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[OWBN-Council] [PROPOSAL] Increase of Starting XP Cap to 90 Points

Mossoró by Night <mossorobn@gmail.com>

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Reply-To: OWBN Council <owbn-council@mail.owbn.net>

To: OWBN Council <owbn-council@mail.owbn.net>

I, as CM of Mossoró by Night, hereby propose the following change to Character Regulation Bylaws.

3. Experience Points

- a. A. Experience Points (XP) are awarded to the character, not the player, and only by their home-Chronicle. They may only be spent on the character to which it was awarded.
 - i. The reason for any XP Award must be clearly documented on the character sheet or experience history
- b. A new player character is restricted to the points allowed under standard character creation rules in the appropriate Mind's Eye Theater book, plus up to sixty (60) experience points.
 - i. The aforementioned experience points can be given through storytelling awards or as a rollover from the unspent experience points held by a previous character that has been rendered permanently unplayable (Retired or Dead), through whatever reason. Any such awards or rollover must be made within three game sessions of the character entering play.
 1. Points diverted from a previous character as rollover may only be used once and for a single new character.
 2. Points already spent cannot be transferred to another character or refunded to serve as rollover.
 - ii. These points may be spent only as Experience Points, not as creation/bonus points. This spending should follow your Chronicle's House Rules
 - iii. Any awards of traits, abilities, or other character statistics count towards this limit as the amount of experience that the player would have had to spend to purchase that particular statistic.
 - iv. These points cannot be allowed to purchase any power above second Basic in any out of clan Disciplines.
- c. After the character has entered play, the home chronicle can award a character up to a maximum of eight (8) experience points in a single calendar month
- d. The standard baseline for OWbN XP costs are the ones detailed in the official material published by White Wolf.
 - i. Reasonable variations due to house rules or regional preferences for rules regarding Backgrounds are allowed as long as noted in the Chronicle's House Rules available in the OWbN website.

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- b. A new player character is restricted to the points allowed under standard character creation rules in the appropriate Mind's Eye Theater book, plus up to **ninety (90)** experience points.
 - i. The aforementioned experience points can be given through storytelling awards or as a rollover from the unspent experience points held by a previous character that has been rendered permanently unplayable (Retired or Dead), through whatever reason. Any such awards or rollover must be made within three game sessions of the character entering play.
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As an allowance to those PC's created just prior to this proposal, in the event this proposal were to pass, any PC created up to 16 weeks prior to that date (but no later) may be adjusted to allow for this larger initial XP award. This option is entirely at the discretion of each ST team on what is appropriate for their game.

Reasoning:

For some time it has been updated, the difference between power levels and still and the great wall between new and old players, the game gets more dangerous, lose a character and start a part of history.

Year of the Fire and Smoke had in his political base to attract new players based on experience points and power, my proposal to update aims to players who want to make new characters [Camarilla, Sabbat, Anarch etc] also have this opportunity without having any connection with these plots, allow STs and games more flexibility in the creation of new characters.

Kley Anderson - CM/HsT Mossoró by Night

Owbn-council mailing list
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