# Drama: Pilot Adventure - Halloween

Chronicle: Hamburg By Night

Era: 2023

In-game Start: Oct. 31, 2022, 11 p.m.

Population: 204

<u>Description:</u> The halloween incident.

<u>Calendar</u>:

# Monday 2022-10-31

The Mall Sc:0067 EVENT	HH2	1h00
The Streets Sc:0068 EVENT	HH2	3h00
Footsteps Sc:0069 EVENT	HH2	5h00

# Tuesday 2022-11-01

# Wednesday 2022-11-02

The Turk Sc:0070	MIT	2h00
Vallentin Sc:0073	NIEN	21h00
The Scholar Sc:0074	MIT	23h00

# Thursday 2022-11-03

The Lübecker Court Sc:0072	LOKS	21h00

Friday 2022-11-04

# **Dramatis Personae**

# Vallentin

#### Elder

7th generation Nosferatu of the Camarilla.

Lüneburg

Age: 25 (Real: 0, Embrace: 2048)

Nature (Demeanor): Bon Vivant (Perfectionist)

Freebies: 360 (0 / 0)

Physical (10): Strength 5, Dexterity 4, Stamina 4 Social (5): Charisma 5, Manipulation 3, Appearance 0 Mental (5): Perception 3, Intelligence 2, Wits 3

Talents (40): Alertness 4, Athletics 4, Brawl 6, Dodge 6, Empathy 4, Expression 1, Intimidation 4, Leadership 3, Streetwise 5, Subterfuge 3. Skills (31): Animal Ken 4, Crafts 4, Drive 3, Etiquette 3, Melee 3,

Performance 2, Security 4, Stealth 6, Survival 2.

Knowledges (29): Academics 2, Technology 3, Finance 2, Investigation 4,

Law 2, Linguistics 2, Medicine 2, Occult 6, Politics 4, Science 2.

Backgrounds (25): Contacts 4, Generation 6, Herd 3, Influence 2, Mentor 1,

Resources 2, Retainers 3, Status 4.

Disciplines: Potence (6), Animalism (6), Obfuscate (6), Protean (4),

Celerity (3), Auspex (2), Fortitude (2)

Willpower: 5-0000

### Anna the Elder

#### Primogen

6th generation Toreador of the Camarilla.

The Lübecker Court

Age: 23 (Real: 0, Embrace: 2046)

Nature (Demeanor): Martyr (Traditionalist)

Freebies: 360 (0 / 0)

Physical (5): Strength 2, Dexterity 3, Stamina 3 Social (13): Charisma 5, Manipulation 4, Appearance 7

Mental (9): Perception 3, Intelligence 4, Wits 5

Talents (34): Alertness 2, Athletics 3, Brawl 1, Dodge 2, Empathy 5, Expression 6, Intimidation 2, Leadership 6, Streetwise 1, Subterfuge 6. Skills (29): Animal Ken 1, Crafts 5, Drive 1, Etiquette 7, Melee 2,

Performance 6, Security 2, Stealth 3, Survival 2.

Knowledges (26): Academics 6, Technology 3, Finance 1, Law 2, Linguistics

3, Medicine 1, Occult 4, Politics 5, Science 1.

Backgrounds (29): Allies 4, Fame 2, Generation 7, Herd 2, Influence 3,

Resources 4, Retainers 3, Status 4.

Disciplines: Presence (7), Auspex (5), Celerity (7), Fortitude (2), Potence

(2), Obfuscate (3)

Willpower: 7-0000-00

Blood Pool:

#### Lukas

#### Flder

7th generation Toreador of the Camarilla.

The Lübecker Court

Age: 29 (Real: 0, Embrace: 2052)
Nature (Demeanor): Bureaucrat (Rogue)

Freebies: 280 (0 / 0)

Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (12): Charisma 6, Manipulation 4, Appearance 5

Mental (8): Perception 4, Intelligence 4, Wits 3

Talents (24): Alertness 3, Athletics 5, Brawl 2, Dodge 2, Empathy 3,

Expression 4, Leadership 2, Streetwise 1, Subterfuge 2.

Skills (23): Animal Ken 2, Crafts 5, Drive 1, Etiquette 4, Firearms 2, Melee 3,

Performance 4, Stealth 1, Survival 1.

Knowledges (24): Academics 1, Technology 5, Finance 1, Investigation 2,

Law 1, Linguistics 3, Medicine 2, Occult 5, Politics 3, Science 1.

Backgrounds (24): Allies 1, Contacts 1, Fame 5, Generation 6, Herd 2,

Influence 2, Resources 2, Retainers 2, Status 3.

Disciplines: Auspex (5), Celerity (6), Presence (5), Thaumaturgy (3),

Potence (2)

Willpower: 5-0000

# **Thomas**

# Aldermann

7th generation Ventrue of the Camarilla.

The Aldermann

Age: 35 (Real: 0, Embrace: 2058)

Nature (Demeanor): Survivor (Caregiver)

Freebies: 280 (0 / 0)

Physical (9): Strength 3, Dexterity 3, Stamina 6
Social (7): Charisma 3, Manipulation 3, Appearance 4
Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (20): Alertness 2, Athletics 2, Brawl 2, Dodge 4, Empathy 3,

Expression 2, Leadership 1, Streetwise 2, Subterfuge 2.

Skills (24): Crafts 1, Drive 1, Etiquette 4, Firearms 1, Melee 3, Performance

2, Security 5, Stealth 3, Survival 4.

 $\textbf{Knowledges} \ \textbf{(29):} \ A cademics \ \textbf{4}, \ Technology \ \textbf{3}, \ Finance \ \textbf{5}, \ Investigation \ \textbf{1},$ 

Law 5, Linguistics 3, Medicine 3, Occult 2, Politics 2, Science 1.

Backgrounds (33): Allies 1, Contacts 3, Generation 6, Herd 4, Influence 4,

Resources 6, Retainers 4, Status 5.

Disciplines: Dominate (6), Presence (6), Fortitude (5), Auspex (3),

Celerity (3), Animalism (2)

Willpower: 4-0000

Blood Pool: 20-0000-0000-0000-0000

 $\textbf{Conscience:} \bullet \bullet \bullet \bullet \bullet \bigcirc \textbf{Self-control:} \bullet \bullet \bullet \bigcirc \bigcirc \textbf{Courage:} \bullet \bullet \bullet \bigcirc \bigcirc.$ 

#### Fiona

# Primogen

8th generation Ventrue of the Camarilla.

The Ventrue Primogen

Age: 20 (Real: 0, Embrace: 2043)
Nature (Demeanor): Explorer (Critic)

Freebies: 260 (0 / 0)

Physical (7): Strength 3, Dexterity 4, Stamina 3 Social (9): Charisma 4, Manipulation 5, Appearance 3 Mental (5): Perception 2, Intelligence 3, Wits 3

Talents (30): Alertness 3, Athletics 2, Brawl 1, Dodge 1, Empathy 3, Expression 4, Intimidation 4, Leadership 5, Streetwise 2, Subterfuge 5.

Skills (21): Animal Ken 1, Crafts 2, Drive 2, Etiquette 4, Firearms 3, Melee 2,

Performance 3, Security 2, Stealth 1, Survival 1.

Knowledges (25): Academics 3, Technology 1, Finance 4, Investigation 2,

Law 3, Linguistics 3, Medicine 2, Occult 1, Politics 5, Science 1.

 $\textbf{Backgrounds} \ \textbf{(29): Allies 2, Contacts 2, Fame 2, Generation 5, Herd 4,}\\$ 

Influence 3, Resources 5, Retainers 3, Status 3.

Disciplines: Dominate (5), Presence (5), Fortitude (5), Celerity (3),

Potence (2)

Willpower: 5-0000

Blood Pool: 15-00000-00000-00000

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

# Katharina

#### Elder

8th generation Toreador of the Camarilla.

The Artists

Age: 22 (Real: 0, Embrace: 2045)

Nature (Demeanor): Avant-garde (Visionary)

Freebies: 240 (0 / 0)

Physical (7): Strength 3, Dexterity 4, Stamina 3 Social (14): Charisma 6, Manipulation 5, Appearance 6

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

Talents (24): Alertness 5, Athletics 4, Brawl 2, Dodge 5, Empathy 1, Expression 2, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 2. Skills (16): Crafts 2, Drive 2, Etiquette 2, Firearms 1, Melee 3, Performance

5, Security 1.

Knowledges (16): Academics 5, Finance 1, Investigation 1, Law 3,

Linguistics 3, Medicine 1, Occult 1, Politics 1.

Backgrounds (24): Contacts 2, Fame 1, Generation 5, Herd 2, Influence 3,

Resources 3, Retainers 4, Status 4.

Disciplines: Presence (5), Celerity (5), Auspex (4), Dominate (3),

Potence (2)
Willpower: 3-000

Blood Pool: 15-00000-00000-00000

 $\textbf{Conscience:} \bullet \bullet \bullet \bullet \bullet \circlearrowleft \textbf{Self-control:} \bullet \bullet \bullet \bullet \circlearrowleft \textbf{Courage:} \bullet \bullet \circlearrowleft \circlearrowleft \circlearrowleft.$ 

### Selim

#### Primogen

7th generation Tremere of the Camarilla (Hamburg Chantry).

Hamburg Chantry
Hamburg Chantry

Age: 36 (Real: 0, Embrace: 2059)
Nature (Demeanor): Critic (Visionary)

Freebies: 240 (0 / 0)

Physical (6): Strength 3, Dexterity 4, Stamina 2 Social (8): Charisma 4, Manipulation 4, Appearance 3

Mental (8): Perception 3, Intelligence 5, Wits 3

Talents (25): Alertness 2, Athletics 2, Brawl 2, Dodge 1, Empathy 2, Expression 4, Intimidation 3, Leadership 5, Streetwise 2, Subterfuge 2. Skills (17): Animal Ken 1, Crafts 4, Etiquette 4, Melee 2, Performance 3,

Security 1, Stealth 1, Survival 1.

Knowledges (33): Academics 4, Technology 3, Finance 2, Investigation 1,

Law 2, Linguistics 3, Medicine 2, Occult 6, Politics 5, Science 5.

Backgrounds (22): Allies 1, Generation 6, Herd 2, Influence 2, Mentor 1,

Resources 4, Retainers 2, Status 4.

Disciplines: Auspex (4), Dominate (5), Thaumaturgy (6), Obfuscate (3)

Willpower: 4-0000

Blood Pool: 20-0000-0000-0000-0000

 $\textbf{Conscience:} \bullet \bullet \bullet \bigcirc \bigcirc \textbf{Self-control:} \bullet \bullet \bullet \bullet \bigcirc \textbf{Courage:} \bullet \bullet \bullet \bullet \bigcirc.$ 

# **Konrad of Hamburg**

#### Sheriff

8th generation Ventrue of the Camarilla.

The Aldermann

Age: 31 (Real: 0, Embrace: 2054)
Nature (Demeanor): Survivor (Jester)

Freebies: 240 (0 / 0)

Physical (11): Strength 4, Dexterity 4, Stamina 6 Social (6): Charisma 3, Manipulation 3, Appearance 3 Mental (6): Perception 3, Intelligence 3, Wits 3

Talents (21): Alertness 3, Athletics 3, Brawl 3, Dodge 4, Expression 2,

Intimidation 3, Leadership 1, Streetwise 2.

Skills (26): Crafts 2, Drive 2, Etiquette 3, Melee 6, Performance 2, Security 4,

Stealth 4, Survival 3.

Knowledges (16): Technology 1, Finance 1, Investigation 1, Law 3,

Linguistics 2, Medicine 2, Occult 3, Politics 3.

Backgrounds (16): Generation 5, Herd 1, Influence 1, Resources 3,

Retainers 2, Status 4.

Disciplines: Fortitude (4), Presence (4), Dominate (5), Potence (5),

Celerity (3)

Willpower: 5-0000

Blood Pool: 15-00000-0000-00000

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

### Georg

### Primogen

8th generation Brujah of the Camarilla.

Bergedorfer Circle

Age: 35 (Real: 0, Embrace: 2058)

Nature (Demeanor): Architect (Thrill-seeker)

Freebies: 220 (0 / 0)

Physical (6): Strength 3, Dexterity 3, Stamina 3
Social (5): Charisma 3, Manipulation 2, Appearance 3
Mental (11): Perception 3, Intelligence 5, Wits 6

Talents (27): Alertness 1, Athletics 3, Brawl 2, Dodge 3, Empathy 4, Expression 5, Intimidation 4, Leadership 3, Streetwise 1, Subterfuge 1. Skills (16): Animal Ken 2, Drive 1, Etiquette 1, Melee 4, Performance 3,

Security 1, Stealth 1, Survival 3.

**Knowledges** (25): Academics 5, Technology 2, Finance 2, Investigation 2, Law 2, Linguistics 2, Medicine 2, Occult 2, Politics 4, Science 2.

Backgrounds (21): Allies 2, Fame 2, Generation 5, Herd 1, Influence 2,

Resources 1, Retainers 4, Status 4.

Disciplines: Presence (5), Celerity (4), Potence (4), Auspex (2),

Thaumaturgy (2) Willpower: 4-000

Blood Pool: 15-0000-0000-0000

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

# Ella

#### Primogen

8th generation Malkavian of the Camarilla.

The Night Unlife

Age: 23 (Real: 0, Embrace: 2046)
Nature (Demeanor): Rebel (Rogue)

Freebies: 220 (0 / 0)

Physical (7): Strength 4, Dexterity 4, Stamina 2 Social (9): Charisma 4, Manipulation 4, Appearance 4 Mental (6): Perception 4, Intelligence 2, Wits 3

Talents (25): Alertness 3, Athletics 3, Brawl 1, Dodge 1, Empathy 4,

Expression 2, Leadership 4, Streetwise 3, Subterfuge 4.

Skills (16): Animal Ken 1, Crafts 1, Drive 1, Etiquette 3, Firearms 2,

Performance 3, Security 1, Stealth 3, Survival 1.

Knowledges (21): Academics 3, Technology 1, Finance 1, Investigation 2,

Law 1, Linguistics 2, Medicine 5, Occult 2, Politics 2, Science 2.

Backgrounds (28): Allies 2, Contacts 2, Fame 1, Generation 5, Herd 2,

Influence 5, Resources 5, Retainers 3, Status 3.

Disciplines: Auspex (5), Obfuscate (5), Dominate (2), Dementation (5),

Celerity (1)

Willpower: 4-0000

Blood Pool: 15-0000-0000-0000

 $\textbf{Conscience:} \bullet \bullet \bullet \bullet \bullet \bigcirc \textbf{Self-control:} \bullet \bullet \bullet \bigcirc \bigcirc \textbf{Courage:} \bullet \bullet \bullet \bullet \bigcirc.$ 

# Frederike

#### Ancilla

9th generation Brujah of the Camarilla.

Bergedorfer Circle

Age: 24 (Real: 0, Embrace: 2047)
Nature (Demeanor): Show off (Explorer)

Freebies: 180 (0 / 0)

Physical (8): Strength 4, Dexterity 3, Stamina 4
Social (7): Charisma 4, Manipulation 3, Appearance 3
Mental (3): Perception 2, Intelligence 2, Wits 2

Talents (25): Alertness 3, Athletics 3, Brawl 3, Dodge 3, Empathy 1, Expression 1, Intimidation 3, Leadership 2, Streetwise 5, Subterfuge 1.

Skills (20): Animal Ken 1, Crafts 2, Drive 4, Etiquette 2, Firearms 3, Melee 4,

Performance 2, Stealth 2.

Knowledges (20): Academics 3, Technology 2, Investigation 3, Law 2,

Linguistics 2, Medicine 1, Occult 3, Politics 3, Science 1.

Backgrounds (21): Contacts 4, Fame 1, Generation 4, Herd 2, Influence 2,

Mentor 1, Resources 2, Retainers 2, Status 3.

Disciplines: Presence (4), Potence (5), Celerity (4), Fortitude (2)

Willpower: 6-00000-0

Blood Pool: 14-00000-00000-0000

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

# Oskar the Giant

#### Enforcer

Ghoul of Konrad of Hamburg

The Aldermann

**Age:** 42 (Real: 277, Embrace: 1788)

Nature (Demeanor): Perfectionist (Architect)

Freebies: 53

Physical (a): Strength 5, Dexterity 3, Stamina 3
Social (3): Charisma 2, Manipulation 2, Appearance 2
Mental (5): Perception 3, Intelligence 2, Wits 3

Talents (16): Alertness 1, Athletics 2, Brawl 4, Dodge 3, Intimidation 3,

Streetwise 3.

Skills (13): Animal Ken 1, Drive 2, Etiquette 1, Firearms 1, Leadership 2,

Melee 4. Survival 2.

Knowledges (11): Technology 1, Finance 1, Investigation 1, Law 1,

Linguistics 2, Occult 1, Politics 2, Science 2.

Backgrounds (11): Allies 1, Bond 1, Contacts 2, Fame 1, Equipment 2,

Resources 1, Trust 3.

Disciplines: Potence (2), Fortitude (2)

Willpower: 1-O

Blood Pool: 10-00000-00000

Conscience: OOOO Self-control: OOOOO Courage: OOOOO .

# List of all Places

LOKS

Lokstedt

HH1

Elbphilarmonie

HH2

Rahlstedt

NIEN

Niendorf

MIT

Clouds

# **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.

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# H1 - The Mall

■ Sc:0067 ■ EVENT

Date: 2022-10-31 01:00:00 Location: HH2 Custom time (D H): 0 1 Cast:

**Description** 

H3 - The Streets

■ Sc:0068 ■ EVENT

Date: 2022-10-31 03:00:00 Location: HH2 Custom time (D H): 0 3 Cast:

<u>Description</u>

H5 - Footsteps

■ Sc:0069 ■ EVENT

Date: 2022-10-31 05:00:00 Location: HH2 Custom time (D H): 0 5 Cast:

**Description** 

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# **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).

# H45 - Introduction (a fancy litter)

■ Sc:0066 ■ DEBRIEFING

Date: 2022-11-01 21:00:00

Location: HH1

Custom time (D H): 121

Cast: Konrad of Hamburg, Thomas

# Preamble

A group of neonates are found in the streets by Konrad. They are brought together and kept in relative good psychological and physical shape before interrogation.

# Description

# H48 - Fiona

■ Sc:0075

Date: 2022-11-02 00:00:00

Location: HH1

Custom time (D H): 20

Cast: Fiona

**Description** 

# H50 - The Turk

■ Sc:0070

Date: 2022-11-02 02:00:00

Location: MIT

Custom time (D H): 22

Cast: Selim

<u>Description</u>

# H69 - Vallentin

■ Sc:0073

Date: 2022-11-02 21:00:00

Location: NIEN

Custom time (D H): 2 21

Cast: Vallentin

Description

# H71 - The Scholar

■ Sc:0074

Date: 2022-11-02 23:00:00

Location: MIT

Custom time (D H): 2 23 Cast: Frederike, Georg

**Description** 

#### H73 - Fraii Doktor

■ Sc:0071

Date: 2022-11-03 01:00:00

Location: MIT

Custom time (D H): 31

Cast: Ella

# Description

# H93 - The Lübecker Court

■ Sc:0072

Date: 2022-11-03 21:00:00

Location: LOKS

Custom time (D H): 3 21

Cast: Anna the Elder, Katharina, Lukas

# Description

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# H103 - The Culpitre

■ Sc:0076

Date: 2022-11-04 07:00:00

Location: HH2
Custom time (D H):
Cast: Oskar the Giant

Description

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