

OWbN Oroboros Corporation

Rules Packet 2009

For use by Giovanni Players Only!

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Special Thanks to: All the past and present players in Broken Promises and A Family
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Dedicated to Amanda Elizabeth Combs-McCleary
Forever missed by everyone.
May 15, 1980 – April 5, 2008

What is Oroboros Corp?

“Oroboros Corp” was created by Giovanni players based out of Los Angeles, Ca. as a way to have fun while the local Camarilla did its usual politicking. Since interaction was limited for the players, they turned to downtime playing and developed their influence. Through careful and detailed downtimes and influence actions, the Giovanni players amassed power within the human population quickly. It also helped that many of the Camarilla players did not participate in the influence aspect of the game until it was too late. Within a year of play, the five Giovanni players controlled more influence in Los Angeles than all the Camarilla players combined.

Needing a new goal, the player of the Don of Los Angeles at the time, Mike Hixon, was inspired by a fictional corporation called “Umbrella Corp”. Over the next six months, the Giovanni players used every bit of their mortal influence and resources and took over USC Medical Center and college to be the foundation of “Oroboros Corp”. They renovated the campus and medical center and added a couple more things to it as well. The renovations expanded the medical center that added more beds and a complete medical research facility and expanded the campus to add a couple more buildings so house more students at low cost. After the renovations, the real work to the facilities began. The “Hive”, a secret research and development center built underground, was installed under the medical center. They also added more wings to the hospital to turn it into an office building and medical center. The true Headquarters of “Oroboros Corp”. For amusement purposes and gambling reasons, they installed a maze under the campus for individuals to run around in and fight for their lives against zombies. These “volunteers” were usually mortals or kindred that pissed off the Giovanni in some way or another. Regardless to say, no one wins. The bets are usually placed on which zombie makes the killing blow. It can basically be compared with the “Running Man” and Roulette. The Don called it the “Running Kindred”.

The Giovanni players continued to add on wings to their corporation to show their expansion of resources and influence they were developing. As a house rule at the time, the STs allowed them to house their influence and resources in the corporation since they were reaching their max capacity quickly. It was a slight coincidence that it was treated like a Nosferatu Warrens/Tremere Chantry when it came to what it could/could not do. After about a year of development through downtime actions consisting of influence, contacts and resources, “Oroboros Corp” was complete. With the onset of the new Venice Directory Yahoo group, the “Oroboros” idea became popular to other players throughout the org. Soon, Giovanni players were asking how to start one up so they could better manage their resources and open up new avenues of game play. I put out a guideline to show the basic costs in influence and resources were needed for each department. It would take about a year of downtimes to have a fully operational “Oroboros Corp” by those early standards. Now looking back at it, the “Oroboros Corp” idea needed better creation rules like the Nosferatu Warrens or the Tremere Chantry. This is why this packet now exists. The packet will give a breakdown of every department that can be developed and what each one can do for the players. The “Corporation” will no longer be developed just by influence and resources, but will now take player experience

points to develop as well. This brings a little more balance to what could possibly be an unbalancing tool for just one clan. A worksheet will be included in this packet for both the players and STs to keep track of what each department maintains and to track how small or big it becomes.

Rules for Construction:

These rules best if there are at least 3 to 5 Giovanni clan players in a chronicle.

This project is mainly for downtime use. Once complete though it can provide the players a base of operations to work out of and to also give the chronicle a little extra plot.

By no means can the company be bought out as there are no stocks to be purchased. Venice is the main share holder of most locations thus it gives the players a little bit of a secure feeling. The place can still be attacked through influence or force, but it is impossible for the whole corporation to be taken over by another as Venice's resources are vast.

For STs: You should use the worksheet attached to this to keep track of what the player have done so far and to gauge if you want to throw a monkey wrench into their progress or not.

Oroboros Corp is comprised of various branches. There is no need for the players to complete every single branch. Also, the Main HQ building must be the first thing that is constructed and finished before they can move on to other parts.

If fluent in grapevine, feel free to create a character sheet for the corporation to keep track of various items that may be purchased or created.

When construction of one of the facilities is finished, that facility will be considered operational and can be staffed/equipped. Also, because the corporation is an entity of itself, it can hold influence for players to draw upon. The Influence each facility has once finished is highlighted in bold on the worksheet.

Here is the Chart just for reference:

Main Facility – Bureaucracy 1

Medical Facility – Health 1

Computer Facility – Industry 1

Credit Union – Finance 1

Shipping and Receiving Facility – Transportation 1

Biological/Chemical Research Facility – Politics 1

Public Relations Facility – Media 1

All these influences can be bought/developed up to 5, but the players must pay for each of them. These are considered communal influence available to all participating players.

Appendix 1: Oroboros Corp Worksheet

Influence is the key to getting anything done in a chronicle. Make sure you get ST approval before delving into this major endeavor.

This is the breakdown of how much Influence it takes to make each section of the Main Corporation. Try not to throw up.

Main Facility (H.Q., Resource Mngt. Dept., Career Training Dept., Security Dept.)

Bureaucracy	00000
Finance	00000
Industry	00000
Politics	00000
Police	00000
Legal	00000
Resources	0000000000
Total	40

Medical Facility (Medical Resources Dept., Hospital)

Health	0000000000000000
Bureaucracy	000
Industry	00000
Resources	00000
Total	28

Computer/Electronic Research Facility (Information Technologies Dept.)

Bureaucracy	00
Industry	00000
Resources	00000
Total	12

Credit Union (Financial Inst. Dept.)

Finance	0000000000000000
Bureaucracy	00
Resources	0000000000
Total	27

Shipping & Receiving Facility

Bureaucracy	00
Industry	00000
Transportation	0000000000000000
Resources	00000
Total	27

Biological/Chemical Research Facility (The Hive, Security Dept.)

Bureaucracy	000000
Health	0000000000000000
Industry	0000000000
Legal	0000000000
Occult	0000000000
Police	00000
Politics	0000000000
Transportation	00000
University	0000000000
Resources	0000000000
Total	91

Public Relations Facility (Human Resources Dept., Marketing & Advertising Dept.)

Finance	00000
Church	0000000000
High Society	0000000000
Legal	00000
Media	000000000000000000000000000000
Politics	00000
Street	0000000000
Transportation	00000
Underworld	0000000000
University	00000
Resources	00000
Total	95

Grand Total **270 Influence / 50 Resources**

Appendix 2: Projects(Powers) of Oroboros Corp

This is the breakdown of xp costs for making Oroboros Corp an entity of its own. Be warned that once you start storing influence and resources into the Corp that if an individual or group of people do an attack with influence or other means of destroying the building that there is a good chance that the stored influence and resources will be destroyed too. To help protect the Corp from such attacks, these “Projects” were developed to help add flare to the Corp and to give you something to do if you have nothing better to do.

Note: The requirements for each project resemble the sections of the company that you must have completed first before you begin working on said project. The default requirement is the Corporate H.Q. facility. Without that, you have no organization.

Projects/Powers Listing:

Military Grade Biological/Chemical Research Laboratory/Clean Room:

Entire manufacturing facilities can be contained within a cleanroom with factory floors covering thousands of square meters. They are used extensively for semiconductor manufacturing, biotechnology, the life sciences and other fields that are very sensitive to environmental contamination. The air entering a cleanroom from outside is filtered to exclude dust, and the air inside is constantly re-circulated through high efficiency particulate air (HEPA) and ultra low penetration air (ULPA) filters to remove internally generated contaminants. Staff enter and leave through airlocks (sometimes including an air shower stage), and wear protective self-sustaining environmental suits. Equipment inside the cleanroom is designed to generate minimal air contamination. There are even specialized mops and buckets. Cleanroom furniture is also designed to produce a low amount of particles and to be easy to clean. Common materials such as paper, pencils, and fabrics made from natural fibers are often excluded, however alternatives are available. Particle levels are usually tested using a particle counter. Cleanroom HVAC systems control the humidity to low levels, such that extra precautions are necessary to prevent electrostatic discharges.

XP Cost: 4 pts

Influence Cost: 5 Bureaucracy, 10 Health, 10 Industry, 15 Resources

Requirements: Corporate H.Q., Biological/Chemical Research Facility

Benefits: Adds a 3 trait bonus to all science related abilities.

Advanced Course Study:

This allows employees or anyone with permission to advance their education all the way to a Bachelor's level degree through training/schooling through the Career Training Department. Also opens up the option to do everything online without ever going to a physical location.

XP Cost: 5 pts

Influence Cost: 5 Bureaucracy, 5 Industry, 10 University, 10 Resources

Requirements: Corporate H.Q., Public Relations Facility

Benefits: Allows players to purchase abilities in all categories (No Lores) up to 3 dots without a physical teacher.

Blood Cultivation Project:

Blood Banks are the backbone to survival. The process of giving blood involves screening the donor, the actual donation, and a brief recovery period. This applies to both whole blood donations and *plasmapheresis*, or donating only one's plasma. Cryopreservation of red blood cells is done to store special, rare red blood cells for up to 10 years. The cells are first incubated in a 40% glycerol solution which acts as a cryoprotectant ("antifreeze") within the cells. The units are then placed in special sterile containers in a deep freezer at less than -60°C.

This will benefit the players when it comes time to feed without risk of the masquerade and upsetting the locals.

XP Cost: 4 pts, per level

Influence Cost: 5 Bureaucracy, 5 Health, 5 Media, 10 Resources, per level

Requirements: Corporate H.Q., Medical Facility, Public Relations Facility

Benefits: Gives the Corporation a Herd 5. This can be purchased multiple times. For every dept. that is in service is how many times it can be purchased.

Hardened Internal Network System (Defense in Depth):

Defense in Depth is an Information Assurance (IA) strategy where multiple layers of defense are placed through out an Information Technology (IT) system and addresses personnel, technology and operations for the duration of the system's lifecycle. The idea behind the Defense in Depth approach is that any attacker should have to break through multiple defensive countermeasures, in order to successfully hack into the system. This increases the likelihood of being able to identify and prevent an attack from occurring.

XP Cost: 5 pts, per level

Influence Cost: 10 Industry, 5 Police, 10 Resources, per level

Requirements: Corporate H.Q., Computer/Electronic Research Facility

Benefits: Gives any attacker a base difficulty trait level of 10. This can be purchased multiple times. For every two departments built you can buy one Defense upgrade.

Big Brother:

“Big Brother” represents the corporation’s surveillance and security monitoring systems network. Because of the sensitive material and information that circulates throughout Oroboros Corporation, security is priority to protect the interests of the corporation the welfare of its employees. The security systems include: telephone tapping, covert listening devices, computer surveillance, closed-circuit television, motion sensors, infrared sensors, biometric surveillance, disease surveillance and radio frequency dampening and identification surveillance.

XP Cost: 4

Influence Cost: 10 Industry, 10 Police, 15 Resources

Requirements: Corporate H.Q., Computer/Electronic Research Facility

Benefits: Anyone trying to infiltrate by use of stealth or disciplines are at -3 in tests relating to staying hidden or disguised. Players actively searching for anything that is purposely evading detection get one free retest per challenge.

Oroboros Corp Security Force:

Strike Team Omega personnel are specialized trained units in Oroboros Corporation which are trained to perform dangerous operations. These can include performing hostage rescue and/or armed intervention, preventing terrorist attacks, engaging heavily-armed criminals, supernatural defense and eradication. STO teams are equipped with specialized firearms including submachine guns, shotguns, stake launchers, carbines, riot control agents, stun grenades, white phosphorus ammunition, and high-powered rifles for marksmen (snipers). They often have specialized equipment including heavy body armor, entry tools, armored vehicles, steel reinforced boots and night/infrared vision optics.

XP Cost: 5 per squad of 5 men

Influence Cost: 5 Bureaucracy, 5 Legal, 5 Politics, 10 Police, 20 Resources, per squad of 5 men

Requirements: Corporate H.Q., Computer/Electronic Research Facility

Benefit: Any enemy combatants that engage security personnel are down 3 traits in all challenges.

Cargo Van/Semi Truck Fleet:

Guaranteed day-definite delivery at a cost savings, Oroboros Corporation Shipping was created primarily due to security and protection of high ranking board members and sensitive material. OCS originally started delivering primarily to businesses, but now offers services to consumers and small businesses through oroboroscorp.com. OCS uses a large fleet of trucks (various sizes), cargo vans, and limousines which are owned by the corporation and the drivers are full time employees who control individual delivery routes and territories.

XP Cost: 4

Influence Cost: 5 Bureaucracy, 10 Transportation, 15 Resources

Requirements: Corporate H.Q., Shipping & Receiving Facility

Benefits: Players are able to perform Transportation Influence Actions one level higher than what they currently hold. This benefit only works for ground transportation influence actions.

Cargo Ship/Airplane Fleet:

Much like its ground counterpart, OCS Air & Ship services cover many international routes. Guaranteed overnight-definite delivery at a cost savings, Oroboros Corporation Shipping was created primarily due to security and protection of high ranking board members and sensitive material. OCS originally started delivering primarily to businesses, but now offers services to consumers and small businesses through oroboroscorp.com. OCS uses a large fleet of cargo airplanes (various types), cargo vessels out of Los Angeles and New York, a small fleet of Learjet aircraft, and a half dozen Sikorsky S-72's which are owned by the corporation and the drivers are full time employees who control individual delivery routes and territories.

XP Cost: 4

Influence Cost: 5 Bureaucracy, 10 Transportation, 20 Resources

Requirements: Corporate H.Q., Shipping & Receiving Facility

Benefits: Players are able to perform Transportation Influence Actions one level higher than what they currently hold. This benefit only works for air/sea transportation influence actions.

In the Black:

“The point is, ladies and gentleman, that greed, for lack of a better word, is good. Greed is right, greed works. Greed clarifies, cuts through, and captures the essence of the evolutionary spirit. Greed, in all of its forms; greed for life, for money, for love, knowledge has marked the upward surge of mankind.” *Wallstreet 1987*

Business is booming. Quality of life is getting better and the profit margin is growing with it. This gives the company excess resources that the players can draw from.

XP Cost: 3 per level

Influence Cost: 5 Bureaucracy, 5 Finance, 5 Legal, 5 Media, 5 Politics per level

Requirements: Corporate H.Q., Credit Union, Public Relations Facility

Benefits: This can be purchased up to five times. Each time it is purchased will add an x1 multiplier of what can be taken each month (i.e. if purchased twice the monthly amount would be \$2,000,000, and if purchased for a third time it would produce \$3,000,000 a month, etc.). At the start, the company produces \$1,000,000 a month of free cash.

Note: STs need to monitor how much is taken so that this will not be abused.

High Explosive Self Destruct System:

The Oroboros Corporation facilities are equipped with a high explosive and EMP auto-destruct mechanism. This option is open to the senior board members at Oroboros Corp. as a form of scuttling in case the facilities fall into enemy hands or becomes unworkable for some reason. It is also used as a form of kamikaze weapon, turning the facility into a powerful bomb. It has a time delay, so that employees could escape via the underground rail system.

XP Cost: 9

Influence Cost: 10 Industry, 10 Underworld, 20 Resources

Requirements: Corporate H.Q., Biological/Chemical Research Facility

Benefits: Cover's up any hazardous material, sensitive research or outright destroys a physical assault on the complex. Anyone near the explosion from ground zero to a radius of the whole facility takes 15 Aggravated Damage and half that in falling debris and crushing damage. Within 100 yards beyond the facility, 10 Aggravated Damage from the fiery blast and scattering debris. 50 yards beyond that will only suffer 5 Aggravated Damage. Along with the explosion is a short wave EMP blast that will knock out all electronics within a 2 mile radius. **Note:** This system cannot be hacked due to the multiple layers of security one has to go through to activate the sequence. Once this goes

up, the whole corporation location is gone and the players will have to begin from the beginning.

Oroboros Corp. Production Studios:

In an effort to reach more potential patients and business partners Oroboros Corp has branched out into various media outlets. Television, radio, printed media and Internet radio shows are just the beginning for this high-tech, fully funded production studio. Included are 5 television sound stages and 5 large movie sound stages and office buildings for permanent staff and for visiting production companies that want to film in your lovely city.

XP Cost: 10

Influence Cost: 10 Finance, 10 Bureaucracy, 10 Media, 5 High Society, 10 Industry, 20 Resources

Requirements: Corporate H.Q., Public Relations Facility, Computer/Electronic Research Facility

Benefits: All the tools are at your finger-tips to cover embarrassing breaches of the masquerade and other red flag stories. The Studio has its own Media Influence to draw from. Once this is completed, Oroboros Studios has 5 influences in Media to borrow for those little emergencies.

Oroboros Corp. Industrial Manufacturing Complex:

State of the art manufacturing facilities creating the latest in greatest in everything from green powered vehicles to the newest military in hardware the factories covering thousands of square meters of the industrial section of the city. Running all production based facilities under new green house emission standards and waste recycling Oroboros Corp. sets an example for the next millennia of production and industrialization.

XP Cost: 5 pts

Influence Cost: 5 Bureaucracy, 10 Finance, 15 Industry, 15 Resources

Requirements: Corporate H.Q., Shipping & Receiving Facility, Public Relations Facility

Benefits: Everything you need to lead the world into the 22nd century creating new and exciting products just in time for the next fiscal year. The Manufacturing plants create their own specialized equipment and gadgets allowing it to possess its own five points in the Equipment background that refreshes monthly. Approval from the board is needed for all requisitions thou so not to dip too deeply into the profit margin.

Oroboros Corp. Weapons Research & Development Complex:

This complex was designed mainly for developing weapons for the government. With so much money that the government throws out to external companies, Oroboros Corp. jumped on to that wagon to get its piece of the pie too. The WRD complex develops anything from small arms to military grade heavy weapons. This facility is comprised of a main facility/laboratory, an extensive firing range, hardened bunker and a top notch security force.

XP Cost: 10 pts

Influence Cost: 5 Bureaucracy, 10 Industry, 5 Military, 10 Politics, 25 Resources

Requirements: Corporate H.Q., Computer/Electronic Research Facility, Industrial Manufacturing Complex Project, Big Brother Project, Hardened Internal Network Project

Benefits: This allows you to have access to all listed firearms and ammunition that would normally take other influence to get one of. It also allows players to easily specialize in *Firearms* ability with little effort (no teacher). Lastly, depending on ST's discretion, allows players to develop Military and Espionage influence more easily. ***Note:** The last benefit is primarily up the ST to allow that influence into the chronicle. Please check with them on their ruling.*

Underground Railway Transit System:

Underground subway systems offer the convenience of getting where you want when you want without the hassle of having to flag down a taxi or rent a car. In just about all cases, it's the most cost effective option. For Oroboros Corp. and its staff, it can make the difference between life and death. The system is set up to navigate the local city and to usher important family and staff away due to major problems in the city. The system is completely underground and has no visible station entrances. The railway will connect to a major railroad line outside of town in a secluded area. That area will be monitored with a variety of surveillance equipment and personnel.

XP Cost: 5

Influence Cost: 5 Bureaucracy, 15 Industry, 10 Transportation, 20 Resources plus 3 Resources per station added to city

Requirements: Corporate H.Q., Biological/Chemical Research Facility, Shipping and Receiving Facility and Big Brother Project

Benefits: Able to travel around town with no problem. In emergency situations, this system allows you to claim "Fair Escape" if you are not followed or if system is not tampered with. Also, this allows players to perform certain Transportation Influence actions without having to have the influence.

World Domination:

So now that you have everything built and have the influence within to crush other businesses; how do you affect places outside of your local area? Well that's where Fame comes into play. Every major company after a while gets well known from their local point of interest to global recognition through publicity and good business. Greasing politician's palms and Union reps is part of it too, but who is really keeping track. This system is to help use company resources outside of your chronicles reach and to help/destroy those in other areas.

XP Cost: 2 per Fame level

Influence Cost: 5 Bureaucracy, 10 Health, 5 High Society, 15 Media, 5 Politics, 10 Resources per Fame level.

Requirements: Corporate H.Q., Public Relations Facility

Benefits: This will allow the corporation to develop Fame like any other character for the means of using the corporate influence outside ones own chronicle.

Appendix 3: Influence/XP Tracking Worksheet

Military Grade Biological/Chemical Research Laboratory/Clean Room:

XP	0000
Bureaucracy	00000

Health	0000000000
Industry	0000000000
Resources	0000000000000000

Advanced Course Study:

XP	00000
Bureaucracy	00000
Industry	00000
University	0000000000
Resources	0000000000

Big Brother:

XP	0000
Industry	0000000000
Police	0000000000
Resources	0000000000000000

Oroboros Corp Security Force:

XP	00000
Bureaucracy	00000
Legal	00000
Politics	00000
Police	0000000000
Resources	00000000000000000000

Cargo Van/Semi Truck Fleet:

XP	0000
Bureaucracy	00000
Transportation	0000000000
Resources	0000000000000000

Cargo Ship/Airplane Fleet:

XP	0000
Bureaucracy	00000
Transportation	0000000000
Resources	00000000000000000000

Oroboros Corp. Industrial Manufacturing Complex:

XP	00000
Bureaucracy	00000
Finance	0000000000
Industry	0000000000000000
Resources	0000000000000000

High Explosive Self Destruct System:

XP	0000000000
Industry	0000000000
Underworld	0000000000
Resources	00000000000000000000

Oroboros Corp. Weapons Research & Development Complex:

XP	0000000000
Bureaucracy	00000
Industry	0000000000
Military	00000
Politics	0000000000
Resources	0000000000000000000000

Oroboros Corp. Production Studios:

XP	0000000000
Bureaucracy	0000000000
Finance	0000000000
High Society	00000
Media	0000000000
Industry	0000000000
Resources	00000000000000000000

Underground Railway Transit System:

XP	00000
Bureaucracy	00000
Industry	0000000000000000
Transportation	0000000000
Resources (Main)	00000000000000000000
Resources (Per Station)	000

World Domination 1 of 5:

XP	00
Bureaucracy	00000
Health	0000000000
High Society	00000
Media	0000000000000000
Politics	00000
Resources	0000000000

World Domination 2 of 5:

XP	00
Bureaucracy	00000
Health	0000000000
High Society	00000
Media	0000000000000000
Politics	00000
Resources	0000000000

World Domination 3 of 5:

XP	00
Bureaucracy	00000
Health	0000000000
High Society	00000
Media	0000000000000000
Politics	00000
Resources	0000000000

World Domination 4 of 5:

XP	00
Bureaucracy	00000
Health	0000000000
High Society	00000
Media	0000000000000000
Politics	00000
Resources	0000000000

World Domination 5 of 5:

XP	00
Bureaucracy	00000
Health	0000000000
High Society	00000
Media	0000000000000000
Politics	00000
Resources	0000000000

Blood Cultivation Project 1 of 7:

XP	0000
Bureaucracy	00000
Health	00000
Media	00000
Resources	0000000000

Blood Cultivation Project 2 of 7:

XP	0000
Bureaucracy	00000
Health	00000
Media	00000
Resources	0000000000

Blood Cultivation Project 3 of 7:

XP	0000
Bureaucracy	00000
Health	00000
Media	00000
Resources	0000000000

Blood Cultivation Project 4 of 7:

XP	0000
Bureaucracy	00000
Health	00000
Media	00000
Resources	0000000000

Blood Cultivation Project 5 of 7:

XP	0000
Bureaucracy	00000
Health	00000
Media	00000
Resources	0000000000

Blood Cultivation Project 6 of 7:

XP	0000
Bureaucracy	00000
Health	00000
Media	00000
Resources	0000000000

Blood Cultivation Project 7 of 7:

XP	0000
Bureaucracy	00000
Health	00000
Media	00000
Resources	0000000000

Hardened Internal Network System (Defense in Depth) 1 of 3:

XP	00000
Industry	0000000000
Police	00000
Resources	0000000000

Hardened Internal Network System (Defense in Depth) 2 of 3:

XP	00000
Industry	0000000000
Police	00000

Resources 0000000000

Hardened Internal Network System (Defense in Depth) 3 of 3:

XP 00000
Industry 0000000000
Police 00000
Resources 0000000000

In the Black 1 of 5:

XP 000
Bureaucracy 00000
Finance 00000
Legal 00000
Media 00000
Politics 00000

In the Black 2 of 5:

XP 000
Bureaucracy 00000
Finance 00000
Legal 00000
Media 00000
Politics 00000

In the Black 3 of 5:

XP 000
Bureaucracy 00000
Finance 00000
Legal 00000
Media 00000
Politics 00000

In the Black 4 of 5:

XP 000
Bureaucracy 00000
Finance 00000
Legal 00000
Media 00000
Politics 00000

In the Black 5 of 5:

XP 000
Bureaucracy 00000
Finance 00000
Legal 00000
Media 00000
Politics 00000