

Storyteller Guide to Designing a Krewe

In the **Player's Guide to Designing a Krewe**, twenty questions are asked to help to determine how you as a storyteller can work with your players to create a Krewe. Using these questions, a storyteller should be able to combine the answers from the various players to help to determine the basic framework for a Krewe. You as the storyteller have the unique ability to work with your players to develop both the Mythology and Ethos for the Krewe.

Let's review the various questions and their answers.

Question #1 is to help give a basic idea of what religion/belief system a specific Sin Eater adheres to. An example here could be that Joe Sin-Eater is an adherent of Shamanism or that he is an Atheist or a Humanist or any number of strange things.

Question #2 takes the religious beliefs, and adds a personal flavor to it. An example is that a Byzantine Greek may follow a very ascetic lifestyle, utilizing the vows of Poverty, Chastity, Obedience and Stability.

Question #3 asks the specific player to give a name or names of whom their character idolizes within their religion. Amy Sin-Eater may be a Catholic, but may choose to focus on the Virgin Mary as her personal figure of faith.

Question #4 asks for the character's true beliefs that differ from orthodoxy - this includes things like an outwardly devout Catholic believing that God is dead or a Humanist believing that there's a God in all small things.

Question #5 asks for secrets the character has hidden from themselves and/or others about their philosophy. This is an important question, as it is fodder for any internal conflict.

Question #6 asks the players to define what their PC believes the afterlife is. Is it an endless void, or perhaps a place of fire and brimstone?

Question #7 ask the Bound about what they believe the soul is

Question #8 asks the players to define what they view their Geists as. Are they voices of conscience? Are they spirits of an emotion, a place, a thing?

Question #9 asks players to define what Deathlords are. Are Deathlords gods? Are they a higher beings of some sort? Are they figments of their imagination?

Question #10 asks what characters define ghosts as – are they manifestations of evil or sin? Echoes of people?

Question #11 asks what the character believes the Underworld is - Hell, Heaven, Purgatory? Remember, the Underworld is none of these - those concepts are echoes of what the Underworld truly is.

Question #12 asks the player to define what they view the supernatural world - remember that most Bound are incredibly naive about the greater supernatural world.

Question #13 asks players to define what their characters consider immoral or wrong based on their personal views. What is absolutely abhorrent, what is moral?

Question #14 asks players to define what they consider Heaven and Hell as - this builds on Question #6 and asks them to define the difference between the opposite ends of the spectrums.

Question #15 asks for a definition of what items, people, places or things define a specific character.

Question #16 defines what system of law; beliefs, etc define the faith, views, etc of a character. This is important to helping to create personal and interpersonal drama in terms of what each member of the Krewe is willing (or able to do).

Question #17 asks for each player to define his or her characters in terms of a standard moral scale. Do they view their role in the world as something good? Is it something bad? Unnatural? Are they gray hats?

Question #18 asks for a definition of what they view their Krewe's role in the world to be. Is it to help ghosts? Destroy them? Serve the mundanes? Plumb the depths of the Underworld?

Question #19 asks for each individual of the Krewe to create a destiny for his or her PC. What are the various goals of the character? Where do they see themselves both short term, and long term? What is an impossible goal that they want to accomplish?

Question #20 asks the player to define what they're looking to focus on for their particular character - while you as a storyteller cannot shape every story to their whim, the collective will can give you an idea of what to focus on.

Using those questions, a storyteller can create the basic framework for any Krewe. To give an example, let's take the examples listed above, where we have Vinnie Sin-Eater, who is a monk who follows several vows and is a Byzantine Catholic. He joins a Krewe

with Amy Sin-Eater who is a Roman Catholic, though tends to focus more on the sacred feminine aspect with the Virgin Mary. The final Founder of the Krewe is Joe Sin-Eater who follows a very neo-pagan view of faith, believing in a higher power, but idolizing a more sacred view that the land and nature convene as a sacred existence that must be respected and honored.

Utilizing the three various religions, you as the storyteller can easily pick out the basic aspects of each faith, focusing on the vows of Vinnie, the sacred female aspect from Amy, and the higher power/naturalistic views of Joe. To construct the mythology, each aspect of the beliefs should be taken into account. One such example of a combined mythology focus could revolve around the Mythology of a divine feminine figure that was born from the earth itself, and often is depicted as fully clothed and strong in faith. The Ethos for the group could revolve around always tied to the earth, and reject resources and fancy living arrangements in favor of natural creations. They also tend to view their roles in the Supernatural world as a duty rather than a curse -always returning those ghosts back into the cycle. For them, its not murder necessarily, but a role they play in the higher cycle. The symbol for their Krewe is almost always depicted as a pair of hands holding a chalice with water flowing over it.

The goal of the Krewe creation process is to create a strong organization that draws from all of the component characters and Geists, yet has ambiguities, conflicts, and space for schisms to grow. It should also not have a perfect link with the characters involved - all should be surprised and struggle at least a bit with their channel. This is extremely important - storytellers need to be strong on this and create awesome Krewes. A Krewe with no conflict is a dead hunk of mechanics from which no story can emerge. No is your most powerful weapon.