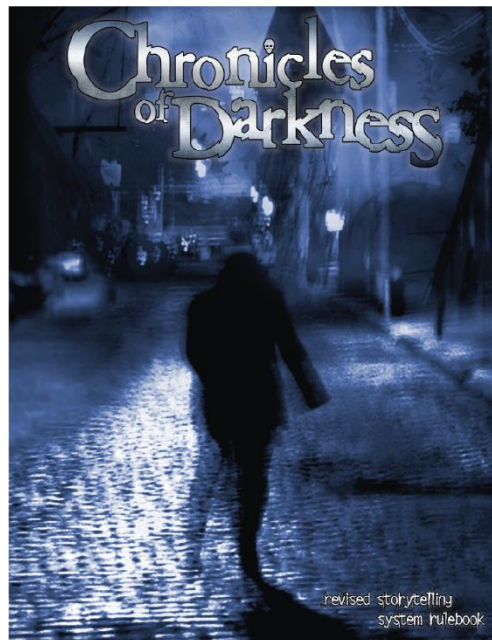
Author: Chris Falco

Developer: Chris Falco

Editor: Nobody, let's be honest, this is a Vault book

Artist: Art is for fluff-oriented losers.

Special Thanks



Requires the Use of
the Chronicles of Darkness Rulebook



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Introduction

“Who needs sports stardom when you can shoot fireballs from your fingertips?”

- Ethan Gilsdorf

Roleplaying games are about your stats. Yeah, you’re supposed to roleplay, but that involves “playing” a “role.” How’s that “role” defined? By your stats. It sounds simple, but people get all fussy if you say you’re focusing more on those stats than your “background” or “connections” or whatever other fluffy crap they think is most important.

This book isn’t for them. This book is for you. Because *you* know that the best way to make a character you like is to have the best stats. And this book? Well, we’ve figured out the dirty little secret behind the merits, powers, and other traits provided in **Chronicles of Darkness**. They’re all held back.

But, you ask, what are they held back by? Their fluff. The “roleplay” enforced on them. Your Striking Looks only works if your tag matches the current “roleplay” scenario. Your Vampire’s Majesty only works if people are being “roleplayed” as able to see you. Your Mage... well, no, they can do pretty much anything, bad example. But that roleplay is built into the merits, and the weight of that expected roleplay is what ultimately holds back the sheer strength of these abilities.

So, what we’ve done here is remove that fluff. Kick away all semblance of roleplay requirement, snipping it free and letting those big, beautiful dice bonuses and mechanical benefits shine through. No longer held back by “roleplay,” your characters will be the best they can possibly be. They’ll be the best *anyone* can possibly be. And you know what you’ll find yourself saying, more and more?

“I win.”

Chronicles of Darkness

The following can be taken by anyone, whether Mortal or Supernatural.

Merits

Character Autonomy (•••••)

Prerequisites: Resolve over 0

Effect: Doesn’t it suck when you lose control of your character because of dumb powers and IC circumstances and such? You don’t have to deal with that anymore; any time that a power or weird emotional state (like frenzy or death rage) or similar mechanics would make your character do something you don’t want them to, spend a point of Willpower to become immune to that effect for the rest of the scene. It’s your character, after all.

Combat Character (•••••)

Prerequisites: More combat dots than other dots

Effect: Your character is only good at fighting (who the heck fleshes out their skill dots into useless stuff?), but with this merit, you don't have to do that other stuff. Whenever you'd need to make a social or mental roll, roll Strength or Dexterity + a combat skill of your choice to inflict violence to solve the problem instead. I dunno how that works, that's for your Storyteller to worry about. Maybe you punch a book open to the right page?

Drawback: None, mechanically, and that's all that matters. Other problems are icky IC stuff you don't care about.

Good at Everything (•• or ••••)

Prerequisites: An attribute at 1+

Effect: Your character is good at everything. Don't worry about how or why. Just take a +1 die bonus per two dots in this merit to all dice rolls.

Drawback: People will totally be jealous that you're so good at everything. Also, this technically adds to bad rolls like if you're a Mage and you have Paradox. Look, I'm not worrying about fluff, dice are dice.

Take What You Want (••)

Prerequisites: You want a merit or power you normally can't have

Effect: Buy this merit to be able to buy one other merit, power, or other trait you normally can't take, chosen at purchase. Want a Werewolf merit but you're a Vampire? Go for it. Mechanically, change traits around as needed if it talks about stuff you don't have, like Harmony or whatever other crap.

You can buy this more than once, picking a new thing you want each time. You can't use this merit to qualify for this merit (I don't even know how that'd work, but wanted some weird restriction to add in).

Drawback: Dirty looks from your Storyteller.

Mystery Cult: The Winners

Purpose: The Winners exist to be the best at whatever thing they want to be good at.

Relic: That sounds an awful lot like roleplay bullcrap we're not worrying about.

Doctrine: Always win as often as you can. Be the best at the thing you wanna be best at.

Initiation Benefits

- Gain Professional Training 1, even if you're not actually a professional!

- Take Mystery Cult Initiation 1 in another Cult that gives benefits you want. You're not actually in the Cult, you've just learned their secrets or something.

- Take 1 more dot in both Professional Training and Mystery Cult Initiation for the other Cult.

- Take Good at Everything at 2 dots, and 1 dot of either your Professional Training or Mystery Cult Initiation.

- Max out Professional Training, the other Mystery Cult Initiation, and Good at Everything. That's probably more than 3 dots but this is actually a major advantage not reflected by game traits that just mechanically works like if you got lots of game traits.

Vampire: the Requiem

The following Discipline is for Vampires.

Apex

Vampires are the top of the food chain, the ultimate predator, and so they need to be good at absolutely anything that can help them keep that place at the top. Apex lets them do exactly that, representing that the Kindred is the best Kindred they can be.

Cost: None or 1 Vitae per active effect

Dice Pool: None

Action: None (for persistent effects) or Reflexive (for active effects)

Duration: Permanent (for persistent effects) or one turn (for active effects)

Like physical Disciplines, Apex has two kinds of effects: persistent and active. Persistent effects are always on, and have no cost. Active effects are reflexive and cost one Vitae per effect.

Persistent: Add the vampire's dots in Apex to all dice rolls that could conceivably in some way eventually lead to getting more blood down the line. Nearly all rolls qualify if you're argumentative enough; that research into an occult object might give



you more power for hunting, for instance, and resisting another supernatural being's power means more time in the right state of mind, body, and spirit to feed.

Active: By spending one Vitae as a reflexive action, one of the following effects can be used. A given effect can only be used once in a turn, but multiple Vitae can be used to activate more than one.

- Gain one automatic success on any roll that isn't a dramatic failure, because you're that good at everything. This can be used a number of times per scene equal to the Vampire's dots in Apex.
- Turn a dramatic failure into a failure. This can be used a number of times per scene equal to the Vampire's dots in Apex. This can be combined with the above effect to turn a dramatic failure into a success with 2 Vitae.
- Remove a success from a hostile action aimed at your character. This can be used a number of times per scene equal to the Vampire's dots in Apex.

Werewolf: the Forsaken

Wolf Rite:

Victorious Hunt (••••)

A much improved version of the Sacred Hunt, this rite guarantees that whatever the Uratha are hunting will be taken down, one way or another.

Symbols: Victory, hunting, extra dice, stuff werewolves do

Sample Rite: What did I say about fluff? (Whatever your best dice pool is)

Action: Extended, (10 successes needed, each roll represents 1 minute)

Success: In addition to all of the benefits of the Sacred Hunt rite, the Uratha that participate in the Victorious Hunt build up a pool of dice equal to the sum of the highest Renown of each werewolf that assisted in the Rite. At any time during the Victorious Hunt, each of the participants gains that pool; it's not shared, they each draw from their own one of the same size. These dice can be taken from the pool at any time to add to any dice pool relating to the Hunt in any way, even indirectly. Any number can be taken for a given roll, but once spent, those dice are gone until the next time the Rite is used.

This box is modern art.

Whatever You Need (Level 5 Fetish)

Isn't it awful needing to keep track of bunches of Fetishes? With this one, fueled by, like, a spirit of change or adaption or something like that (maybe an Idigam? Do those go in Fetishes?), you needn't keep track of what you have.

Effect: Once per scene, this Fetish can be used to gain the effect of any other Fetish of 4 dots or less.

Mage: the Awakening

You're already playing Mage. See Chapter 4 of **Mage: the Awakening** 2nd edition for your overpowered abilities. You need more? Dang it, fine, let's see.

Five-Dot Attainment: Ultimate Spellcasting (Any Arcana)

Rather than learning to create Rotes, you've learned to just be *better* at casting spells. For any spells utilizing the Arcana you've earned this attainment for, you gain free steps in both the Primary spell factor *and* one other factor of your choice. Even Scale. Can't even spend Reach to gain free Scale normally, that's how you know this Attainment's awesome.

This Attainment is learned in place of Create Rote, or through whatever other means you normally get other Arcana Attainments (**Mage: the Awakening** didn't say).

New Spell: Ignore Mechanic (Death or Prime)

Practice: Making or Unmaking

Primary Spell Factor: Potency

Cost: 2 Mana

Withstand: Supernatural Tolerance (Yeah, that's right, screw the normal Withstand rules)

Suggested Rote Skills: Occult, Survival, Subterfuge

Over the course of the spell's duration, for each level of Potency you can ignore one game mechanic in one instance. For instance, maybe you don't want to die if you take full aggravated damage. By default, this has to be a mundane mechanic, not something supernatural.

What constitutes a single game mechanic? I dunno, ask the Storyteller. They need to fiat 90% of everything in this game anyway.

+3 Reach: You can ignore one supernatural rule, like someone being able to Withstand one of your other spells, or having to roll Paradox. Against other powers in this book, you need to roll a Clash of Wills to do so, but automatically win against normal powers.

Add Fate You can also ignore rulings made in the spur of the moment by the Storyteller. Screw you, ST, the mechanics don't say I can't punch a bridge until I roll enough successes by luck to make it crumble.



I Win

You know how every gaming supplement says that there's no real "winners" in RPGs, and that everyone wins if you have fun? Bull.

I Win contains Merits/Powers that have had that silly "fluff," "character development," and "in character reasoning" stripped away from them, leaving only raw, powerful mechanics. You don't need some story reason to be awesome, you just need to buy the right dots.

And this book? It has all the right dots.

Chronicles
of Darkness

