

# Drama: Pilot Adventure - Halloween

Chronicle: Hamburg By Night  
Era: 2025  
In-game Start: Oct. 31, 2022, 11 p.m.  
Population: 226

Description: The halloween incident.

Calendar:

## 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
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## Friday 2022-11-04

Dramatis Personae

Vallentin

**Elder**  
*7th gen. male Nosferatu of the Camarilla.*  
*Lüneburg*  
**Age:** 25 (Real: 447, Embrace: 1603)  
**Nature (Demeanor):** Bon Vivant (Perfectionist)  
**Freebies:** 367 (280 / 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, Awareness 6, Brawl 6, Empathy 4, Expression 1, Intimidation 4, Leadership 3, Streetwise 5, Subterfuge 3.  
**Skills (31):** Animal Ken 4, Crafts 4, Drive 3, Etiquette 3, Larceny 3, Melee 2, Performance 4, Stealth 6, Survival 2.  
**Knowledges (29):** Academics 2, Computer 3, Finance 2, Investigation 4, Law 2, Medicine 2, Occult 2, Politics 6, Science 4, Technology 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-○○○○○  
**Blood Pool:** 20-○○○○○-○○○○○-○○○○○-○○○○○  
**Conscience:**●●○○○ **Self-control:**●●●●○ **Courage:**●●●●○.

Anna the Elder

**Primogen**  
*6th gen. female Toreador of the Camarilla.*  
*The Lübecker Court*  
**Age:** 23 (Real: 683, Embrace: 1365)  
**Nature (Demeanor):** Martyr (Traditionalist)  
**Freebies:** 365 (430 / 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, Awareness 1, Brawl 2, Empathy 5, Expression 6, Intimidation 2, Leadership 6, Streetwise 1, Subterfuge 6.  
**Skills (29):** Animal Ken 1, Crafts 5, Drive 1, Etiquette 7, Larceny 2, Melee 6, Performance 2, Stealth 3, Survival 2.  
**Knowledges (26):** Academics 6, Computer 3, Finance 1, Law 2, Medicine 3, Occult 1, Politics 4, Science 5, Technology 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-○○○○○-○○  
**Blood Pool:**  
30-○○○○○-○○○○○-○○○○○-○○○○○-○○○○○-○○○○○  
**Conscience:**●●●●● **Self-control:**●●●○○ **Courage:**●●○○○.

Katharina

**Elder**  
*8th gen. female Toreador of the Camarilla.*  
*The Artists*  
**Age:** 22 (Real: 505, Embrace: 1542)  
**Nature (Demeanor):** Avant-garde (Visionary)  
**Freebies:** 300  
**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 (25):** Alertness 5, Athletics 4, Awareness 2, Brawl 5, Empathy 2, Expression 2, Intimidation 1, Leadership 1, Streetwise 1, Subterfuge 2.  
**Skills (26):** Animal Ken 2, Crafts 2, Drive 2, Etiquette 2, Firearms 1, Larceny 3, Melee 5, Performance 1, Stealth 4, Survival 4.  
**Knowledges (18):** Academics 5, Computer 1, Finance 1, Investigation 1, Law 3, Medicine 3, Occult 1, Politics 1, Science 1, Technology 1.  
**Backgrounds (25):** Contacts 2, Fame 1, Generation 5, Herd 2, Influence 3, Resources 4, Retainers 4, Status 4.  
**Disciplines:** Presence (5), Celerity (5), Auspex (4), Dominate (3), Potence (2), Fortitude (4)  
**Willpower:** 5-○○○○○  
**Blood Pool:** 15-○○○○○-○○○○○-○○○○○  
**Conscience:**●●●●○ **Self-control:**●●●●○ **Courage:**●●○○○.

Lukas

**Elder**  
*7th gen. male Toreador of the Camarilla.*  
*The Lübecker Court*  
**Age:** 29 (Real: 548, Embrace: 1506)  
**Nature (Demeanor):** Bureaucrat (Rogue)  
**Freebies:** 281 (330 / 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, Awareness 2, Brawl 2, Empathy 3, Expression 4, Leadership 2, Streetwise 1, Subterfuge 2.  
**Skills (23):** Animal Ken 2, Crafts 5, Drive 1, Etiquette 4, Firearms 2, Larceny 3, Melee 4, Stealth 1, Survival 1.  
**Knowledges (24):** Academics 1, Computer 5, Finance 1, Investigation 2, Law 1, Medicine 3, Occult 2, Politics 5, Science 3, Technology 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-○○○○○  
**Blood Pool:** 20-○○○○○-○○○○○-○○○○○-○○○○○  
**Conscience:**●●●●● **Self-control:**●●●●○ **Courage:**●●●●○.

Thomas

Aldermann

7th gen. male Ventrue of the Camarilla.

The Aldermann

Age: 35 (Real: 346, Embrace: 1714)

Nature (Demeanor): Survivor (Caregiver)

Freebies: 281 (240 / 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, Awareness 2, Brawl 4, Empathy 3, Expression 2, Leadership 1, Streetwise 2, Subterfuge 2.

Skills (24): Crafts 1, Drive 1, Etiquette 4, Firearms 1, Larceny 3, Melee 2, Performance 5, Stealth 3, Survival 4.

Knowledges (29): Academics 4, Computer 3, Finance 5, Investigation 1, Law 5, Medicine 3, Occult 3, Politics 2, Science 2, Technology 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-○○○○

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

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

Konrad of Hamburg

Sheriff

8th gen. male Ventrue of the Camarilla.

The Aldermann

Age: 31 (Real: 211, Embrace: 1845)

Nature (Demeanor): Survivor (Jester)

Freebies: 241 (180 / 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, Awareness 3, Brawl 4, Expression 2, Intimidation 3, Leadership 1, Streetwise 2.

Skills (26): Crafts 2, Drive 2, Etiquette 3, Larceny 6, Melee 2, Performance 4, Stealth 4, Survival 3.

Knowledges (16): Computer 1, Finance 1, Investigation 1, Law 3, Medicine 2, Occult 2, Politics 3, Science 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-○○○○○

Blood Pool: 15-○○○○○-○○○○○-○○○○○

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

Fiona

Primogen

8th gen. female Ventrue of the Camarilla.

The Ventrue Primogen

Age: 20 (Real: 248, Embrace: 1797)

Nature (Demeanor): Explorer (Critic)

Freebies: 262 (200 / 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, Awareness 1, Brawl 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, Larceny 2, Melee 3, Performance 2, Stealth 1, Survival 1.

Knowledges (25): Academics 3, Computer 1, Finance 4, Investigation 2, Law 3, Medicine 3, Occult 2, Politics 1, Science 5, Technology 1.

Backgrounds (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-○○○○○

Blood Pool: 15-○○○○○-○○○○○-○○○○○

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

Selim

Primogen

7th gen. female Tremere of the Camarilla.

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, Awareness 2, Brawl 1, Empathy 2, Expression 4, Intimidation 3, Leadership 5, Streetwise 2, Subterfuge 2.

Skills (17): Animal Ken 1, Crafts 4, Etiquette 4, Larceny 2, Melee 3, Performance 1, Stealth 1, Survival 1.

Knowledges (33): Academics 4, Computer 3, Finance 2, Investigation 1, Law 2, Medicine 3, Occult 2, Politics 6, Science 5, Technology 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-○○○○

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

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

Georg

Primogen

8th gen. male Brujah of the Camarilla.

Bergedorfer Circle

Age: 35 (Real: 194, Embrace: 1866)

Nature (Demeanor): Architect (Thrill-seeker)

Freebies: 220 (160 / 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, Awareness 2, Brawl 3, Empathy 4, Expression 5, Intimidation 4, Leadership 3, Streetwise 1, Subterfuge 1.

Skills (16): Animal Ken 2, Drive 1, Etiquette 1, Larceny 4, Melee 3, Performance 1, Stealth 1, Survival 3.

Knowledges (25): Academics 5, Computer 2, Finance 2, Investigation 2, Law 2, Medicine 2, Occult 2, Politics 2, Science 4, Technology 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-○○○○

Blood Pool: 15-○○○○○-○○○○○-○○○○○

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

Ella

Primogen

8th gen. female 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, Awareness 1, Brawl 1, Empathy 4, Expression 2, Leadership 4, Streetwise 3, Subterfuge 4.

Skills (16): Animal Ken 1, Crafts 1, Drive 1, Etiquette 3, Firearms 2, Melee 3, Performance 1, Stealth 3, Survival 1.

Knowledges (21): Academics 3, Computer 1, Finance 1, Investigation 2, Law 1, Medicine 2, Occult 5, Politics 2, Science 2, Technology 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-○○○○

Blood Pool: 15-○○○○○-○○○○○-○○○○○

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

Frederike

Ancilla

9th gen. female Brujah of the Camarilla.

Bergedorfer Circle

Age: 24 (Real: 104, Embrace: 1945)

Nature (Demeanor): Show off (Explorer)

Freebies: 182 (100 / 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, Awareness 3, Brawl 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, Larceny 4, Melee 2, Stealth 2.

Knowledges (20): Academics 3, Computer 2, Investigation 3, Law 2, Medicine 2, Occult 1, Politics 3, Science 3, Technology 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-○○○○○-○

Blood Pool: 14-○○○○○-○○○○○-○○○○○

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

Oskar the Giant

Enforcer

Ghoul of Konrad of Hamburg

The Aldermann

Age: 42 (Real: 279, Embrace: 1788)

Nature (Demeanor): Perfectionist (Architect)

Freebies: 8 (53 / 0)

Physical (8): 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, Empathy 3, Leadership 3, Streetwise 3.

Skills (13): Animal Ken 1, Drive 2, Etiquette 1, Firearms 1, Larceny 2, Melee 4, Survival 2.

Knowledges (11): Computer 1, Enigmas 1, Investigation 1, Law 1, Medicine 2, Rituals 1, Science 2, Technology 2.

Backgrounds (11): Allies 1, Bond 1, Contacts 2, Fame 1, Equipment 2, Resources 1, Trust 3.

Disciplines: Potence (2), Fortitude (2)

Willpower: 1-○

Blood Pool: 10-○○○○○-○○○○○

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

# List of all Places

## LOKS

Lokstedt

## HH1

Elbphilharmonie

## 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.

## 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:

Description

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## 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): 1 21  
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

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H48 - Fiona

■ sc:0075

Date: 2022-11-02 00:00:00  
Location: HH1  
Custom time (D H): 2 0  
Cast: **Fiona**

Description

...

H50 - The Turk

■ sc:0070

Date: 2022-11-02 02:00:00  
Location: MIT  
Custom time (D H): 2 2  
Cast: **Selim**

Description

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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 - Fraü Doktor

■ sc:0071

Date: 2022-11-03 01:00:00  
Location: MIT  
Custom time (D H): 3 1  
Cast: **Ella**

Description

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...

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

...

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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<b>Drama: Pilot Adventure - Halloween</b>	<b>1</b>
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<i>Konrad of Hamburg</i>	3
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