

A LITTLE LIVE ACTION GAME ABOUT VAMPIRES

BLOOD

JOHN WICK

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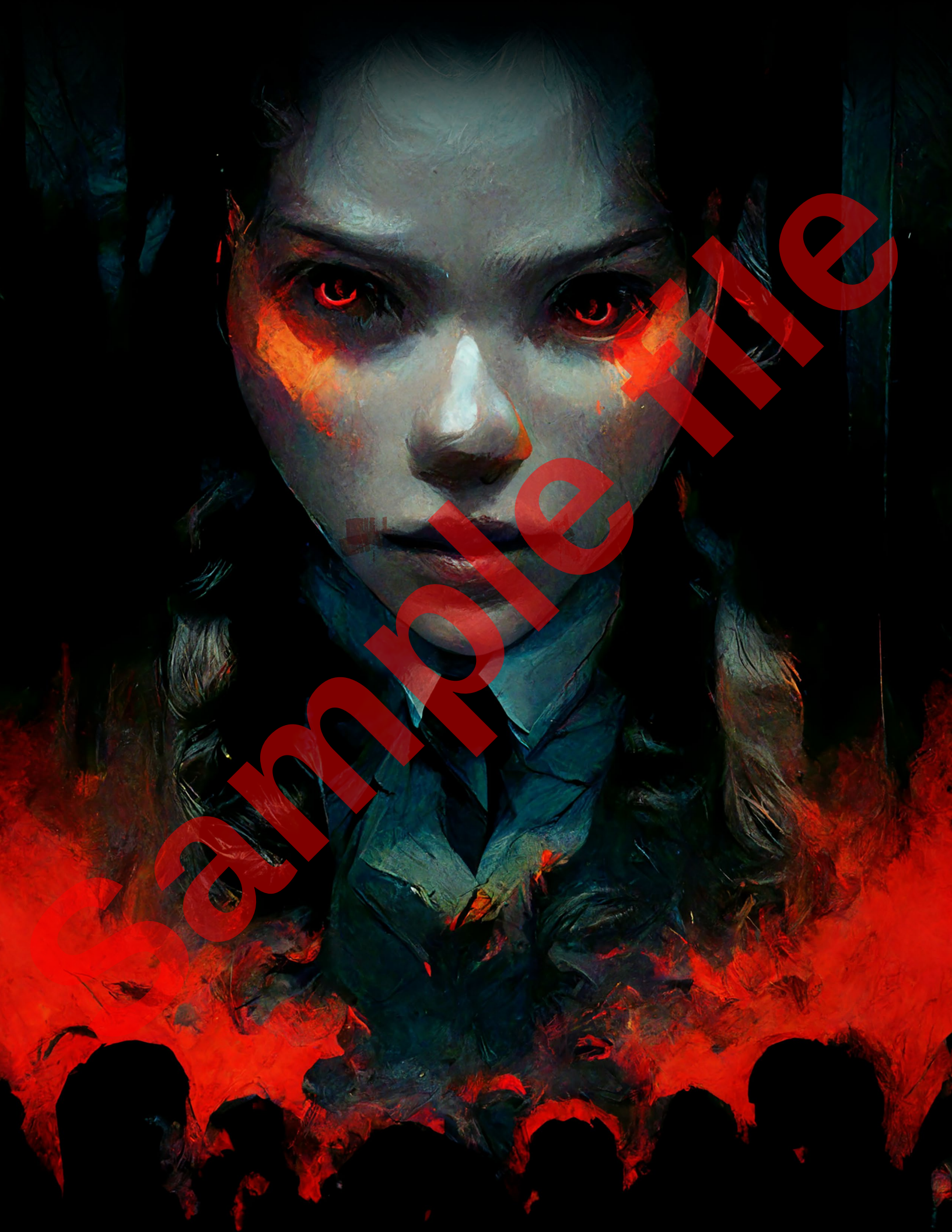
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INTRODUCTION

Blood: A Little Live Action Game about Vampires is just that. Playing requires a group larger than your standard table top game: usually at least twelve players, if not more. The game can handle any number of players, including as many as one hundred.

Players take the roles of vampires living in a City. The City may be modern or in the past or even in the future. Vampires are predators who keep their existence secret from mortals. They do this for many reasons: to maintain control over society, to keep themselves safe from hunters, and because it's what they've been doing for centuries.

But vampires are predators, and thus, need territory and blood to survive. That's where politics enters the picture. Who gets to feed where and when becomes an issue for vampires, which is resolved by the Progenitor Council: a group of elder vampires who vote on squabbles and put an end to wars between vampire Bloodlines.

While you may be familiar with live action games—especially those involving vampires—I want to warn you up front that this one is very different. How so? Well, let's talk about it.

THE HOST

This game refers to the Game Master as "The Host" because most games take place at some sort of social function.

HOW THIS GAME IS DIFFERENT

Many live action games are player-vs-player. That is, you go in knowing other people are looking to kill your character. I've played in a lot of those games, and I've come to a conclusion: I don't like them. In fact, I don't think they make any sense.

If you and I were writing a PVP novel, how would it go? With each of us writing one chapter at a time, the first thing I do is kill *your* characters, cut them into little pieces, burn the pieces, and throw the ashes into the ocean. Yeah, that makes sense.

Or how about PVP stunt work on a movie?

Or PVP acting on a TV show?

Live action games are like roleplaying games: they're *storytelling* games. And telling a story with others requires a certain amount of trust and cooperation. It isn't enough to just have a set of rules to "keep things fair." To build really great stories, you need to trust the other players.

And that's how this game is different. It isn't PVP. It's a cooperative storytelling game. That means we have a few meta rules before we begin.

RULE #1: YOU ARE THE AUTHOR OF YOUR CHARACTER

Pretty much what it says up there. You get to say what happens to your character. Others can make suggestions and can even take actions against you, but *you* are the final authority on your character's story. That means other players are the authors of *their* characters. You can make suggestions and take actions against *them*, but *they* are the final authority on *their* characters' stories.

RULE #2: THERE ARE NO SECRETS

In most live action games, *players* lock themselves behind doors and keep other players from seeing the *plot*. Not in this game. Everyone can watch every secret meeting *out of character* and use special mechanics *to see it in character*. That's because *I* trust you'll keep in character knowledge and out-of-character knowledge separate. Because we're all adults.

RULE #3: EVERYONE HAS THE RIGHT TO HAVE FUN

Believe it or not, I've been involved with live action games that insisted players had to "earn their fun." Not with this one. In fact, when you step on other people's fun, you are *doing it wrong*. This rule says so.

RULE #4: PLAY TO THE REST OF THE GAME

Robin D. Laws once said, "A roleplaying game is the only medium where the author and the audience are the same person."

In a live action game, the audience is also *the other players*. That means you are performing for them. You have to make your story something they want to see. You have to make them want to see your victories, your defeats, and even your eventual demise.

If your character's story is entirely in your own head where nobody else can see it, why will the other players care about you? If you have secrets nobody else knows, I guarantee you, nobody else will notice. It's only when you let others see your character's secrets that they get emotionally engaged.

That means playing in the open. Revealing your character's thoughts to other players. Allowing them to see your inner torments and conflicts. That way, they can rejoice in your victories and mourn in your defeats.