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## World of darkness innocents pdf

INTRODUCTION Posted by Hostile V Original SA post WORLD OF DARKNESS: ENTER INNOCENTS So after rereading all the innocent, I can't lie: it's going to be a bit hard to cover this one. Not for a table of contents or subject; it's jumping and bounds above KidWorld. No, the issue I have with him is a matter of heavy redundancy. The idea of the book is quite solid. Innocent is all about letting Storyteller run a very thematically different game than your average nWoD adventure, allowing you to play as kids. And I really enjoyed Innocents when I first read it years ago, I really did. The fiction in the book is pretty on point (though the touch is repeated), and it's sprinkled liberally through the whole book. Advance adventure is an interesting choice and fit the theme of what you are all kids and you are not going to solve the problem by becoming a Hunter (maybe). I really like the representatives of vampires, werewolves, etc. who are chosen to be characters you can introduce children to. And, it's crucial, I love that the game establishes that it's about supernatural horrors or horrors associated with the World of Darkness, speaks directly about it at one point and commits to it. This whole book is refreshing from the sexual threat, and there's less emphasis on mundane threats like child abuse. Which, he admits, doesn't mean it's completely shaken by the latter (it's absolutely clear from the former though). One example of the fictions about police reviewing cases of abuse of a girl who set fire to her vampire father because he threatened prey on her younger sister. This is the abuse of an 11-year-old girl, but she is not abused for reasons of power or sadism or carnal reasons. She was abused because that's what the vampire does as a predator starving for Vita the mortal. Her ill-treatment was absolutely supernatural in nature. If the vampires weren't real, that would never have happened. And this... legally good. The innocent goes out of their way to say look: bad things happen to kids, but it's not something we really want to make a play for because it's not fun, and it's also not really WoD, so it's clearly a game about kids dealing with actual monsters, and that's one of its strong points. But there's quite a glaring weakness for innocents, and it's mostly that Innocents is 266 pages long when it really might just be a slimmer 130 or so. I didn't quite get it when I read it years ago and was less familiar with the entire Storyteller system and hadn't yet purchased a major book for nWoD. Innocent reprints many of the rules of the main book, and it's kind of to her detriment, because then she skimps on ideas. There's a lot of fiction, but it's attached to descriptions of skills and examples of bone roll. There's an advance NPC, but there really can stand to be more. There are some examples of adventure, but they really could stand to have a little more depth (there's also a photo-manipulation art great). There are eight sections, a prologue (which is just fiction) and an app (which has content). Let's lay it out a little bit: Fragile innocence: what the book is about and what it's about, your botched standard first chapter in a WoD product that usually serves as a few input pages. 14ish pages. Attributes: what are your attributes and what they do. Skills: what are your skills and what they do. Advantages: defense, health, morality, etc. It's worth noting that this game is the equivalent of virtue and vices, which I fully believe they adapted from here for use in later 2e. 22 pages. Merit: what are your merits and what they do. Dramatic systems: how to roll bones, actions, etc. 52ish pages. Storytelling: how to make characters, how to run a game, how to specifically run adventures focused on children based on their general age, sample enemies. 56ish pages. Stories: Five examples of adventures of children who see horror beneath the surface around the world. 28ish pages. Appendix: Basically providing monster splashes for use in games. Monsters in Stories have hints of settings or basic lines, but can be (and probably should be) used agnostically (what looks like spin on a bather ritual, what looks like Slash, what looks like spirit from dusk, etc.). 18ish pages. As a good enough connoisseur reading these WoD side books to keep yourself entertained at work, your average nWoD book is about 130-160 pages and broken into four or so pages, not counting the introductory fluff. They're formulaic, and if you've read a few you get a formula down pat for each section: fiction at the beginning of the section, a brief overview, a look at the mechanics, adventure ideas, an NPC sample. Innocents don't look like your average side book because, well, they took a player's guide and then put a book about playing kids pattern on it. It's kind of weak for this because, as I thought, so much of the book is dedicated to regurgitating the rules that the original content suffers for it. What kind of puts me in a strange position about how to cover this book accurately. I thought KidWorld would get through faster, but, well, I'm not going to sit here and repeat the rules for nWoD. Others have done it better than me. so I'm going to focus on what's different from playing as kids regarding mechanics. I'm not going to cover this based on chapter to chapter as I normally would. From there we take a look at the sample adventures and all that and then just wrap the book up. So yes, we'll get down to it next time. I felt like addressing the main flaw of this book was important enough to warrant my own post. Norman, Marian Churchland, Ava Millberger and Mike Cheney. White Wolf Publishing, Inc. and DriveThruRPG.com: The Innocent are a rule book for chronicles of the dark. It introduces a setting in which players take on the roles of children's characters in a world of darkness. It contains both the rules of the game as children's characters and running chronicles for children. Summary[edit source] From the Onyx Path catalog: The world of darkness through innocent eyes Monsters do not just hide in remote forests, nightclubs, slums and rooftops of the city. They're in your neighborhood watching you when you go to school. They are waiting for you in the woods behind your home as you and your friends build their fort. They're under your bed. Adults have learned to live in a world of darkness, ignoring the supernatural, pretending to be gone and going about the lives they have made for themselves. You don't have that luxury. You see the world through the eyes of a child and that means you haven't learned to look away. Be careful. Innocence is fragile. World of Darkness: Innocent Includes: Complete Rules of The Game in the World of Darkness - No Other Rule Book Needs a Modified Storytelling System to Play Children Aged 7 to 12, Tips for Running Chronicles with Child Characters in Mind and for a Related Portrayal of These Characters New Monsters, Spirits, Ghosts and Tips for Integrating The Mainstream World of Darkness Games With Innocents Prologue : Spook House[editing] Chapter One: Fragile innocence[edit source] Chapter 2: Attributes[edit source] Chapter 3: Skills[edit source] Chapter 4: Benefits[edit source] edit] Chapter Five: Merit[edit] Chapter Six: Drama Systems | Edit source] Chapter Seven: Story[edit] Chapter Eight: Scripts[edit source] Appendix: World of Darkness[edit source] Reference information[edit] Memorable quotes[edit] Symbols[edit] I'm looking for a video of a real game or a resume of campaigns in WoD Innocents RPG. I've never GMed before, but have owned a major Innocents book since its first publication and would love to try my hand at GMing with it. But since I've never done that before, I'm looking for examples of people playing it so I can see how GM manages a campaign in this setting and how players respond to it. I hope I've made myself pretty clear. English is not my first language. Page 2 6 comments Innocent monsters do not just hide in remote forests, nightclubs, slums and rooftops of the city. They're in your neighborhood watching you when you go to school. They are waiting for you in the woods behind your home as you and your friends build their fort. They're under your bed. Adults learned to live in the world ignoring the supernatural, pretending to be not there and going about the lives they made for themselves. You don't have that luxury. You see the world through the eyes of a child and that means you haven't learned to look away. Be careful. Innocence is fragile. 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