

## The Nemesis System -

Two Players define each others PCs (or groups of PCs) as a Nemesis and the degree to which they are antagonistic. This would be a simple escalating 1-5 level system and sheet for PCs to fill out. This can certainly increase in game, but gives PCs a good jumping off point and sets the tone to allow for less conflict OOG.

Exp: 1) Your chars have met in the past and disagreed on some minor point. While not enough to cause concern, they could potentially be someone to keep an eye on.

Actions: Watch, Inquire

2) Your PCs are familiar and either have sniped through social circles or your Influences have conflicted at times. You find each other troublesome, but socially you maintain pleasantries.

Actions: Observe, Snipe

3) You've known each others for years and frequently disagreed or been at odds. You've used Disciplines on each other and perhaps even come to blows on occasion.

Alternately, you've waged a real conflict with your Influences that continually needs your attention. You maintain decor at social gathers but constantly seek avenues to cripple your rival.

Actions: Track, Harass, Opportunistic attacks

4) A true rival, your conflict is old and deep seated. Your dislike and distrust can border on pure hatred. You can barely hold back when meeting in public and really only fear of reprisal and loss of social standing keeps you at bay. Destroyed Influences, poached Ghouls, Neg Status and lost mortal loves are all possible casualties from this rival throughout the ages. The means of your attacks can be defined by your Archetype, but clearly you make active plans to see your rival fall.

Actions: Track, Coordinated attack

5) Your Nemesis. Meeting at a Gather is either a tense standoff or an odd calm from the storm as you exchange sarcastic barbs. Your rivalry is publicly known and only a fool would attempt to get you agree or be anything other than destructive to each other. Your war has had collateral damage, Torpor, exile, lost position and status, as well as emotional scars. You use Gather as an opportunity to garner allies and keep a direct watch on your Nemesis. Any opportunity, whether social or physical, will provoke an attack. Your aim isnt humiliation...it is destruction.

Actions: All out Attack

This template and system can also be used for PC Allies and PC Romances as well. It could be a great way for players to define things with other players and ST staff as well as reduce OOG issues. Id be happy to work up the templates and sheets.