

Domain/Chapter	Venue	VSS Name	Storyteller
•GA-010-D (Black Dog)	Mage VSS	House of Cards	Troy Mack

The House of Cards
Atlanta Mage Venue Style Sheet

Genre: Mage
Domain: Black Dog of the Camarilla
Venue Contact: Troy Mack; kalicar@hotmail.com
Venue Website: TBA

Location & Time: Tentatively scheduled for fourth Saturdays, starting at noon and ending in soft roleplay at 6:00pm. At least one site has been secured for the game through 2005 at Troy Mack's apartment; plenty of parking and space available.

Venue Staff: VST & VC - Troy Mack, US2002106671

Ratings:
Action - 2
Character Development - 4
Darkness - 3
Drama - 3
Intrigue - 5
Manners - 4
Mystery - 5
Pace - 2

General Overview:

Atlanta, Georgia has a hidden history. Past the secrets contained beyond each closed suburban door and shade, deep below the mountains of false bureaucracy filed downtown every night, farther than the miles and miles of urban sprawl that threaten to asphyxiate this city, Atlanta's true destiny and story lie buried beneath a ruin of crushed hopes, cracked hubris, and countless dreams deferred. Whether the glories of yesterday can be reclaimed is no longer the central question; these entombed shadows simply desire someone, anyone, to remember...

The House of Cards is a Venue Style Sheet for the Camarilla's live-action Mage game in Atlanta, Georgia. This VSS focuses on player character interaction with Atlanta, both in the present day and in the history Atlanta has been building throughout the Camarilla chronicle since inception. Player characters will have the opportunity to resolve not only their own stories, but also the ramifications of Atlanta's past; they exist in a true World of Darkness, as the events leading up to today come to a final conclusion in these Final Nights.

Setting:

Atlanta has hosted the supernatural since its inception. Player characters will have the opportunity to interact with a variety of sites within the city and its surrounding areas that have been at the epicenter of many major events in the Camarilla chronicle. With years of history behind it, the Atlanta domain has a plethora of unique locations available for exploration and plot resolution. Furthermore, the active enemies of the player characters have their own bastions of strength from which to attack and expand. Player characters will have the opportunity to build their own homes, annex places of power, and access fully Atlanta's history and domain.

Central to the VSS and the player characters' available world will be the chantries of the remaining Awakened in Atlanta. Each of the four following sites is an established location within the Atlanta domain and known to all player characters unless specifically instructed otherwise by the storyteller staff. While the game will explore the depth of the Mage venue, from the Astral Reaches to the back alleys of College Park, the setting of the game continually returns to the four main chantries of the city, which are:

"Terracarda, the Heart of the Earth"

Buried deep beneath the corporate tower of Trojan Enterprises in the heart of the city, this underground forge is epicenter of the Order of Hermes' power in the Southeast and East Coast of the United States and serves as a stronghold for its allies in the Council of Nine. With the chantry as a city of refuge for those willing to accept the duties of Awakened power, its Forgemaster keeps the traditions of respect and responsibility central to the Council of Nine.

"The House of the Will and the Way"

Located on the western outskirts of the city, this antiquated church has been lead by some of Awakened society's most powerful magi and is home to the majority of the Celestial Chorus and Euthanatos willworkers of Atlanta. Many powerful masters and archmagi have been and remain members of this fellowship, who are the most knowledgeable of all the city's inhabitants in the realms of the dead and lost.

"The Akashic Temple"

Overseen by a collection of Akashic brothers in Chamblee in the northern part of Atlanta, these Buddhist monks remain highly insular, focusing on the protection of their families and community. Despite alliances made between the Akashic Brotherhood globally and several of Atlanta's Awakened leadership, the Akashics of this city have withdrawn from the local society of willworkers, waiting for a leader to manifest their vision and soul.

"The Kung-Fu Action Grip"

This motley crew of Orphans, Hollow Ones, and eccentrics is the home of those who spurn the Council of Nine in exchange for a life of freedom and individuality. Without the guidance of true mentors, they attempt to forge their own destiny, explore the spirit realms, and master their powers. They also suffer from being outsiders. Perceived by their peers as having shirked from protecting and uplifting humanity through tradition, these willworkers thus have no claim to the security and society of the Council of Nine.

In addition to the chantries, player characters in the Atlanta domain know of the following locations, whether in the physical world or one of the many spiritual realms tied to the city's history:

"1000 Peachtree Street"

The center of the remaining Technocratic Union forces in Atlanta, this downtown complex of business towers, law firms, and banking institutions is known to be the last stronghold of Technocratic might in the city. Having lost much to both Terracarda's expansion into Georgia Tech and local industry, increased Nephandic aggression, and massive internal division, the Technocracy has been severely diminished throughout Atlanta, surviving mostly due to the diligence (and ruthlessness) of the Syndicate. While this permits greater freedom for the Council of Nine and its members, containment of the supernatural threats kept in check by the Union now falls upon the chantries of Atlanta.

"The Penumbra"

The spiritual reflection of the city remains startling vibrant despite the fall of numerous cities throughout the South to corruption. City spirits are increasingly strong and serve one of the South's last independent City Mothers. Empowering human institutions and urban expansion throughout the region, many technological and urban entities now act to defend humanity from supernatural threats, especially from invading corrupt forces. However, the threat of taint is always present, as more and more of the City Mother's brood come under attack from malefic assault. The expansion of the city itself also threatens to devour the wilderness around Atlanta, increasingly bringing more of the wild energies of the world under the control of humanity's benefactors. In addition to the corrupt spirits, the urban umbrood engage the wild spirits of nature, with all three factions entering into a multi-front war for the future of Atlanta's spirit realms.

"Stone Mountain"

Powerfully resonant with energies of hate, war, and wonder, Stone Mountain has served as a historical site for nearly two centuries. Numerous supernatural incidents have been reported here; the mountain is known to host undead, lycanthropes, and the fae. The Awakened have historically avoided this place, as too many different factions struggle to access what is already a site of tainted resonance, regardless of potential power level.

"Downtown Cemetery"

Another place known throughout the city as "haunted", no Awakened in recent history has annexed this site. More and more supernatural activity is traced back here, however the resources necessary to bring this place of negative energy under control have yet to be mustered by any of Atlanta's main Awakened factions.

"The surrounding wilderness..."

Under assault by Nephandic cults and lycanthrope rampages, the sprawl that strangles Atlanta proper is home to its own menace. Both the infernal and the night beasts are known to have their strongholds here, either in some secluded glade or hidden pit. While the exact locations are unknown, these exiled threats lurk somewhere on the city's periphery, waiting to get in when the Council of Nine relaxes its vigil.

Theme and Mood:

The House of Cards VSS presents the player characters with just that dilemma: how will they balance their desires and personal lives with the responsibility of their power, so that everything they cherish does not come crashing down around them? Respect and Responsibility will be the main themes explored in this VSS; how do the player characters develop as individuals within society, both mystic and mundane? What are the limits of “freedom”; what burdens are inherent in accepting power? Can anyone be free from desire? Free from despair? Free from destiny?

Given ties that bind, whether from fate or friendship, how do the characters interact with the society of individuals around them? Much of the House of Cards VSS will develop and explore the community of Awakened, the factors that built its system of etiquette, and the ramifications of spurning centuries of accumulated tradition. Again, does “freedom” have a cost? In being “free”, does one abandon and discredit the sacrifices of those who willingly bound themselves to something good? The politics of the Council of Nine and the relationships between the four main chantries of Atlanta are central to this interpretation of the Mage venue. Reputation means a lot in Atlanta; respect is nothing without an acceptance of responsibility.

Chaos, desperation, and turmoil churn like undertow beneath the seas of Atlanta’s Awakened world. Despite the presentation of a stalwart front, the magi and chantries of this domain grapple with disjointed plans for the city and disparate views of Ascension. The motivation for these struggles is a fear of the End Times; how will anything last beyond the final days? Each player character will have to come to terms with their own validity; will their accomplishments matter not only to the world, but to ultimately themselves? As more and more of the domain’s security is tested, will the player characters rise against the tide, yielding freedom for responsibility, or will they become swept away in the flood? How will they remain calm while drowning in the midst of the storm?

Optional Rules:

The Atlanta Mage VSS, "The House of Cards," utilizes the following and only the following Low Approval Optional Rules, as outlined in the Camarilla Rules Supplement 6.0.

- Animal Form Knowledge
- Paradox Flaws
- Paradox Realms
- Avatar Filter
- Do-It-Yourself Paradigm

Character Creation & Travel/Proxy Guidelines:

Standard Character Creation guidelines will be enforced under this VSS as outlined in core material and sanctioned Camarilla rulings. Note that character concepts will be required before any character is approved in order to engage the proposed character in the ongoing story. Preference will be given to those character types that represent the majority of the Mage venue canon; rare character types will be reviewed with extreme prejudice. This prejudice extends to admittance into the venue as a traveling “visitor”.

The Atlanta game focuses on character development and interaction. Thus, highly powerful characters will require both extensive background histories and player interview with the storyteller staff, to insure the integrity of the venue and the enjoyment of the player community. This extends to both character creation and traveling “visitors”.

Traveling “visitors” will be required to submit their character sheets with appropriate signatures and approvals at least 72 hours prior to game in order to receive guaranteed review. Paperwork submitted within 72 hours of game will be left to the discretion of the storyteller staff for admittance to the game.

Experience Guidelines:

2XP - Attendance

1XP - Outstanding roleplay

1XP - Costuming or other offerings that substantially develop the setting, theme, or mood of the venue

1XP to 2XP - Properly submitted downtimes