

# Drama: The Choice I Never Had

Chronicle: What a Wonderful Bavaria  
Era: 2019  
In-game Start: Fri 2018/10/19 20:00  
Population: 359

Description:  
Calendar:

## Friday 2018-10-19

Introduction Simon Sc:0052 INTRODUCTION		EW	1h00
Lady Gomora check the bed Sc:0063 EVENT	Sabbat	d16	2h00
Italian Connection Sc:0064 EVENT		d14	2h00
Introduction Laura Sc:0051 INTRODUCTION		EW	4h00

## Friday 2018-10-19

## Friday 2018-10-19

## Saturday 2018-10-20

Presentation to the Prince Sc:0057		d01	4h00
Luigi's Sc:0056		d14	22h00

## Sunday 2018-10-21

A sabbat pack Sc:0062		d16	5h00
Rehab Workers Sc:0059		d16	20h00
Troubled Ghosts Sc:0061		d14	22h00

## Monday 2018-10-22

## Tuesday 2018-10-23

Dramatis Personae

Donatello Fenzi

**Capo**  
*Gangster* ().  
**Concept:** Gangster  
**Creature Type:** Mortal  
**Age:** 33  
**Nature (Demeanor):** Traditionalist (Bravo)  
**Freebies:** 100 (10 / 0)  
**Physical** (7): Strength 2, Dexterity 5, Stamina 3  
**Social** (4): Charisma 3, Manipulation 2, Appearance 2  
**Mental** (7): Perception 3, Intelligence 4, Wits 3  
**Talents** (8): Alertness 3, Athletics 1, Brawl 2, Dodge 2.  
**Skills** (20): Drive 4, Etiquette 2, Firearms 5, Leadership 4, Stealth 2, Survival 3.  
**Knowledge**s (13): Computer 2, Investigation 3, Linguistics 2, Medicine 1, Politics 3, Science 2.  
**Background**s (17): Allies 1, Career 2, Contacts 2, Family 1, Equipment 5, Resources 4, Status 2.  
**Willpower:** 6-○○○○○-○.

Ludmilla Obermann

**Sheriff Of Munich**  
*8th generation Ventrue of the Camarilla (Munich Loyalists).*  
**Concept:** Police Officer  
**Creature Type:** Kindred  
**Age:** 22 (Real: 347, Embrace: 1694)  
**Nature (Demeanor):** Traditionalist (Architect)  
**Freebies:** 190  
**Physical** (8): Strength 4, Dexterity 4, Stamina 3  
**Social** (7): Charisma 4, Manipulation 3, Appearance 3  
**Mental** (7): Perception 3, Intelligence 3, Wits 4  
**Talents** (25): Alertness 3, Athletics 2, Brawl 4, Dodge 4, Empathy 1, Intimidation 4, Leadership 3, Streetwise 3, Subterfuge 1.  
**Skills** (13): Crafts 1, Drive 1, Etiquette 3, Firearms 1, Melee 3, Security 2, Stealth 1, Survival 1.  
**Knowledge**s (16): Academics 3, Investigation 4, Law 1, Linguistics 3, Occult 2, Politics 3.  
**Background**s (18): Allies 2, Contacts 1, Generation 5, Herd 2, Influence 1, Resources 2, Retainers 1, Status 4.  
**Disciplines:** Presence (4), Dominate (4), Fortitude (5), Celerity (2), Potence (1), Auspex (1)  
**Willpower:** 5-○○○○○  
**Blood Pool:** 15-○○○○○-○○○○○-○○○○○  
**Conscience:**●●○○○ **Self-control:**●●●○○ **Courage:**●●●●●.

Ursula Eidenstadt

**Prince Of Munich**  
*8th generation Ventrue of the Camarilla (Council of Primogens).*  
**Concept:** Gifted Businesswoman  
**Creature Type:** Kindred  
**Age:** 19 (Real: 375, Embrace: 1663)  
**Nature (Demeanor):** Architect (Caregiver)  
**Freebies:** 190  
**Physical** (5): Strength 3, Dexterity 3, Stamina 2  
**Social** (8): Charisma 5, Manipulation 3, Appearance 3  
**Mental** (9): Perception 4, Intelligence 4, Wits 4  
**Talents** (13): Athletics 1, Brawl 1, Empathy 1, Expression 2, Intimidation 2, Leadership 3, Streetwise 1, Subterfuge 2.  
**Skills** (10): Animal Ken 1, Etiquette 3, Melee 2, Performance 1, Security 2, Survival 1.  
**Knowledge**s (22): Academics 4, Finance 3, Investigation 1, Law 3, Linguistics 4, Medicine 1, Occult 2, Politics 4.  
**Background**s (21): Allies 1, Generation 5, Herd 2, Influence 1, Mentor 1, Resources 4, Retainers 2, Status 5.  
**Disciplines:** Dominate (5), Presence (5), Fortitude (4), Auspex (2), Celerity (1), Potence (1)  
**Willpower:** 7-○○○○○-○○  
**Blood Pool:** 15-○○○○○-○○○○○-○○○○○  
**Conscience:**●●●●○ **Self-control:**●●●●○ **Courage:**●●●○○.

Erik Wiener

**Sheriff Deputy**  
*9th generation Caitiff of the Camarilla* ().  
**Creature Type:** Kindred  
**Age:** 37 (Real: 195, Embrace: 2019)  
**Nature (Demeanor):** Survivor (Loner)  
**Freebies:** 90  
**Physical** (3): Strength 3, Dexterity 1, Stamina 2  
**Social** (7): Charisma 2, Manipulation 5, Appearance 3  
**Mental** (5): Perception 2, Intelligence 2, Wits 4  
**Talents** (16): Alertness 2, Athletics 1, Brawl 2, Dodge 2, Empathy 2, Expression 1, Intimidation 1, Leadership 2, Streetwise 2, Subterfuge 1.  
**Skills** (9): Drive 3, Etiquette 1, Melee 2, Performance 1, Security 1, Survival 1.  
**Knowledge**s (10): Computer 1, Finance 1, Investigation 2, Linguistics 1, Medicine 1, Occult 2, Politics 1, Science 1.  
**Background**s (18): Contacts 4, Generation 4, Herd 1, Influence 3, Resources 3, Retainers 1, Status 2.  
**Disciplines:** Dominate (4), Potence (3), Obfuscate (3), Dementation (1), Celerity (2)  
**Willpower:** 4-○○○○  
**Blood Pool:** 14-○○○○○-○○○○○-○○○○○  
**Conscience:**●●●○○ **Self-control:**●●●○○ **Courage:**●●●●○.

Konrad Heisen

Sheriff Deputy

9th generation Toreador of the Camarilla ().

**Creature Type:** Kindred

**Age:** 23 (Real: 175, Embrace: 1867)

**Nature (Demeanor):** Masochist (Penitent)

**Freebies:** 90

**Physical** (5): Strength 3, Dexterity 3, Stamina 2

**Social** (4): Charisma 2, Manipulation 3, Appearance 2

**Mental** (7): Perception 3, Intelligence 4, Wits 3

**Talents** (19): Alertness 2, Athletics 1, Brawl 2, Dodge 2, Empathy 1, Expression 1, Intimidation 3, Leadership 2, Streetwise 3, Subterfuge 2.

**Skills** (9): Crafts 1, Etiquette 3, Firearms 2, Performance 1, Security 1, Stealth 1.

**Knowledges** (16): Academics 1, Computer 1, Finance 2, Investigation 3, Law 2, Linguistics 2, Occult 3, Politics 2.

**Backgrounds** (9): Allies 1, Contacts 1, Fame 1, Generation 4, Resources 1, Status 1.

**Disciplines:** Auspex (2), Celerity (3), Presence (4), Fortitude (2)

**Willpower:** 6-○○○○○-○

**Blood Pool:** 14-○○○○○-○○○○○-○○○

**Conscience:**●●●○○ **Self-control:**●●●●○ **Courage:**●●○○○.

Giacomo Giovanni

Capo Di Munich

7th generation Giovanni of the Independents ().

**Concept:** Young italian prince

**Creature Type:** Kindred

**Age:** 20 (Real: 378, Embrace: 1661)

**Nature (Demeanor):** Survivor (Bon Vivant)

**Freebies:** 192 (190 / 0)

**Physical** (5): Strength 2, Dexterity 4, Stamina 2

**Social** (7): Charisma 2, Manipulation 3, Appearance 5

**Mental** (7): Perception 4, Intelligence 3, Wits 3

**Talents** (22): Alertness 1, Athletics 1, Brawl 2, Dodge 2, Empathy 3, Expression 1, Intimidation 3, Leadership 6, Streetwise 2, Subterfuge 1.

**Skills** (15): Animal Ken 1, Crafts 3, Drive 1, Etiquette 3, Melee 2, Performance 2, Security 1, Stealth 1, Survival 1.

**Knowledges** (20): Academics 4, Computer 1, Finance 4, Investigation 2, Linguistics 3, Occult 5, Science 1.

**Backgrounds** (26): Generation 6, Herd 2, Influence 4, Resources 6, Retainers 3, Status 5.

**Disciplines:** Necromancy (5), Potence (3), Dominate (4), Auspex (3), Fortitude (2)

**Willpower:** 6-○○○○○-○

**Blood Pool:** 20-○○○○○-○○○○○-○○○○○-○○○○○

**Conscience:**●●○○○ **Self-control:**●●●●● **Courage:**●●●○○.

Lisa de Bauer

9th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 31 (Real: 298, Embrace: 1752)

**Nature (Demeanor):** Judge (Martyr)

**Freebies:** 107 (150 / 0)

**Physical** (3): Strength 2, Dexterity 2, Stamina 2

**Social** (7): Charisma 3, Manipulation 2, Appearance 5

**Mental** (5): Perception 3, Intelligence 3, Wits 2

**Talents** (9): Alertness 2, Athletics 1, Brawl 1, Empathy 1, Expression 2, Leadership 1, Streetwise 1.

**Skills** (16): Animal Ken 3, Etiquette 1, Firearms 1, Melee 4, Performance 2, Security 2, Survival 3.

**Knowledges** (17): Academics 1, Computer 3, Investigation 4, Linguistics 1, Medicine 2, Occult 4, Science 2.

**Backgrounds** (15): Contacts 2, Generation 4, Herd 1, Resources 5, Retainers 1, Status 2.

**Disciplines:** Presence (3), Dominate (4), Necromancy (5), Potence (2)

**Willpower:** 2-○○

**Blood Pool:** 14-○○○○○-○○○○○-○○○

**Conscience:**●●●○○ **Self-control:**●●●●● **Courage:**●●○○○.

Fabio Fenzi

Leisure

Ghoul of Bella Fondeschi

**Creature Type:** Ghoul

**Age:** 29 (Real: 51, Embrace: 0)

**Nature (Demeanor):** Rogue (Masochist)

**Freebies:** 100 (8 / 0)

**Physical** (4): Strength 3, Dexterity 2, Stamina 2

**Social** (6): Charisma 4, Manipulation 2, Appearance 3

**Mental** (7): Perception 2, Intelligence 4, Wits 4

**Talents** (17): Alertness 2, Athletics 1, Brawl 2, Dodge 2, Intimidation 2, Intuition 1, Streetwise 5, Subterfuge 2.

**Skills** (19): Drive 5, Etiquette 3, Firearms 5, Leadership 2, Melee 2, Performance 1, Survival 1.

**Knowledges** (12): Finance 1, Investigation 1, Law 3, Linguistics 2, Medicine 1, Occult 1, Science 3.

**Backgrounds** (13): Fame 1, Equipment 4, Influence 1, Resources 5, Status 1, Trust 1.

**Disciplines:** Potence (1)

**Willpower:** 1-○

**Blood Pool:** 10-○○○○○-○○○○○

**Conscience:**○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

## Nicola Strosva

### Consigliere

10th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 34 (Real: 217, Embrace: 1836)

**Nature (Demeanor):** Caregiver (Deviant)

**Freebies:** 93 (90 / 0)

**Physical** (3): Strength 3, Dexterity 2, Stamina 1

**Social** (5): Charisma 2, Manipulation 4, Appearance 2

**Mental** (7): Perception 3, Intelligence 3, Wits 4

**Talents** (15): Athletics 2, Brawl 1, Empathy 2, Expression 4, Leadership 4, Streetwise 1, Subterfuge 1.

**Skills** (5): Crafts 2, Melee 1, Performance 1, Stealth 1.

**Knowledges** (21): Academics 1, Computer 1, Finance 3, Investigation 2, Law 2, Linguistics 3, Medicine 1, Occult 3, Politics 2, Science 3.

**Backgrounds** (14): Allies 1, Generation 3, Herd 1, Resources 5, Retainers 1, Status 3.

**Disciplines:** Dominate (4), Necromancy (5), Potence (1), Animalism (2)

**Willpower:** 3-○○○○

**Blood Pool:** 13-○○○○○-○○○○○-○○○

**Conscience:**●●●●● **Self-control:**●●●○○ **Courage:**●●●○○.

## Alberto Rova

8th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 44 (Real: 335, Embrace: 1728)

**Nature (Demeanor):** Pedagogue (Hedonist)

**Freebies:** 53 (150 / 0)

**Physical** (7): Strength 4, Dexterity 3, Stamina 3

**Social** (5): Charisma 1, Manipulation 2, Appearance 5

**Mental** (3): Perception 3, Intelligence 1, Wits 2

**Talents** (5): Dodge 2, Empathy 1, Leadership 1, Subterfuge 1.

**Skills** (13): Animal Ken 2, Crafts 1, Drive 3, Firearms 1, Melee 2, Performance 1, Security 1, Stealth 1, Survival 1.

**Knowledges** (9): Academics 1, Finance 2, Investigation 1, Medicine 3, Occult 2.

**Backgrounds** (13): Contacts 1, Fame 1, Generation 5, Resources 1, Retainers 1, Status 4.

**Disciplines:** Necromancy (6), Dominate (5), Potence (2), Auspex (2)

**Willpower:** 1-○

**Blood Pool:** 15-○○○○○-○○○○○-○○○○○

**Conscience:**○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○.

## Kristoph Motta

11th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 38 (Real: 112, Embrace: 1945)

**Nature (Demeanor):** Architect (Survivor)

**Freebies:** 33 (30 / 0)

**Physical** (5): Strength 3, Dexterity 2, Stamina 3

**Social** (7): Charisma 3, Manipulation 5, Appearance 2

**Mental** (3): Perception 2, Intelligence 2, Wits 2

**Talents** (9): Alertness 1, Brawl 2, Dodge 2, Expression 1, Leadership 1, Streetwise 1, Subterfuge 1.

**Skills** (5): Etiquette 1, Melee 1, Security 2, Survival 1.

**Knowledges** (14): Computer 3, Finance 1, Investigation 2, Linguistics 1, Medicine 3, Occult 2, Science 2.

**Backgrounds** (11): Generation 2, Herd 1, Resources 3, Retainers 2, Status 3.

**Disciplines:** Necromancy (4), Dominate (4)

**Willpower:** 4-○○○○

**Blood Pool:** 12-○○○○○-○○○○○-○○○

**Conscience:**●●●●● **Self-control:**●●○○○ **Courage:**●●●●○.

## Bella Fondeschi

10th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 31 (Real: 126, Embrace: 1924)

**Nature (Demeanor):** Autocrat (Pedagogue)

**Freebies:** 30

**Physical** (3): Strength 2, Dexterity 2, Stamina 2

**Social** (7): Charisma 3, Manipulation 3, Appearance 4

**Mental** (5): Perception 2, Intelligence 2, Wits 4

**Talents** (8): Athletics 2, Dodge 1, Expression 2, Intimidation 1, Leadership 2.

**Skills** (11): Crafts 2, Etiquette 2, Melee 3, Performance 1, Security 1, Stealth 2.

**Knowledges** (9): Computer 2, Finance 1, Investigation 1, Law 1, Linguistics 2, Politics 1, Science 1.

**Backgrounds** (15): Allies 1, Contacts 1, Generation 3, Herd 2, Influence 1, Resources 2, Retainers 3, Status 2.

**Disciplines:** Dominate (3), Potence (2), Thaumaturgy (2)

**Willpower:** 4-○○○○

**Blood Pool:** 13-○○○○○-○○○○○-○○○

**Conscience:**●●●●○ **Self-control:**●●○○○ **Courage:**●●●●○.

## Elena Ricci

11th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 33 (Real: 98, Embrace: 1954)

**Nature (Demeanor):** Bravo (Deviant)

**Freebies:** 30

**Physical** (5): Strength 2, Dexterity 4, Stamina 2

**Social** (7): Charisma 3, Manipulation 5, Appearance 2

**Mental** (3): Perception 2, Intelligence 1, Wits 3

**Talents** (6): Alertness 1, Athletics 1, Brawl 1, Empathy 1, Leadership 1, Subterfuge 1.

**Skills** (13): Animal Ken 3, Crafts 2, Drive 2, Etiquette 1, Melee 2, Stealth 2, Survival 1.

**Knowledges** (9): Academics 1, Computer 1, Finance 2, Investigation 1, Law 1, Linguistics 1, Politics 1, Science 1.

**Backgrounds** (14): Allies 1, Fame 1, Generation 2, Herd 3, Resources 5, Retainers 1, Status 1.

**Disciplines:** Necromancy (3), Potence (3), Dominate (1)

**Willpower:** 5-○○○○○

**Blood Pool:** 12-○○○○○-○○○○○-○○○

**Conscience:**●●●○○ **Self-control:**●●○○○ **Courage:**●●●●●.

## Laetitia Heglemann

11th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 28 (Real: 76, Embrace: 1971)

**Nature (Demeanor):** Show off (Visionary)

**Freebies:** 15

**Physical** (3): Strength 3, Dexterity 2, Stamina 1

**Social** (7): Charisma 4, Manipulation 4, Appearance 2

**Mental** (5): Perception 3, Intelligence 2, Wits 3

**Talents** (13): Alertness 3, Brawl 3, Dodge 1, Empathy 1, Expression 1, Streetwise 2, Subterfuge 2.

**Skills** (6): Animal Ken 1, Crafts 2, Etiquette 1, Performance 2.

**Knowledges** (9): Academics 1, Investigation 2, Law 2, Linguistics 2, Occult 2.

**Backgrounds** (7): Allies 1, Generation 2, Mentor 1, Resources 2, Status 1.

**Disciplines:** Dominate (1), Potence (2), Necromancy (3)

**Willpower:** 3-○○○

**Blood Pool:** 12-○○○○○-○○○○○-○○○

**Conscience:**●●○○○ **Self-control:**●●●●● **Courage:**●●●○○.

Armando Lias

12th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 25 (Real: 60, Embrace: 1984)

**Nature (Demeanor):** Celebrant (Perfectionist)

**Freebies:** 15

**Physical** (7): Strength 4, Dexterity 3, Stamina 3

**Social** (3): Charisma 2, Manipulation 2, Appearance 2

**Mental** (3): Perception 2, Intelligence 2, Wits 2

**Talents** (14): Athletics 1, Brawl 2, Dodge 3, Intimidation 3, Streetwise 3, Subterfuge 2.

**Skills** (15): Crafts 1, Drive 2, Etiquette 3, Firearms 3, Melee 2, Security 2, Survival 2.

**Knowledges** (10): Investigation 2, Law 2, Linguistics 3, Medicine 1, Politics 2.

**Backgrounds** (8): Generation 1, Herd 1, Resources 4, Retainers 1, Status 1.

**Disciplines:** Dominate (1), Potence (1), Necromancy (2)

**Willpower:** 4-○○○○

**Blood Pool:** 11-○○○○○-○○○○○-○

**Conscience:**●●○○○ **Self-control:**●●●●● **Courage:**●●●○○.

Vini Cottura

8th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 25 (Real: 322, Embrace: 1722)

**Nature (Demeanor):** Rebel (Judge)

**Freebies:** -52 (150 / 0)

**Physical** (7): Strength 3, Dexterity 5, Stamina 2

**Social** (5): Charisma 4, Manipulation 1, Appearance 3

**Mental** (3): Perception 2, Intelligence 1, Wits 3

**Talents** (9): Empathy 2, Expression 1, Intimidation 2, Leadership 2, Subterfuge 2.

**Skills** (5): Drive 1, Etiquette 1, Performance 1, Security 2.

**Knowledges** (13): Computer 1, Finance 2, Investigation 3, Linguistics 2, Medicine 1, Occult 2, Politics 2.

**Backgrounds** (13): Contacts 1, Generation 5, Herd 1, Resources 1, Retainers 1, Status 4.

**Willpower:** 1-○

**Blood Pool:** 15-○○○○○-○○○○○-○○○○○

**Conscience:**○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

Nino Preschi

11th generation Giovanni of the Independents ().

**Creature Type:** Kindred

**Age:** 35 (Real: 80, Embrace: 1974)

**Nature (Demeanor):** Visionary (Avant-garde)

**Freebies:** -56 (15 / 0)

**Physical** (7): Strength 5, Dexterity 3, Stamina 2

**Social** (5): Charisma 2, Manipulation 2, Appearance 4

**Mental** (3): Perception 2, Intelligence 2, Wits 2

**Talents** (13): Alertness 3, Athletics 1, Dodge 1, Expression 1, Intimidation 1, Leadership 3, Streetwise 2, Subterfuge 1.

**Skills** (9): Crafts 1, Drive 1, Etiquette 1, Firearms 2, Melee 1, Performance 1, Security 1, Stealth 1.

**Knowledges** (5): Computer 1, Linguistics 1, Medicine 1, Politics 1, Science 1.

**Backgrounds** (9): Contacts 1, Fame 1, Generation 2, Herd 1, Mentor 1, Resources 3.

**Willpower:** 1-○

**Blood Pool:** 12-○○○○○-○○○○○-○○

**Conscience:**○○○○○ **Self-control:**○○○○○ **Courage:**○○○○○ .

List of all Places

d01  
Aldstadt

EW  
Elsewhere

d14  
Berg am Laim

d16  
Ramersdorf

# Events

Those special scenes happen out of the scope of the players. They reflect the plans of the antagonists and allies, their natural reactions. They do not change anything most of the time, but if they are linked to another scene, that scene might show the consequences of an event.

## H2 - Italian Connection

■ Sc:0064 ■ EVENT

Date: 2018-10-19 02:00:00  
Location: d14  
Custom time (D H): 0 2  
Cast: Expected: 1, found 0:  
[\_alberto\_rova,\_armando\_lias,\_elena\_ricci,\_kristoph\_motta,\_vini\_cottura,\_nino\_preschi,\_nicolo\_strosva,\_lisa\_de\_bauer,\_laetitia\_heglemann,\_bella\_fondeschi,

### Description

H46-Luigi's

...

## H12 - Overwatch

■ Sc:0065 ■ EVENT

Date: 2018-10-19 12:00:00  
Location: d01  
Custom time (D H):  
Cast: Expected: 1, found 0:  
[\_ludmilla\_obermann,\_erik\_wiener,\_konrad\_heisen]  
Timeline: Camarilla

### Description

H46-Luigi's

...

## H2 - Lady Gomora check the bed

■ Sc:0063 ■ EVENT

Date: 2018-10-19 02:00:00  
Location: d16  
Custom time (D H): 0 2  
Cast:  
Timeline: Sabbat

### Description

H46-Luigi's

H53-A sabbat pack

...

Scenes

This is the adventure, running from the introduction scene to the multiple debriefings. The first introduction is often global, you might found individual introductions for each players (if they are prerolled characters).

H1 - Introduction Simon

■ Sc:0052 ■ INTRODUCTION

Date: 2018-10-19 01:00:00  
Location: EW  
Custom time (D H): 0 1  
Cast:

Description

H24-A new coterie ...

H4 - Introduction Laura

■ Sc:0051 ■ INTRODUCTION

Date: 2018-10-19 04:00:00  
Location: EW  
Custom time (D H): 0 4  
Cast:

Preamble

Laura has to be introduced to the Prince.

Description

H24-A new coterie ...

H20 - Introduction Hermann

■ Sc:0053 ■ INTRODUCTION

Date: 2018-10-19 20:00:00  
Location: EW  
Custom time (D H): 0 20  
Cast:

Description

H24-A new coterie ...

H24 - A new coterie

■ Sc:0054

Date: 2018-10-20 00:00:00  
Location: d01  
Custom time (D H): 1 0  
Cast:

Description

H1-Introduction Simon  
H4-Introduction Laura  
H20-Introduction Hermann  
H28-Presentation to the Prince ...

H28 - Presentation to the Prince

■ Sc:0057

Date: 2018-10-20 04:00:00  
Location: d01  
Custom time (D H): 1 4  
Cast: Ursula Eidenstadt

Description

H24-A new coterie  
H50-Gabriel Autowerkstatt  
H46-Luigi's ...

H46 - Luigi's

■ Sc:0056

Date: 2018-10-20 22:00:00  
Location: d14  
Custom time (D H): 1 22  
Cast: Bella Fondeschi

Description

H28-Presentation to the Prince  
H12-Overwatch  
H2-Italian Connection  
H2-Lady Gomora check the bed  
H92-The Visit  
H70-Troubled Ghosts ...

H50 - Gabriel Autowerkstatt

■ Sc:0058

Date: 2018-10-21 02:00:00  
Location: d16  
Custom time (D H): 2 2  
Cast: Nino Preschi

Description

H28-Presentation to the Prince  
H68-Rehab Workers ...

H53 - A sabbat pack

■ Sc:0062

Date: 2018-10-21 05:00:00  
Location: d16  
Custom time (D H): 2 5  
Cast: Expected: 1, found 0: [\_konrad\_heisen \_ludmilla\_obermann]

Preamble

Lady Gomora has started the creation of a new sabbat pack. She is well aware that she has to test the capabilities of the Camarilla in the east area, and thus she is ready to sacrifice a few shovel heads to to assess of



the quality of the defense. So far, she thinks only the players can intervene here, and that their rankw would be greatly diminished after such a trial.

Objectives

- Keep the players busy while dealing with the Giovanni
- Check if the sheriff is around

Description

H2-Lady Gomora check the bed

...

H68 - Rehab Workers

■ Sc:0059

Date: 2018-10-21 20:00:00  
Location: d16  
Custom time (D H): 2 20  
Cast: Donatello Fenzi

Description

H50-Gabriel Autowerkstätt

H100-Fenzi Manse

...

H70 - Troubled Ghosts

■ Sc:0061

Date: 2018-10-21 22:00:00  
Location: d14  
Custom time (D H): 2 22  
Cast:

Description

H46-Luigi's

H92-The Visit

...

H100 - Fenzi Manse

■ Sc:0060

Date: 2018-10-23 04:00:00  
Location: d16  
Custom time (D H): 4 4  
Cast:

Description

H68-Rehab Workers

H92-The Visit

...

H92 - The Visit

■ Sc:0055

Date: 2018-10-22 20:00:00  
Location: d14  
Custom time (D H): 3 20  
Cast: Giacomo Giovanni  
Timeline: Sabbat

Description

H46-Luigi's

H70-Troubled Ghosts

H100-Fenzi Manse

...

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<i>Konrad Heisen</i>	3
<i>Giacomo Giovanni</i>	3
<i>Lisa de Bauer</i>	3
<i>Fabio Fenzi</i>	3
<i>Nicolo Strosva</i>	4
<i>Alberto Rova</i>	4
<i>Kristoph Motta</i>	4
<i>Bella Fondeschi</i>	4
<i>Elena Ricci</i>	4
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