

## nWoD MORALITY AND SANITY: REDEFINED

There are many problems with White-Wolf's morality system.

Here are the three problems as I see it:

- A) Not everyone has beliefs that adhere to that system (despite what it says in the core book).
- B) Derangement should come from traumatic events, not necessarily from doing something bad (is it a traumatic experience?).
- C) Whether or not you gain a derangement should be dependent on your mental strength, not how good of a person you are, and not just a flat amount based on the severity of what you did.

I do see one advantage it has in its current state: It's more simple if you can assume everyone has the same morals.

That being said, here is a work in progress of a revised Morality/Sanity system. Eventually it will include a number of different philosophies which players can choose from during character creation, some explanation on switching between philosophies, –A Trauma and Madness system– for gaining derangements (and exp costs to lose them), and an explanation of how the new system fits into all of the existing games to replace the original Morality/Sanity System. I'll also include some kind of optional system for stopping your players from degenerating into serial killers, for GMs who are afraid a new system will take the horror out of the game.

When I'm finished the goal is a Morality/Sanity system I can actually use. Let Me know what you think. ~Sylrae(ENWorld)

### NEW MORALITY SCALES

People can have different beliefs on what is right and wrong without being inhuman monsters. Observe the following. At High numbers, these people are still mostly viewed as good people by others, even if they disagree about the specifics of what is right and wrong.

#### Standard Scale

This is the standard scale of morals according to the world of darkness.

Morality	Sin
10	Selfish thoughts.
9	Minor selfish act (withholding charity).
8	Injury to another (accidental or otherwise).
7	Petty theft (shoplifting).
6	Grand theft (burglary).
5	Intentional, mass property damage (arson).
4	Impassioned crime (manslaughter).
3	Planned crime (murder).
2	Casual/callous crime (serial murder).
1	Utter perversion, heinous act (mass murder).

#### People-Centric

How bad something is depends on how much it hurts other people.

Morality	Sin
10	Selfish thoughts.
9	Withholding what someone else needs (Not helping a hungry & homeless person)
8	Slightly Inconveniencing someone (withholding charity, shoplifting from a large company).
7	Injury to another (accidental or otherwise).
6	Taking/Destroying what someone needs, but not to live (Stealing a Car from someone who needs it)
5	Taking/Destroying what someone needs to live. (Their House, Their Medications)
4	Impassioned crime (manslaughter).
3	Planned crime (murder).
2	Casual/callous crime (serial murder).
1	Utter perversion, heinous act (mass murder).

#### Maintaining the Balance

The Innocent should be protected, the Guilty should be punished. 'I' Refers to Innocent. 'G' Refers to Guilty.

Morality	Sin (to Innocent)	Sin (To Guilty)
10	Bad thoughts about an I	Overstepping balance by 1 step
9	Slightly Inconveniencing an I (Shoplifting from a store)	Helping someone who's ok with Lesser (6-8) 'to I' sins
8	Seriously Inconveniencing an I (Stealing their Wallet)	Overstepping balance by 2 steps
7	Depriving an I of something they Need (Arson/Grand Theft)	Doing nothing in regards to balance
6	Seriously Injuring an I	Helping someone who's ok with Serious (3-5) 'to I' sins
5	Permanently Crippling/Maiming an I, Accidental Killing of Is	Overstepping balance by 3 steps
4	(Intentional) Manslaughter of an I	Overstepping balance by 4 steps
3	Planned Murder of an I	Overstepping balance by 5 or 6 steps
2	Casual Murder of Is (Serial Killing)	Helping someone who's ok with Grave (1-2) 'to I' sins
1	Mass Murder of Is	Killing Is close to a G to hurt the G

Overstepping balance refers to doing something in retaliation to a 'to I' sin by doing things to the 'G' further down the chart than what the 'G' did.

## HORROR SCALE

### To Do

- Universal Horror Scale
- Additional Horror Scales for each Morality
- If something causes you horror (defined by your morality), you roll your willpower to avoid gaining a derangement. The Difficulty will be modified to give you more or less dice, depending on the action compared to your morality (you may just not care)
- People with low morality and high willpower will almost never gain derangements (The Punisher). People with High Morality and Low Willpower will gain derangements most quickly.
- Define how morality is gained and lost

### Notes:

- This is mainly for my own personal use, and to show it to my GM in our current changeling game, but if people helping me with it wish to use it on their own, I won't object so long as they don't try to claim it or publish it.
- I doubt I'll publish this as fan-content, as I don't want to throw away my Intellectual Property Rights to the material in case I have a use for a bunch of it (all but the WoD Morality Table) at a later time, for a morality/sanity system of my own in a game I'm working on veeerrrrry slowly.

### Help?

- Suggestions/Additional Morality Scales for different belief systems.
- Comments?