

## GWBI WOD UNIVERSAL APPENDIX: CROSS-GENRE INTERACTION

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### **I. OVERVIEW**

The GWB WoD Chronicle is set in the *World of Darkness*, not the *Isolated Genres of Darkness*. Interaction between the various supernatural denizens of this world does occur, for a variety of reasons. While a xenophobic and even hateful attitude toward other kinds of supernatural creatures is the norm, exceptions can and do occur both in the canon material and in the Chronicle.

This is not to say that vampires and werewolves regularly get together at the local bar to hang out. By and large, the various supernaturals avoid each other as both competitors for resources (both mundane and supernatural) and potential risks to the secrecy each group tries to maintain. Werewolves in particular sense most vampires as Wyrms-tainted, inspiring a hatred that is difficult to overcome. A combination of fear of the unknown, avoiding the appearance of weakness, and concerns unique to each creature (vampire politics, the fight against the Wyrms, creeping banality, etc.) all conspire to keep supernaturals from interacting more than is necessary or accidental.

However, canon does note the existence of cross-genre acquaintances and even the rare cross-genre ally; these are exceptions to the rule, of course, but they can and do happen. Just as often, supernaturals will interact for altogether less friendly reasons: to secure territory against each other, to undercut each others' connections and resources within the mortal world, or even to make a direct strike against a perceived threat.

Remember, this is not the *Chronicles of Darkness*; cross-genre attitudes are often harsher here than there.

### **II. CROSS-GENRE APPROVAL LIMITATIONS**

#### **A. Low Approval**

1. **Character Activity:** Brief cross-genre soft RP that has no significant consequences on PCs (e.g. a mage PC contacts a werewolf PC to ask permission to enter the werewolf's territory for some transitory reason).

#### **B. Mid Approval**

1. **Character Activity:** One-time cross-genre participation in a game of a different genre (e.g. a werewolf PC stalks in the darkness outside Elysium in hopes of killing the vampire that enslaved her kinfolk; a mage contacts a changeling out of occult curiosity; etc.). This includes hard RP.
2. **Character Background:** Cross-genre background (e.g. a vampire PC with a background tie to a werewolf character).
3. **Storyteller Authority:** Use cross-genre NPCs that appear at a game or directly interact with player characters.
4. **Storyteller Authority:** Storylines that include repeated use of cross-genre NPCs.

#### **C. High Approval**

1. **Character:** Permanent Genre Change – attaching a PC to a VSS of a different supernatural genre (e.g. a vampire PC attached to a Forsaken VSS). This is High Approval with Top Notification. It is rare for a supernatural to win this degree of acceptance (or even tolerance) by another genre's supernaturals. A very good reason should be given for such an exception.
  - a. **Travel:** When traveling outside of the character's home VSS, it should be noted that, as with any character, the presiding ST may determine that the character is not in keeping with the local game and refuse to allow the character to be played. Also, it should be noted that there may be severe IC ramifications for travel to other cities; acceptance for a Permanent Genre Changed character is hard enough to win locally, let alone when visiting other cities.
  - b. **List Access Restrictions:** A Permanent Genre Changed character does not gain automatic access to IC e-mail lists / forums of the attached genre (e.g., while a high-Humanity Gangrel may be accepted enough to run with a Garou Pack, that

doesn't mean that the werewolves will give the vampire access to the broader Garou community; doing so requires a good deal more trust than a mere willingness to associate). Nor does the Permanent Genre Changed character retain access to IC e-mail lists from its native genre (e.g., that same Gangrel is simply no longer trusted by his clan-mates, or by vampire society as a whole).

Access to IC e-mail lists of the attached genre or of the native genre is Top Approval (see below). Isolation is the price paid for joining a society other than one's own.

2. **Storyteller Authority:** One-time cross-genre game, with permitted genres specified in the application (e.g. a game that permits both werewolves and changelings to attend in order to resolve a plot that involves both genres).

#### D. Top Approval

1. **Character IC Knowledge:** Specialty from different genres (e.g. a werewolf PC understanding the Verbena). Supernatural creatures are notoriously protective of the secrets of their kind; extremely good reason should accompany an application for a cross-genre knowledge specialty.
2. **Character:** Access to IC e-mail lists for Permanent Genre Changed characters. Each IC e-mail list requires a separate Top Approval.
3. **Character Activity:** Permanent cross-genre participation between two genres (e.g. a Mage who regularly visits Changelings in addition to dealing with his fellow Mages). This kind of dual acceptance is extremely rare; it is incredibly difficult to maintain concurrent associations with two supernatural societies, due to trust, loyalty and security concerns.
4. **VSS:** Mixed-genre, permitting supernatural creatures of more than one genre to attach to a single VSS (e.g. a VSS that includes both werewolf and changeling PCs). While it is possible for two or more supernatural genres of a given locale to decide to work together, it is extremely rare for this to happen to such a degree as to justify a mixed-genre VSS. Characters attached to a mixed-genre VSS may when traveling only play in VSSs native to their supernatural genre (or similarly mixed-genred).