



A scenario for Fastaval 2012

The Complete Guide

Contents

Preview.....	2
Contact Info	3
Setting	4
Characters.....	6
Clan Leaders.....	8
Council Meetings	10
Territories	12
Disciplines/Dance Moves	14
Songs	16

Preview

Dancing with the Clans

It's a dry spell for the vampires in Deep Jutland; there's too little to chew on and too many old farts. It has thus caused quite a stir that Easter will bring a flooding of young, fresh blood. Ok, geeks, but beggars can't be choosers.

In order to avoid outright clan wars for the temporary territory, a group of three archons has been sent to administer the situation. The group is led by Praetor Raven. So as not to have too large breaches in the Masquerade, it has been decided that any disputes shall be settled with as little bloodshed as possible. And, in order to truly blend in amongst humans, a concept from telly has been adapted.

Dancing contest!

Dance your way to influence and the right to delicious geek-throats. A whole-con scenario for the creative, the cos', and the strategists.

Facts:

disclaimer This is a silly whole-con scenario. It is full of clichés and lame references and, not least, disco dance moves. It is not in any way meant as a serious WoD scenario, and will only sporadically and with a loving wink in the eye touch on the rules and mythos of Whitewolf. And forget about Gehenna.

Dancing with the Clans is a whole-con that you can attend as you wish. At 22-00 each night (Wednesday-Saturday), there will be a council meeting where any conflicts are settled by dancing. It is not required to participate every time.

Everyone can join in the dance, even if you don't speak Funish. Or Danish, for that matter.

Read much more about the scenario and the rules on our [Facebook-site](#).

About the author:

Raven has been a vampire live player for many years, especially in Funen. In the last few years, he has participated in Fastaval with great interest, and now he believes it is time to bring WoD back. According to Facebook, he is a Lasombra. He brings a group of likeminded from all over Denmark.

Contact Info

The main source for information on Dancing with the Clans before Fastaval is the [Facebook-site](#). The site is public, so that you are able to see the information there even without having an account.

Use the site for asking questions to the organisers and other players, get in contact with your clan, or simply follow the news.

You can also contact the author at ravenfynbo@gmail.com.

During Fastaval, there will be a scenario hotline on phone 22 85 98 92. One of the archons will always be there to answer it.

We hope you are going to have a lot of fun and sore feet,

The Violator, Lady, and Raven from Funen

Setting

Dancing with the Clans is a scenario for everyone who wants to participate, no matter how much or little, no matter if it is the vampires, disco dancing, or talent shows they like.

You can show up for an hour, or you can be in-game for three days. You can be a ballerina or all knees and elbows on the dance floor, and we promise you will have the same spot light as everyone else.

Please keep this in mind when playing Dancing with the Clans. There is room for everyone.

When and where?

The scenario runs from 14 o'clock Wednesday to the end of the council meeting Saturday night.

The only planned events in this period are the council meetings, each night at 22-00 o'clock. Whether you wish to participate in these, or do your playing at other times, is your choice. But the meetings will be the forum for the dance-offs and are certain to be the talk of town, so we suggest you find the time to attend at least one.

If your Fastaval schedule is full of scenarios, and you only have time for a few hours of Dancing with the Clans, planning those hours for a council meeting would be the obvious choice.

The location of the council meetings will be announced at a later point. Outside the meetings, you are free to play wherever and whenever you want.

The Setting

The gathering of hundreds of geeks at Fastaval has caught the attention of numerous vampires from near and far. So many vampires gathered at one place all trying to satiate their hunger and the resulting fights among the clans could threaten the Masquerade. Archons have thus rushed to the scene with a solution to the crisis; the creation of a dance contest.

Sometimes the easiest way to hide is in plain sight, and that is just what the solution to the problem is, through disco dancing. By using powerful and awe inspiring moves, the vampires can achieve such a degree of fame and admiration among the geeks of Fastaval that they can have their pick of their juicy necks. After all, who expects groupies to be at their best health the day after a night with their idol anyway?

By dancing, the vampires can solve more than just their dietary problems. They can also out-battle their personal nemesis' without the more noticeable usual bloodshed and dusting. It is obvious to all that this is a most sensible and fair way of dealing with the crisis. Or at least no one dares argue with the archons about it.

Dancing with the Clans is set in a light version of the original World of Darkness, combined with the glory of disco and the excitement of television talent shows.

Whereas werewolves, changelings, mages and hunters might be “out there” they will have no real influence on the scenario. All players in the scenario will be of the original seven Camarilla Clans and it is their struggle against each other we will focus on, and let the Sabbat and the mummies tend to themselves. And to be honest, everything else than disco-dancing vampires is just plain silly... Right?

Trade and competition

There are two main game parts of the scenario; dancing and strategy.

The strategic resources are prestige and blood points. Both are gained by the clan as a whole, by owning the rights to a territory, a little piece of Fastaval. The prestige is the power needed to claim more territory, and ultimately gain control of all of the vampires at Fastaval. Blood points are used for making the clan stronger; gaining better dance moves and cooler songs. Territory and rights for songs and moves can be traded, and strong alliances between clans may be formed.

Dancing is used as a type of battle. By judging between clans in a dance competition, disputes over territories or other rights are settled in the least harmful way. At the same time, dancing is how the vampires attract the attention of the prey - eh, geeks. By dancing with stronger moves and in larger numbers, the clan can not only win more battles, but also get to eat more.

The chapters on council meetings, territory, disciplines and songs go more into detail with the point costs and exact mechanics of trading and dance-offs.

Good manners

The setting is the Fastaval location, in every aspect. Yes, vampires at Fastaval. This means you can play anywhere you want, common rooms or the café or elsewhere, but remember you are also bound to upholding the Masquerade! This means not being too obvious in your vampiric glory, no fighting or biting unless consensual and hidden. Not everyone at Fastaval will want to be your ghoul.

Also please remember that while you may be hyped about an idea, and totally in-game, another player may be in the middle of a critical phase of Carcassonne and very much his human self. Be considerate. The scenario is meant to allow people to have different activity levels.

Last but not least; we are all different, but disco is the rhythm of our hearts. Well, at least in this scenario. This does not mean everyone is equally gracious on a dance floor, and some may be somewhat self-conscious about this fact. Let them shine with the beauty of their character, and don't immortalise the performance of anyone who does not wish it.

Characters

Your character will be a persona you will assume time and again during Fastaval. Therefore it is important that it be someone you are comfortable being, while also taking part in Fastaval as yourself. Noone knows how to keep that balance better than yourself, and so we will leave it up to you to.

Basics of a character

The bare minimum of your character is your clan (chosen upon signup) and a name by which others can address you. The organisers do not need to know more than this.

While this is enough, it is most likely unsatisfactory to play such a character. At least consider how you came to be a vampire, and how you ended up in Hobro at exactly this time. Also, give some thought to what kind of vampire you are, in line with your own wishes; are you ambitious, planning to scheme and dance your way to clan leadership, and possibly the title of Prince? Are you simply a fun-loving trooper who will dance along?

You do not need to consider generation, skills, or the like. Low generation vampires are not likely to frequent Hobro, so in this scenario all ordinary vampires are equally powerful. Your discipline levels are based on your clan and its choices. For a start, you have level 1 in your clan disciplines, while clan leaders have level 3.



Costumes

Whether you want to go all out in costumes or not is your choice. Costumes are fun, but can be hard to fit in in an otherwise full Fastaval schedule. A recognisable costume can serve several purposes. While wearing it, you indicate you are in game, ready to play and open for discussion. While not wearing it, people may not even recognise you as your character, allowing you to attend

Fastaval as normal. Your costume in itself can give a strong signal of your intentions, as a Dark Lord and Master, or the Dancing Queen.

All participants will be given a badge with the clan mark when checking in to Fastaval, allowing you to signal the disco in your heart, even without a full blown costume.

Level of activity

This is, more than anything, what you should consider in the making of your character. It was never the intention that Dancing with the Clans was to be a 24-hour-a-day whole con scenario, but rather something to play besides other Fastaval activities. But we realise some may want to 😊.

If you plan to play Dancing with the Clans all the time, make a character with a purpose and a goal, something you can work towards. This may be getting level 3 in a non-clan discipline, becoming Prince, gaining control of the INFO, or something completely different. You will also want to have relations to other vampires to play with. You can arrange some relations before Fastaval, e.g. having a common background story, even across clans. If you have difficulties with this, we suggest you contact your clan leader first, or look for other players on the Facebook site. The organisers will also be happy to help you set up relations. When planning relations like this, it is important to remember not to play them out beforehand. Simply set up a basis for interaction; leave any negotiations or conflicts to the actual scenario.

If you only want to hit the dance floor a couple of times, and really don't want to get involved in any planning or dealings, don't make a character that someone else is dependent on. You can definitely show up and be a part in any case.

Cover stories

Most of Fastaval happens in the day time, and obviously vampires are not too happy about this. It may be that the best time for you to meet and scheme with someone is during the day, or the planned clan dance session can only be at lunch time. We suggest you think of yourself as the ghoul of your vampire persona. This allows you to plan meetings, pick up the phone, deliver notes, etc. during the day, without wrapping up in 5 layers of scarves.

Probs, weapons, artifacts

To some characters, it may be vital to have a gun, a sabre, a skull on a stick, or... In general, this is your prerogative. However, a few ground rules.

Weapons or magic items have no effect. Only dancing matters.

Keep within Danish law. Don't bring swords or real weapons, or anything that may be mistaken. That includes hardball weapons.

Clan Leaders

Clan leaders are the direct link between the archons and their clan members. They are the final decision makers and the stars on the dance floor.

Choice of leader

The first clan leaders are appointed before Fastaval by the organisers. If you wish to be a clan leader, let Raven know or write on the event side. Please read this section carefully before deciding to become a clan leader.

During Fastaval, the clan may decide they want a new leader, or the leader may want to step down. How the clan wishes to choose the leader, democracy or dance off or something else, is up to them. The archons will recognise a clan leader if the majority of the clan members present at the council meeting stands up for him/her.

The Clan Leader Role

As the clan leader, you will have the final word in the decisions of your clan. You will present the claims and trade agreements of your clan to the archons. At the council meetings, you are the one who represents your clan in discussions. You may send a stand in to the meetings, but a such must be recognised by the clan in the same way as any new leader.

You are the solo dancer of your clan. You have, at any time, access to level 3 of all your clan disciplines, enabling you to stand out in dance offs. You may even choose to directly challenge the leader of another clan to a dance duel, instead of the usual dance offs with the whole clan. Duels should be limited to matters of honour, though.

The Responsibility of the Clan Leader (off game)

The clan leader acts as a sort of game master within the clan. While hopefully having a lot of fun yourself, you should also try to make sure that the members of your clan get to play around with the parts of the scenario they like the best; scheming, strategy, dancing, etc. You will always be able to contact the organisers, as will other players, so you will not be on your own, but you will be the one with the most direct contact to the doings of your clan.

As the clan leader, you must be relatively accessible for your clan members, also before Fastaval. As all claims and trade deals go through you, your clan members must be able to get a hold of you and discuss ideas. If you plan to have scenarios in every game period, you should not be a clan leader.

You are not supposed to be negotiating all deals, making all claims or planning all dances yourself. Let the other players have fun as well :-). Rather, listen to the ideas of excited clan members wishing to do something, set up some limits for just how much they can give away, and then let them go with it.

Be aware that your clan may have all sorts of members, from the overly outgoing to the timid. Guide the first, do not push the second too hard, but let both shine. Some may want to just dance along, others will scheme all night. Both is fine, and allowed within the scenario. It is a casual whole con, with no requirements for activity level. You may know some players personally, while others are strangers. If you cannot set such knowledge aside, you should not be a clan leader.

Your style of play, inspirational leader or cruel tyrant, is yours to choose in the writing of your character. Just remember to facilitate the game of your clan members.

Council Meetings

The council meetings will be the only set hours, where all vampires can meet up and settle their disagreements by dance-offs.

Time and Place

Meetings take place at 22-00 o'clock each night (Wednesday-Saturday). Clan leaders are asked to be there at 21.30, or send a representative at that time. Clans that do not show up automatically forfeits any dance-offs.

Everyone can participate in the council meetings. They will be held in a public area, with room for a dance floor and a cheering crowd. The exact location will be announced later.

You do not have to participate in the council meetings every night or at all, but this is where the dance offs are held, so a great deal of fun is going to be centered on these events.

Order of Events

For strategic reasons, there will be a set order of events at the meetings. This allows the clan to best plan how and when to make their move.

From 21.30

- Trades

Any trades made during the day are verified by the clan leaders involved. Only changing ownerships of territories or songs and teaching of non-clan disciplines needs to be made known. Whether a deal includes a pact of protection or aggression can remain a secret.

- Points

Prestige and blood points are tallied from the stats of the territories owned by the clan. The number of prestige points determines what territories the clan may claim, while the number of blood points can be spend on disciplines or songs, making the clan stronger in dance-offs. Points are not cumulative – they must be spend that night.

- Claims

The clans *secretly* make their claims to moves, songs and territory. This is done by giving a note with the claims to the archons. If a claim to a territory is made as an alliance, by pooling prestige points, this must be noted. The points spend on claims are deducted at this time. *Note* that this means that it is the claim that costs points, and may not result in actually winning the claim.

From 22.00

- Processing of claims

The archons will process the claims in order of prestige, lowest to highest. First the claims of moves are resolved. The new moves are ready to use after this.

Then the claims for songs. Any song must be claimed by the clan dancing to it. If claims are made to songs already owned by another clan, or more clans wish to claim the same song, dance-offs for them are held at this point. Both clans will dance to the coveted song. The defending clan or the one with the lowest prestige dances first. The claimed songs can be used after this.

Only then are claims for territories resolved. Dance-offs are held for contested areas. Defenders/lowest-prestige clans dance first. Each clan makes their own choice of song.

- Map

The map is updated with the new ownerships. Saturday night, the clan leader of the clan with the highest prestige at this point will be declared Prince of Fastaval.

Special dance-off rules

Clan leaders may choose that a dance-off is held as a duel between the opposing clan leaders. Both leaders must agree to this. Duels are only supposed to be used in cases of personal grievances, such as cases of backstabbing or loss of honour.

Alliances can be formed between clans in order to stand stronger. Such alliances do not need to be announced before the beginning of the dance-offs. Clans defending or attacking a song or a territory together, dance together. They may choose a song owned by either clan (for territory fights), but each vampire may only use moves held by their own clan.

Judging dance-offs

The three archons will be the supreme judges of the dance-offs, and give the comments, praise or critique, as in all good dance contests as known from TV. Their main points to look for are the number of dancers on the floor, the level of participation, and the level and legality of the moves used.

But, also as with any good competition, it is the audience that truly will decide the winner. This will be judged by the archons, based on how loudly the crowd cheers. So be sure to have your ghouls (read: friends) show up!

Territories

The fight for territories is at the center of Dancing with the Clans. Territories give the right to delicious geek necks, as well as prestige among the other clans. Ultimately, the archons will give the title of Prince of Fastaval to the clan with the most prestige.

Map and territories

Every clan will have a clan turf, a territory which is theirs from the beginning of the scenario and cannot be claimed by others. Each clan turf will have the same stats; Prestige 3 and Blood Points 3.

Each territory will have different advantages; some may be rich in blood points (crowded), but not so prestigious, while other areas will give much prestige, but less blood points. When considering which territories to claim, it should be thought through what the clan can gain from either prestige (more territory, win condition) or blood points (more songs, higher discipline levels, larger chance of winning dance offs).

Some special territories may have added benefits, such as access to special songs or strategic advantages.

Deeds

The territories will come with a deed, which can then be traded physically during the day. The deed will state the prestige and blood point values, as well as any special effects.

The specific territories, their properties, and a map of their locations will be disclosed at a later point, when the organisers have more detailed information of the location.

Brujah Clan Turf

This is the base of power for the clan Brujah. Enter at your own peril!

Prestige 3

Blood Points 3

Special: Territory may not be claimed by other clans.

Claiming a territory

A territory can be claimed by announcing this at the council meeting. In order to claim a territory, a clan must have enough prestige; each night a clan can only claim territory of a total prestige value less than or equal to the prestige of the territories already owned.

If two clans claim the same territory, or if a clan attempts to claim a territory currently owned by another clan, the conflict is resolved by dance offs.

Clans may make agreements to claim or defend a territory together, and in those cases they may use their combined prestige in the claim. Only one of the clans can be the owner, though.

Disciplines/Dance Moves

The vampiric disciplines are associated with certain dance moves. In order to use a move, the clan must know that discipline at the required level. Any move not associated with a discipline is free to use by anyone.

At the beginning of the scenario, each clan has access to level 1 of that clan's disciplines. Clan leaders are at any time allowed to use level 3 clan disciplines, but only for as long as they are clan leaders.

How to gain more moves

A clan may always spend blood points to gain a new level in their clan disciplines. A clan can only learn a new discipline (not clan discipline) by agreement with another clan, and such an agreement must be confirmed to the archons by the involved clan leaders before taking effect. A clan may only gain 1 level per day in a non-clan discipline.

The blood point costs of new moves are 1-2-3 BP for levels 1-3 respectively.

The archons are notified of blood points spent at the beginning of the council meeting, meaning the clan can use the new move(s) for the dance offs that very night.

List of clan disciplines

Brujah – Potence, Celerity, Presence

Gangrel – Animalism, Protean, Fortitude

Nosferatu – Potence, Obfuscate, Animalism

Malkavian – Dementation, Auspex, Obfuscate

Toreador – Auspex, Celerity, Presence

Tremere – Thaumaturgy, Auspex, Dominate

Ventrue – Fortitude, Dominate, Presence

Discipline Dance Moves

Discipline	Level 1	Level 2	Level 3
Animalism	The Fish	Birdie Dance	Thriller
Auspex	Lookout	Flash before your eyes	Blame the Boogie
Celerity	Running Man	Slow motion	Moonwalk
Dementation	The Vogue	One-finger Dance	Mime
Dominate	Eyes on you	The Whip	OWNAGE
Fortitude	Sumo-stance	The Robot	Hammer-time
Obfuscate	Arms crossed	The Wave	Macarena
Potence	Raising the Roof	The Boxer	Grease Lightning
Presence	Spirit Fingers	Flamenco dancing	Power Stance/Slide
Protean	Earth Meld	Pussy Claws	The Travolta
Thaumaturgy	Magic Fingers	Fire ball	Stir the Cauldron

Videos of Raven showing these moves can be found on the Facebook-site.

Songs

Each clan has a theme song, which can serve as a soundtrack for their dancing. This is their song only, and cannot be claimed by others.

Further songs can be gained by claiming them before or during the scenario, but no song can be held by more than one clan.

Claiming a song before Fastaval

A song can be claimed before Fastaval by uploading a video to the Facebook site, where one or more signed up participants from a clan are dancing, using the clan moves. Some suggestions for other songs are given in this note.

A song that has already been claimed cannot be claimed by others before Fastaval, so be fast if you want to secure your favourite disco song! Also, claiming a song before Fastaval is free, while it costs blood points during the scenario.

2 songs may be claimed per clan in this fashion (for a total of 3 songs per clan)

Claiming a song during the scenario

In the beginning of the council meeting, a claim to a song may be announced to the archons. The cost of a claim to a standard disco song will be 1 blood point, while songs straying too far into other genres may be as expensive as 2 or 3 blood points.

Only then are the claims resolved. If a clan claims a song that noone else do, they simple dance to it using their clan moves, thereby establishing their ownership. If a clan attempts to claim a song currently owned by another clan, or two clans wish to claim the same song, both clans must dance and the dispute be judged by the archons.

The right to a song may be traded, and in that case no dance off is needed. The price of 1 blood point still applies. Clan theme songs cannot be traded.

Practical

The organizers will provide the music for all clan theme songs, songs suggested in this note and songs claimed before Fastaval. If a clan wishes to claim another song during Fastaval, they must be able to provide this in a digital or compact disc version.

Clan Starting Theme Songs

Brujah – Macho Man (Village People)

Gangrel – Knock on Wood (Amii Stewart)

Malkavian – It's Raining Men (The Weather Girls)

Nosferatu – Le Freak (Chic)

Toreador – Dancing Queen (ABBA)

Tremere – We are Family (Sister Sledge)

Ventrue – Daddy Cool (Boney M)

Suggestions

Relight my Fire (Dan Hartman)

Hot Stuff (Donna Summer)

I'm too Sexy (Right said Fred)

I'm so Excited (the Pointer Sisters)

Born to be alive (Patrick Hernandez)

I Feel Good (James Brown)

I love the Nightlife (Alicia Bridges)

Blame it on the Boogie (Jackson 5)

La Bamba (Ritchie Valence)

ABC (Jackson 5)

Play that Funky Music (Wild Cherry)

That's the Way (KC and the Sunshine Band)

Can't touch this (MC Hammer)

I Will Survive (Gloria Gaynor)

Staying Alive (Bee Gees)

I Wanna Dance with Somebody (Whitney Houston)

Upside Down (Diana Ross)

I've got the Power (Snap)

Saturday Night Fever (Bee Gees)

Thriller (Michael Jackson)