

Some are born to sweet delight,
Some are born to endless night.
- William Blake



Scenes of the Embrace

*An adventure for Vampire the Requiem
using the Storytelling Adventure System*

Written by Monica Valentinelli

Developed by Eddy Webb

Edited by Genevieve Podleski

Layout by Ron Thompson

Art by Samuel Araya, Shane Coppage, Nils Hamm, Jean-Sebastien Rossbach, Cathy Wilkins.



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Introduction

Welcome to **Scenes of the Embrace**, a collection of fourteen stand-alone scenes based on the seven Vices for your use in any **Vampire: The Requiem** chronicle. Although some suggestions for mechanics are included with this anthology, these scenes have a strong emphasis on dramatic storytelling.

Each Embrace focuses on a sire's struggle with her Vice. As such, you will find that these scenes might work best for players that are already in a chronicle. However, if you or your players are new to **Vampire: The Requiem**, these scenes will also allow you to let a character's Prelude unfold.

Playing Through an Embrace

Although the act of creating a new vampire changes a mortal's body physically, it also has long-term effects on Kindred society as a whole. Not only does the Embrace dictate what clan or bloodline a character belongs to, it also helps formulate every Kindred's place in society and how one Kindred might interact with another. In your existing chronicle, you might have shaped the story between a character and her sire or explored what happens when an entire covenant shuns a neonate. If you think about it, you probably have already narrated the consequences of an Embrace. These scenes will allow you to focus on the Embrace itself.

To help dramatize the Embrace, the scene descriptions are presented as metaphors that represent the Beast's point-of-view. In this way, the Beast acts as another antagonist in the scene, attempting to convince the sire that an Embrace is their only option. By reading these descriptions out loud, you can dramatize the internal conflict a player has with her Beast. However, the Embrace is not just about the player's internal struggle, it's also about the connection between the sire and her childe.

The idea that the Embrace is about the relationship between a sire and her childe can be explored through both roles in a narrative and mechanical fashion. Here, the emphasis will be heavily weighted toward the sire's role, but the childe has his own part to play as well.



AN ANTHOLOGY

Scenes of the Embrace is the second anthology product for the Storytelling Adventure System.

The scenes in these pages don't go together. They don't combine to make a story. Rather, these are resources you use on the fly, either at character creation or when your chronicle takes an unexpected turn and you want a reliable source to turn to for intense drama, rich narration and challenging gameplay.

In this case, these scenes will allow characters to decide whether or not they should Embrace a mortal as described in **Vampire: The Requiem**, p. 20 and p. 170. If you believe that a sire's Vice is the perfect character flaw for dramatizing an Embrace in your current session, borrow one of these scenes to bring that conflict into play.



The Sire's Role

One of the concepts in **Vampire: The Requiem** is that a vampire's existence is a curse, as if God himself had damned a particular mortal to live forever. The idea that a vampire is doomed for all eternity is prevalent through a Kindred's Vice. While each mortal has her own Vice, a vampire may be consumed by his. Amplified by his monstrous nature, a vampire's Vice resonates through all his thoughts and actions, including his decision to Embrace a mortal. For a detailed explanation of all seven Vices, refer to pp. 103-105 in the **World of Darkness** core book.

Each Vice is tied to a pair of unique scenes that will help you create a compelling atmosphere for an Embrace. These scenes are not structured around a roll of the dice, because at the heart of every Embrace lurks intense, personal conflict. After all, the Embrace doesn't alter the sire's body or mind – it kills and then transforms a human being. Your role as Storyteller is to bring those agonizing moments into your chronicle and cultivate a scene around a sire's decision to Embrace.

Consequences

Although the Embrace does not physically or mentally change a sire's base vampiric nature, there are mechanical and social consequences to explore.

There are two sections in each scene that address the Embrace from the covenant's perspective to help guide the social aspects of an Em-

brace. The first section falls under “Covenant Goals,” and describes how a sire from each covenant might approach the Embrace. The second section called “Covenant Reactions,” closes each scene by offering insight as to how a covenant might react to a successful Embrace.

Mechanically, a sire will typically lose one permanent dot of Willpower after an Embrace. This rule is explained on p. 170 of **Vampire: The Requiem**. In addition to the permanent loss of Willpower, you may decide that a character will experience other mechanical effects depending upon the outcome of a scene.



OPTIONAL RULE: A LOSS OF HUMANITY

You may decide that the act of killing and resurrecting a human being as a vampire would result in a loss of a character’s Humanity instead of a loss of Willpower. (This loss of Humanity dots bypasses the normal degeneration rules for Morality). However, the amount of Humanity that a character would lose should depend upon the nature of the Embrace.

For example, if a sire breaks the limbs of his soon-to-be childe during the Embrace, his inhuman efforts would cost him more than a point of Humanity. Additionally, his childe may wind up with a mental derangement due to the intense violence he experienced during his Embrace. However, if a sire goes out of her way to make her childe comfortable in his own home, then she would likely only lose a single dot of Humanity.

If you decide to use this rule, you will want to remind players how their Vice is affected by their Humanity rating by referring them to **Vampire: the Requiem**, pp 183-187. If a sire’s Humanity drops too low, he will have a hard time avoiding his Vice and will eventually succumb to the will of his Beast.

The loss of Humanity does not replace the social repercussions of a sire’s decision to create a childe.

This optional rule should replace the permanent loss of Willpower initially explained in **Vampire: The Requiem** on page 170.



Of course, there is always the possibility that a character may Frenzy during the Embrace. If she does, will her childe survive? Remember, the actions a sire takes during the Embrace will permanently alter a childe’s body for all eternity. It’s up to you to narrate those possibilities.

Lastly, your narration of these scenes does not guarantee that the main character will sire a childe by the end of the scene (unless this is

used as a flashback scene – see “A Kindred’s Prelude”). Your primary goal is to create a compelling environment where the player will be faced with the decision whether or not he’ll sire a childe.

Since the outcome of these scenes will hinge upon what a player decides, each scene will also offer suggestions as to what could happen if the Embrace fails.

The Candidate’s Part

For the purposes of describing a character’s goals, a mortal who has not yet turned may be referred to as a “candidate.” In the **World of Darkness**, a candidate may be an unsuspecting mortal or one with unusual abilities.

You may believe that a mortal is defenseless against a powerful vampire, but that is not necessarily the case. How would you respond if a vampire offered you immortality? Would you run? Fight? Or would you



throw yourself on his mercy because you don't want to die? Remember, too, that the circumstances surrounding a candidate's Embrace are just as important as who her sire is. For these reasons and more, your ability to identify with a candidate's character as a Storyteller is crucial to these scenes.

Before a candidate becomes a childe, her decisions may be guided by her Virtue, Vice and Morality, which are described on pp. 91-94 of **World of Darkness**. There is also something else that will affect a mortal's decisions during an Embrace — *fear*. Combined, these dramatic elements will shape the Kindred that the candidate may or may not become.

The nature of a childe's Embrace may determine whether or not she acquires a merit or a derangement at the time of her birth. For example, say the candidate was a school teacher who resisted her sire. When she calls for help, he kills one of her students. In a situation like this one, the chances are good that she might acquire a derangement, especially if he watches her drain the blood of her students as her first meal.

A Kindred's Prelude

All Kindred characters in **Vampire: The Requiem** were born human. Prior to their Embrace, their mortal life is referred to as their Prelude. While this term is not used by the Kindred themselves, it helps you and your players mentally separate a Kindred character from her former human self.

In this way, **Scenes of the Embrace** offers players the opportunity to easily transition from a **World of Darkness** game into a new **Vampire: The Requiem** chronicle. As Storyteller, you can use the Embrace as a dramatic catalyst to transform a mortal character into a Kindred.

For existing players that enjoy deep characterization and rich storytelling, you may want to consider using this anthology to narrate a flashback to their Embrace. Your role as narrator will shift from candidate to sire, and your players will have the opportunity to experience their character's point-of-view as a mortal. The candidate, the sire and the setting are described in general, rather than specific, terms for that reason.

If your players have a well-developed coterie, you may want to develop a narrative that includes every member in your group rather than shining the spotlight on a single character. Some of these scenes will also offer opportunities for you to introduce additional characters to facilitate that style of narration.

Although there are no new mechanical benefits to revisiting an Embrace through a flashback, you may decide to award experience points for the Prelude.



ABOUT THE STORYTELLING ADVENTURE SYSTEM

If this is your first **Storytelling Adventure System** (SAS) product, you've chosen a fine place to start. However, to keep this product lean and sharp, we haven't included any of the Storyteller advice and dramaturgical meditations we put at the beginning of full-length SAS story kits. The scenes in this product are easy enough to use on their own — most of the entries in each scene are self-explanatory — but if you're looking for a way to get more out of this product, be sure to read the free SAS User's Guide, found at the SAS website:

www.white-wolf.com/sas

The gist of the SAS format is this: The actions described in the **World of Darkness Rulebook** are archetypal, but by no means exhaustive. The action in an SAS scene describes one specific event, one instance of action. So while the **World of Darkness Rulebook** gives you mechanics for a foot chase, an SAS product gives you game mechanics for this one foot chase. Keep in mind that **Scenes of the Embrace** emphasizes narratives that can be tailored to your chronicle, so don't worry if a suggested mechanic or detail doesn't work for your game. If something doesn't fit, then don't use it.

Because the circumstances of an Embrace are unique to every player, even the most experienced Storyteller may be unprepared to spend an entire evening devoted to one character's struggle with this complex scene. If any Embrace scene forces the other players out of the game, don't be afraid to keep the story moving and narrate the scene with an individual player after you've both had more time to think things through.



Chapter One: Envy Embrace

The Vice of Envy often rears its ugly head for mortals and Kindred alike. A rich businessman runs a small business owner into the ground to eliminate competition. A gorgeous Kindred breaks a model's perfect face so no one else is attracted to her. Here, Envy isn't just about jealousy or resentment, it's about coveting something (or someone) else so badly that a character feels compelled to destroy, possess or conquer it.

Vampires with Envy constantly pit themselves against everyone else to measure their self-worth. Rarely do they see their own insecurities, for when these Kindred feel short-changed, their paranoia takes over. A vampire suffering from Envy will either attack a victim maliciously in a short burst of fury or will plan an assault years before it actually happens.

The Envy Embrace is shaped by a Kindred's inability to be satisfied with who they are, what they have or what they have lost.

Rival

Mental •• Physical •• Social ••

Envy threatens to turn a fierce predator into a petty thief when the mortal that one vampire covets, another Kindred is compelled to possess. The catalyst for this scene is the knowledge that the sire's rival wants to Embrace a celebrity at an extravagant event.

Even though this scene relies on the existence of a sire's adversary, it may be used at any time during the chronicle.

Overview

An upscale event filled with wealthy men and women sets the stage for an Embrace. This public affair could take place at a masked ball, a

luxurious opera house or a zoo. To introduce herself to the candidate, the main character could pose as a staff employee, seduce him in a bathroom, or buy him a drink. If she decides to Embrace the object of her rival's affections, she'll have to do it quickly before the other Kindred catches up to them or she accidentally risks a Masquerade breach. Maybe the main character gorges herself on his blood and then forces his mouth onto a cut in her wrist. Maybe she weakens him at the event then drags his body outside to finish the Embrace.

By the end of this scene, the main character's Envy will either get the best of her, or she'll watch her rival win his prize.

Description

Look around you. Who does your rival think he is? Why should he get all this money and power and status? Maybe you should snatch this celebrity right out from under his nose and Embrace him yourself. There are a lot of places to hide here, aren't there? Besides, you know you'd make a better sire than your rival would. Even if the Embrace isn't perfect, you just need to do the deed before he gets the chance. Hopefully he's not watching you too closely. For once, you'd like to get what you deserve.

Storyteller Goals

For this scene, the Storyteller's goal is to test the main character's limits of her rivalry with another Kindred.

Rumors about and descriptions of how valuable the candidate is may not be enough to compel the main character to make a decision in this scene. However, there are a lot of other narrative elements that will allow the sire's Envy to bubble up to the surface. The candidate has an established relationship with her rival, so a dialogue between the two characters might reveal why he's so impressed by him. Odd behavior or strange mannerisms will also allow the sire's paranoia to flourish: the candidate might intentionally avoid food or drink, become obsessed with his phone, or keep an eye on the main entrance.

Regardless of what the sire decides to do, pacing is crucial to this scene, because another Kindred may arrive at any moment, even in the midst of the Embrace.

Keep in mind that when and if the main character's rival appears, the two Kindred may get into a fight. This battle would not only take the focus off of the Embrace, but may endanger the mortal's life and the Masquerade as well.

Character Goals

Sire: In this scene, there are two different Kindred that may want to sire the same childe: the main character and her rival.

The main character's goal for this scene is to score a win against her rival without causing a breach in the Masquerade. What she decides to do will depend upon how, when and where her Vice comes into play.

The rival's primary goal is to protect the candidate and Embrace him that same evening in a private location.

Candidate: The main character's rival has already promised the candidate an incredible gift that money cannot buy; he does not yet understand what that present entails.

In this scene, the candidate's goal would be to get away from the main character without drawing attention to himself. He might lie to her face, secretly call her rival or leave the event with her just to avoid a scene. Whatever the candidate decides to do, he will do whatever it takes to avoid a confrontation as long as his public reputation remains intact.

Actions

Hiding the Embrace

This roll is conducted by the Sire to see how well she can hide the Embrace.

Dice Pool: Wits + Composure and Intelligence + Streetwise. Other rolls may vary, depending upon whether or not the sire can successfully trap the candidate and Embrace him before her rival does.

Actions: Instant as well as contested + extended. The actions characters may take will depend upon the pace and what the candidate's chances of escape are.

Hindrances: Witnesses (-1 to -5), candidate is a celebrity (-1), the pursuit of a rival Kindred (-2)

Help: Candidate is attracted to power (+2), hidden rooms (+1)

Covenant Goals

Invictus: Don't hesitate to Embrace, but be smart and don't do it in public. Every moment that passes by gives your rival another chance.

Circle of the Crone: Test the main character's worth by waiting until the rival makes an appearance before she attempts the Embrace.

Lancea Sanctum: Avoid the Embrace if at all possible and seek peace with the main character's rival.

Ordo Dracul: Base the main character's decision to Embrace on the long-term consequences, since all power is fleeting.

Carthian: Create a circumstance where the candidate is able to choose his sire.

Consequences

Successful Embrace: The sire abandons all reason and gives in to her Envy, creating a new childe in the quickest and fastest way possible without causing a threat to the Masquerade. Because of the speed at which this particular scene occurred, the neonate doesn't receive any physical merits or derangements as a result of this Embrace.

Failed Embrace: The candidate escapes from the main character and runs into the welcoming arms of her biggest rival. Because this candidate will most likely want to become a vampire, he may gain merits once he is Embraced by the Kindred of his choosing.

Covenant Reactions

Invictus: The Invictus may not comment on the Embrace publicly for political reasons, but behind closed doors they secretly debate how the rival could have won.

Circle of the Crone: The Circle of the Crone discusses how the Embrace was a good test of the main character's prowess and speculates as to how the neonate might prove his worth.

Lancea Sanctum: Since the candidate was stolen from another vampire, the Lancea Sanctum may attempt to recruit the neonate and may ask the sire to perform an act of penance for her sin.

Ordo Dracul: The Ordo Dracul will likely keep a close watch on the neonate to see how well he adapts to Kindred society.

Carthian: The Carthians will protest the fact that a candidate wasn't given a choice.

Mental ••• Physical • Social ••

Whispers from the past haunt every Kindred; some more so than others. For the vampire that has mourned a loss of a loved one, the past may act as a powerful motivator for an Embrace.

In this scene, the sire will meet the spitting image of someone who is supposed to be dead. Either the sire will Embrace the doppelganger of the one he lost, or the candidate will die.

The only requirement for this scene to occur is that someone close to the sire has died.

Overview

In this scene, the sire will stumble across a mortal who has been the victim of a brutal assault in a seedy location. Maybe he finds the candidate lying broken and bleeding in a rail yard or maybe he smells blood and finds her body stuffed in a dumpster. When the sire sees the victim's face, he is immediately thrust into his past. As the sire watches her life slip away, he is besieged by idyllic memories of someone close to him who died. Now he is faced with either losing her all over again or saving her life by damning her for all eternity.

If the sire does decide to rescue the victim through an Embrace, she will probably not be able to physically resist him.

Description

You can't believe your eyes. You swear that you know who's lying on the ground in front of you, but she's supposed to be dead. Is it her? No time to find out. You know she's dying. Never mind that she has no idea who or what you are; you could introduce her to a new life. You could save her. You're not sure if you'll really get back what you lost, but you have to take that chance... you can't lose her again. You have to fill that aching hole inside of you, and this time you have the power to do it. There's no way you're going to let death take what is rightfully yours.

Storyteller Goals

The Storyteller's goal for this scene is to emphasize a strong emotional connection to someone in the main character's past so that the Embrace might be used to save, rather than damn, a mortal life. This particular scene would work well with a flashback to the main character's Prelude

or to an earlier point in the chronicle. Romanticized descriptions about the dead character and the emotional impact of her loss will help the sire decide whether or not he wants to Embrace her. Will he damn a mortal to cheat death at his own game?

Since the narrative's pace is dictated by the dying mortal, this scene would work best in a private location. The setting descriptions should make it clear that the candidate was attacked and left for dead. The challenge is to narrate this scene on enough of a deep, sentimental level that the sire won't even consider creating a ghoul instead of a childe. Here, the sire's Envy comes into play if and when he realizes he is not satisfied with what he has lost.

Character Goals

Sire: The sire's goal for this scene is base a decision to Embrace on his feelings of nostalgia. If he does decide to become her sire, he will have to perform the Embrace wherever her body lies.

Candidate: Since the candidate is dying, the goal here depends on whether or not this character is conscious. If she is, her goal would be to survive to see another day.

Actions

Calming the Candidate

This roll will help guide the sire's ability to calm the candidate down during the Embrace, but may not be used if the candidate isn't conscious enough to have a conversation.

Dice Pool: Manipulation + Empathy. Other rolls may vary depending upon whether or not a flashback scene is also introduced.

Actions: Since this is a very emotionally-driven scene, there may be very few actions that occur.

Hindrance: Candidate is dying (-1)

Help: Candidate doesn't want to die (+2), intimate setting (+1)

Covenant Goals

Invictus: Approach the Embrace carefully, but intentionally, in the hopes that the sire will regain a piece of his past.

Circle of the Crone: Wait until the last possible moment before conducting the Embrace.

Lancea Sanctum: Drain the mortal of her blood and leave her soul to God.

Ordo Dracul: Kill the woman swiftly out of pity, but do not Embrace her and do not allow the sire's emotions to get the better of him.

Carthian: Explain the consequences of the Embrace and allow the dying candidate to choose her own fate, even if it means the sire has to wait for a response.

Consequences

Successful Embrace: If the candidate was lucid, the sire has convinced her that he will introduce her to a better life, so she thinks of him as her savior. If the candidate was not aware of what was happening to her, her reaction to her transformation will vary depending upon her personality.



Due to the candidate's physical condition at the time of her Embrace, she may attain a physical derangement. The main character will immediately lose a permanent dot of Willpower.

Failed Embrace: If the candidate is not Embraced, she will die not long after this scene occurs. There are little, if any, ramifications for her death.

Covenant Reactions

Invictus: When the Invictus learns why the sire Embraced the dying mortal, they applaud his efforts to relive his past, provided he takes care of his new child.

Circle of the Crone: The Circle of the Crone welcomes the neonate and comment on how the Crone works in mysterious ways.

Lancea Sanctum: The Lancea Sanctum seeks out the neonate to teach her that her sire is not her deliverer and she has a new purpose.

Ordo Dracul: The Dragons have a terse conversation with the neonate so she understands that life as a Kindred is not permanent.

Carthian: Since this woman chose what she wanted, the Carthians hope that the neonate also gets to decide how to live her new life independent from her sire.

Chapter Two: Gluttony Embrace

Voracious feedings and monstrous appetites are the heart, stomach and soul of any glutton. A pie-eating contest offers a man the chance to indulge his sweet tooth, because he has rationalized that if he gorges himself on cherry pie and wins, he won't feel guilty about what he's done. A Kindred only selects young vessels because she believes their blood will mask her old age. Although many gluttons are fixated on food or drugs, Gluttony also highlights a Kindred's inability to control their addiction to obtain a fleeting reward.

For Kindred, the Vice of Gluttony entices them to indulge in their darkest appetites, regardless of the consequences. Those obsessive habits can range from gorging on blood to diablerie and everything in between.

The Gluttony Embrace is shaped by a Kindred's inability to control her personal addictions.

Taste

Mental • Physical ••• Social ••

For the vampire that is prone to Gluttony, drinking blood is probably not just about feeding. The pursuit of blood is different for every character; some feed just for practicality, while others are addicted to the taste of blood and let it linger in their mouths like a gourmet meal.

This scene turns the act of feeding into the Embrace by focusing on the addictive properties of a candidate's blood. It may be used immediately after the main character has successfully fed on a particular vessel.

Overview

The sire has just fed upon a vessel and is pleasantly surprised by how good it tastes. Maybe she savors the aftertaste of her blood, or

maybe she's aroused by its sweet, coppery fragrance. Whether the sire convinces herself that there's something unusual about this particular vessel's blood or not, she may find it hard to pull herself away from it. Since it will be a few nights before the vessel regains his full health, the sire is faced with a tough decision. Can she wait that long to drink her blood again? If she drains his blood dry and kills him in the process, will she be happy knowing she will never taste his blood again? Would she risk creating a ghoul if there's even a remote chance that he will die? Wouldn't it be better to Embrace this vessel, fill it up, and drink from it over and over again?

Description

You're not sure why, but you're positive that this vessel's blood smells and tastes differently than the filthy blood of other mortals. Tangy and sweet, your mouth explodes with flavor long after the blood fills your mouth. Maybe this vessel is sacred. Maybe it changes ordinary, boring blood into a perfect and divine fluid. Damn the vessel's fragile body. It won't recover fast enough for you to safely feed without killing it and you know it. Of course, you could always Embrace him and feed upon him again. Hell, you could even bring him a few other vessels before you do. More blood that way. More of his sweet blood, that is. And it's all for you.

Storyteller Goals

The identity of the vessel may not be important to this scene or to the sire. What matters here, is that this vessel's blood is so delicious that the sire will grapple with her self-control rather than listen to reason. Descriptions for this scene may become graphic, because this particular moment exposes a vampire's true nature and her thirst for blood.

Since this scene occurs after a routine feeding, the sire may not have a lot of time to make her decision. There may be curious onlookers, a police car may slowly drive past the scene, or the sun may start to rise. Whatever elements are introduced here, this scene has the potential to become very intense in a matter of moments.

Because this Embrace is based on the act of feeding, the Storyteller's goal is to evaluate the addictive properties of the candidate's blood and the effects it has on the sire.

If the vessel does become a Kindred, remember that she would be resistant to the sire's Kiss, and havoc might ensue if the neonate fought back.

Character Goals

Sire: Since this scene takes place after a routine feeding, the primary goal is to satiate the sire's addiction without endangering the Masquerade.

Candidate: The vessel has been enthralled by the ecstasy of the Kiss and may not be fully aware of what is happening. If she is lucid, her goal would be to survive the night.

Actions

Paying Attention

These rolls come into play during the Embrace to help indicate whether or not the sire is aware of his surroundings and if he's prepared to respond to threats.

Dice Pool: Resolve + Composure and Intelligence + Streetwise. Other rolls may vary depending upon how the blood addiction is narrated.

Actions: Can be instant, contested, reflexive or contested + extended. What actions are taken will depend entirely on how well the main character is able to resist the addictive properties of the candidate's blood. Refer to pp. 164 to 165 of **Vampire: The Requiem** for a detailed explanation of what feeding typically entails.

Help: Familiarity with candidate (+1)

Hindrance: Addiction to candidate's blood (-1 to -5)

Covenant Goals

Invictus: Use the vessel in any way that the sire desires, provided there is no risk to the Masquerade.

Circle of the Crone: Drink as much of the vessel's blood as the sire wants without becoming addicted to it and study its magical properties through the use of Crúac.

Lancea Sanctum: Cover the sire's tracks and withdraw from the scene immediately.

Ordo Dracul: Embrace the vessel and use it to practice the Coils of the Dragon.

Carthian: Let the candidate go home for a night or two and then give her the option of an Embrace when she's more coherent.



Consequences

Successful Embrace:

The sire cannot stop herself from drinking the candidate's blood and has incurred a serious addiction to it. After she has transformed the vessel into a neonate, she may abduct and imprison her child. The chances of her allowing the neonate to enter Kindred society are slim to none.

Most likely, the neonate will incur a mental derangement as a result of this Embrace.

Failed Embrace:

Something during the Embrace went terribly wrong. Maybe the sire developed an allergic reaction to the candidate's blood. Maybe someone heard the candidate's screams. Since the candidate may lose a lot of blood during this scene, it is highly unlikely that she will survive the encounter. If she does, she may become a threat to the Masquerade.

Covenant Reactions

Invictus: The Invictus do not discuss such vulgar matters in public. Privately, they may interrogate the sire to ensure the Masquerade has been protected.

Circle of the Crone: The Circle encourages the sire to use the neonate to overcome her addiction and perfect her blood rituals.

Lancea Sanctum: The Lancea Sanctum denounces the Embrace and demand for the neonate's immediate release.

Ordo Dracul: The Ordo Dracul seeks opportunities to conduct secret experiments on the neonate, or steal her for that purpose.

Carthian: The Carthians take up the position of the Lancea Sanctum and may also publicly stand by their side.

Partner

Mental •• Physical • Social •••

From the act of being bitten to collecting teeth, the simplest behavior can turn any well-adjusted Kindred into a creepy monster when he has a powerful addiction. Given enough time, a vampire's addiction may slide into depravity and could threaten the Masquerade. Instead of collecting extracted teeth from a dentist's office, for example, a vampire might rip out a vessel's tooth after he feeds.

This scene is based on the idea that the main character already has a compulsion or an addiction that he regularly acts upon.

Overview

Tonight, the main character staggers across the path of a mortal who shares his addiction and is drawn to him out of curiosity or a need to compare notes. Whatever the reason, this mortal cannot stop talking about their common fixation and invites him along to partake in their addiction. The mortal may even go so far as to give him pictures or offer him a small token just to show how sincere he is.

If the Kindred is unable to resist the mortal's tempting offer, he may accompany the mortal to a nearby location. Maybe the mortal takes him back to an abandoned warehouse. Maybe the two descend into the sewers or head down to the docks. Regardless of where they end

up, the brazen mortal will try to persuade the Kindred that she'd make an excellent partner. With no one in sight, the sire will have to decide whether or not he should Embrace the seductive mortal to help them both gratify their unusual habit.

Description

Blood isn't enough for you. You might feel guilty about it, but the truth is that you need something else. You are an addict, and few understand that. How can you convince your fellow Kindred that there's nothing wrong with you? Aren't you entitled to your own dark appetites? Sure, you know that other Kindred might look at you funny, but every vampire has a weird quirk they need to indulge from time to time. Isn't it ironic that a paltry human wants to help you? Maybe you should Embrace her. She seems like she'd make a great partner. Maybe if you had help you'd finally get that satisfaction you've been hoping for.

Storyteller Goals

The Storyteller's goal is to pinpoint the nature of addiction to foster an Embrace.

Since the sire has a pre-existing addiction, the nature of what that addiction is and how he feels about it may help shape this narrative. In a scene like this, the narrative has the potential to lose its focus if there are too many gruesome details and not enough conflict between the sire, the willing candidate and their ability to fend off their dark desires.

The addiction is necessary to give the Kindred's Gluttony a chance to emerge. How the candidate either helps or hinders the enjoyment the Kindred feels during the scene may affect his decision to Embrace rather than ghoul her. In this scene, the mortal is trying to seduce the Kindred into an Embrace by using their shared addiction as bait.

Since the mortal has chosen a secluded location, there is little to no threat to the Masquerade.

Character Goals

Sire: The sire's goal for this scene is to avoid losing self-control and cause his addiction (or fixation) to become more serious than what it already is. To achieve that goal, he may decide that he will take the role of voyeur and let his childe satisfy his addiction for him or he may opt not to Embrace and punish himself instead.

Candidate: In this scene, the candidate wants the exact opposite of what the sire does. She doesn't care about the consequences of addiction and wants to do (or have) more of it. Maybe she has spied on the sire and knows he's also an addict. Maybe she suspects that the sire isn't human or senses some addictive potential. Regardless of what she knows, the candidate's ultimate goal is to persuade the sire to Embrace her.

Actions

Influencing the Candidate

This roll comes into play before the Embrace occurs to help determine whether or not the sire is able to influence the candidate.

Dice Pool: Intelligence + Manipulation. Wits + Composure may also come into play, depending upon whether or not the sire engages in his addiction during this scene.

Actions: The majority of these rolls are contested + extended and reflexive because they hinge on how the sire and the mortal interact with one another.

Hindrances: Unfamiliar location (-1), shared addiction (-2)

Help: Secluded area (+1)

Covenant Goals

Invictus: Use the candidate to help the main character channel his addiction and teach him how to be discreet.

Circle of the Crone: Accompany the mortal, witness her actions, and then walk away.

Lancea Sanctum: Avoid the temptations the mortal has to offer and find another way to deal with the addiction.

Ordo Dracul: Join the mortal to discover how the main character's addiction is affected by his Kindred nature.

Carthian: Embrace the mortal and take her up on her offer.

Consequences

Successful Embrace: The candidate has convinced the sire to Embrace her. The character will immediately lose a permanent dot of Willpower.

Failed Embrace: The sire refuses to be conned into an Embrace. The mortal attacks him in a fit of blinding rage.

Covenant Reactions

Invictus: The Invictus scoffs at the sire's moment of weakness and applaud the candidate's efforts.

Circle of the Crone: The Circle avoids public commentary, but reassures the sire that he did the right thing.

Lancea Sanctum: The Lancea Sanctum renounces the Embrace and demand that the childe be properly instructed before she can rejoin her sire.

Ordo Dracul: The Ordo Dracul seeks a private meeting with the sire or neonate to discover whether or not the neonate was predisposed to the Curse.

Carthian: The Carthians welcome the neonate with open arms.

Chapter Three: Greed Embrace

If Envy relates to insecurity and Gluttony is mired in addiction, Greed is about always wanting more. A greedy child wants more presents because she isn't content with the pile of boxes and bags at his feet. A Kindred petitions for a second domain because their first one isn't enough to satisfy them. Greed is often characterized by an excessive and feverish desire to have more than anyone else, regardless of the consequences.

The Vice of Greed amplifies the need to continually acquire status, power or money by turning the word "more" into a vampire's deadly obsession. These Kindred don't necessarily think about the repercussions of getting what they want; they just want to have as much of it as they can, regardless of whether or not they deserve it.

The Greed Embrace is modeled after a Kindred's belief that he can never have enough and he does not wish to share what he does have.

Pay

Mental •• Physical • Social •••

The Kindred that suffers from the Vice of Greed may maintain multiple ghoul or she might Embrace several humans in her lust for money, status or power. Sometimes a vampire's greed will manifest quickly; other times, a Kindred will slowly succumb to it.

This scene touches on the Vice of Greed by turning the Embrace into a business venture. A meeting to discuss a once-in-a-lifetime opportunity is the catalyst.

Overview

In this scene, the main character will attend a meeting behind closed doors with a well-dressed businessman. The mortal will flaunt

his wealth and power to convince the sire that she will gain unimaginable riches by assigning all of her assets over to him. The caveat to this money-making investment is that it will only be valid until two o'clock in the morning. In fact, this deal is so exclusive that the meeting has been scheduled after hours in a soundproof room to avoid any eavesdroppers.

The candidate will offer the chance for the sire to negotiate by putting an attractive counter-offer on the table. At some point during the conversation, the sire may decide to ask him to pay handsomely for the most rewarding thing she has to offer – the gift of eternal life. To put this idea in her head, maybe the candidate talks in riddles about magic or a mysterious benefactor. Maybe he talks about how not everyone will be around to enjoy their money forever.

If the Embrace does occur, it takes place only after the sire has received the candidate's money.

Description

You don't enjoy the finer things in life; you own them. This idiot may have given you the opportunity to make a counter-offer, but there's no way in hell you'll give up everything you've built. In fact, you might have a better idea. In exchange for the ultimate prize of immortal life, you would line your haven with this guy's money. Think about it. It's a win-win situation for everyone involved. You Embrace a worthy child that you can leverage to build your assets. He gets all the benefits that being a Kindred has to offer him. Who wouldn't want to pay a premium for the life of a Kindred?

Storyteller Goals

The Storyteller's goal in this scene is turn the sire's decision to Embrace into a money-making opportunity.

This scene amplifies the sire's greedy nature through a battle of wits. Each character has something different that they want to walk out of the room with before the meeting ends at two o'clock. The deal needs to be structured in a way that the sire cannot afford to counter-offer with what she currently owns.

This is a challenging scene that targets the reasons why any sire would want to force a mortal to pay for their Embrace. Perhaps the candidate asks the sire what could possibly be more valuable than the deal that's on the table. Or maybe he suspects the main character is more than she appears to be and wants to find out why.

Character Goals

Sire: The goal in this scene is to increase the sire's personal assets before the end of the evening without creating a Masquerade risk.

Candidate: The candidate is a con artist who lives life on his own terms. His goal is to leave the room in a position of power because he is trying to impress the sire.

Actions

Going Ballistic?

These rolls may be used immediately after an Embrace to help the sire gauge her childe's next steps.

Dice Pool: Intelligence + Persuasion and Intelligence + Investigation. Other mechanics that come into play will depend upon whether or not the candidate refuses the sire's offer or if the scene turns violent.

Actions: Reflexive and contested. Many of the actions in this scene depend upon what happens in the meeting and whether or not the sire pursues an Embrace.

Hindrances: Candidate has cell phone (-1 to -2), candidate is armed (-1)

Help: Expensive attire (+1), soundproof room (+1)

Covenant Goals

Invictus: Make the candidate pay for his Embrace and swear his allegiance to the Invictus.

Circle of the Crone: Test the limits of the sire's greed by Embracing the candidate without gaining anything.

Lancea Sanctum: Accumulate assets without drawing blood.

Ordo Dracul: Avoid being tempted by an Embrace and investigate the candidate more thoroughly before being ensnared by his offer.

Carthian: Offer the Embrace to the candidate for a fee without risking the Masquerade.

Consequences

Successful Embrace: The greedy sire has convinced the candidate that her gift is better than anything else he could ever have. Depending upon how the candidate responds during the course of the Embrace,

the ramifications of this scene may result in the creation of a cunning rival.

Failed Embrace: The candidate refused the sire's offer, and the sire is forced to protect the Masquerade by any means necessary.

Covenant Reactions

Invictus: The Invictus applauds the sire's intent but caution against the risks of Embracing a candidate so hastily.

Circle of the Crone: The Crone turns their back on the sire for cheapening the Embrace and may attempt to assassinate the childe.

Lancea Sanctum: The Lancea Sanctum is furious and demand that the sire be banned from Elysium.

Ordo Dracul: The Ordo Dracul spies on the childe to determine his worth.

Carthian: The Carthians attempt to ensure that the childe is self-sufficient in Kindred society.

Gain

Mental • Physical • Social •••

Several notable members of Kindred society have commented on the value of Embracing a particular mortal who has something to offer their clan or covenant. Some may have remarked upon his family lineage. Others may have discussed his physical prowess or his unique talents. The question that seems to be on every Kindred's mind is: Who should be his Sire?

In this scene, a Kindred pursues an Embrace to gain status. The first requirement for this scene to occur is the announcement from any clan or covenant that a particular candidate would make a worthy asset. The second requirement is that the sire has scheduled a meeting with the candidate at his home.

Overview

Eager to earn the approval of his fellow Kindred, the sire has set up a meeting with the candidate at his home. Maybe she summons him under false pretenses. Maybe she claims to know someone from his past. Whatever the main character decides to do, she will introduce herself to the candidate and decide whether or not to Embrace him

that evening according to the wishes of her clan or covenant. The only problem is, the candidate's house is filled with moving boxes and he can't stop shivering. Something freaked the mortal out and it seems like he's getting ready to leave town. Can the sire calm the candidate down and successfully Embrace him? Or will she let the opportunity to gain status slip through her fingers?

Description

Money only gets you so far. You thrive on what other Kindred have to offer you. A boon here, a favor there, and you wind up with more than you could possibly want. Take this mortal for example. Not only does he have the stamp of approval from the Kindred that matter, but they are practically begging someone to Embrace him. Unfortunately, something or someone spooked him. This is going to be a lot harder than it looks. Is my status that important to me that I'd manipulate him into an Embrace? Hell, yeah it is! Now all I have to do is not screw this up.

Storyteller Goals

This scene emphasizes what may happen if a mortal suspects that monsters are real. Maybe he thinks twice about allowing the sire to step inside his house. Maybe he covered the entrance with garlic. These superstitious behaviors may reveal that another Kindred has already approached the candidate and did not Embrace him, or perhaps a dangerous mortal has blackmailed or even threatened him.

Several questions surrounding this narrative may help shape this scene. How bad does the sire want to Embrace this mortal? Who will she piss off if she does? Is the candidate so scared he'll react poorly to an Embrace? Why did some other Kindred not Embrace this man?

The goals for this scene are twofold. First, reinforce this mortal's value to a particular clan or covenant so the sire can decide whether or not to Embrace him for status. Second, bring that mortal's fear to the surface



and challenge the sire's decision by reminding him that this candidate is a human being.

Character Goals

Sire: The sire's goal is to earn as much status as she can by successfully charming and Embracing the candidate according to the best interests of his clan or covenant.

Candidate: For whatever reason, the frightened candidate is worried that he's being stalked and he is a nervous wreck. The candidate's goal is to finish packing up his house so he can move somewhere more secure.

Actions

Soothing Words

Make this roll during and immediately following the Embrace to ensure that the sire will be able to take this child under her wing.

Dice Pool: Intelligence + Persuasion or Manipulation. The sire is encouraged to utilize her existing Disciplines or merits to seduce the candidate.

Actions: Extended + Contended. The scene primarily depends upon the sire's ability to charm this particular mortal and assuage his fears.

Hindrances: Candidate is afraid (-1), candidate is being watched (-1)

Help: Candidate is prone to flattery (+1), private home (+1)

Covenant Goals

Invictus: Find out why the candidate is so afraid and determine if there's already been a breach of the Masquerade.

Circle of the Crone: Perform a ritual Embrace in the main character's tradition within the Circle.

Lancea Sanctum: Since the Lancea Sanctum has blessed the Embrace, the sire will use the Testament of Longinus as his guide and avoid questioning God's will.

Ordo Dracul: Pursue an Embrace but make it clear that there are ways to act against the Curse and lessen its negative side effects.

Carthian: Explain the benefits and drawbacks of the Embrace and let the candidate decide what he wants to do.

Consequences

Successful Embrace: The sire has put the candidate's fears to rest and has Embraced him to the wishes of her clan or covenant. She may also receive clan or covenant status for his actions at the Storyteller's discretion.

Since the outcome of this scene hinges upon following a particular clan or covenant's orders, any Embrace that did not happen according to plan may be considered a failure.

Failed Embrace: For whatever reason, the candidate panicked and reacted in the worst way possible. Maybe he tried to commit suicide or he called the police. Maybe he passed out and the sire Embraced him anyway. Depending upon the circumstances of the failed Embrace, the sire may lose status within her clan or covenant and the event may have a ripple effect on Kindred society.

Covenant Reactions

Since the Embrace will be conducted according to the needs of the sire's clan or covenant wants, the reactions from each covenant will vary. Most likely, the covenants regard a successful Embrace as a political move and respond accordingly.



Chapter Four: Lust Embrace

Intense passion and uncontrollable desires lurk in the mind of someone driven by Lust. A lover keeps his girlfriend prisoner because the sex is that good. A neonate feeds recklessly because she can't control her longing for blood.

Though sex is often the object of a mortal's Lust, it doesn't gratify a Kindred the same way that feeding does. To a vampire, blood is its own ecstasy, but there may be other experiences that gratify their compulsive need for a moment of euphoria.

The Lust Embrace is designed to flesh out a Kindred's insatiable desire to feel pleasure.

Teach

Mental • Physical •• Social •••

While Kindred are able to have sex, the most exquisite feelings of pleasure originate from the Kiss. Some Kindred long for that moment when they sink their teeth into a mortal's flesh and taste the first drops of blood; other Kindred who lust for that moment of sheer ecstasy may bite down on a Kindred lover to share their joy. For many vampires, blood is more than food - it is the raw essence of unbridled sensuality that supersedes physical limitations and gender.

This particular Embrace pinpoints the main character's Lust through the creation of a childe that she can teach how to scratch her particular itch. In this scene, the main character attends a show at an adult entertainment club.

Overview

Tonight, the sire has decided to visit an erotic venue. Maybe she sits down at a peep show or maybe she walks into an X-rated fetish club. Wherever she ends up, a specific mortal will somehow remind her of

the Kiss and what she feels when her teeth puncture a mortal's flesh. A stripper uses cherries to entice the club's patrons. White-robed figures pretend to feast upon a woman's naked body at a burlesque show. During a break in the performance that the sire is attending, this mortal will try to coax the Kindred into a dark room.

If the mortal corners the main character, she'll shyly admit that he's new to the adult scene and will ask the sire to teach him a trick. The question is: Will this Kindred be selfish and worry about satisfying her own Lust? Or, will she Embrace this mortal so she can teach him how to Kiss?

Description

God, being a vampire is so dull sometimes. You've seen it all, done it all and had it all. Nothing, except the Kiss, seems to fill that aching hole inside of you. Why the fuck else would you go to a strip club? Look around you. Oiled muscles. Big tits. Moans of pleasure. Vinyl costumes. Each one of these mortals has something you crave. Now, one of them wants you to teach him what makes you climax. Has that thought ever crossed your mind before? Someone else's pleasure? There's only one thing that's better than sex, and that's the Kiss. Those pouty lips. That lithe body. He'd probably make one hell of a seductive Kindred. Maybe you'd want to feel his fangs sinking into your neck, too.

Storyteller Goals

For this scene, the Storyteller's goal is to show the sire how the Embrace can be used to teach pleasure.

The difference between a Lust Embrace and one of Gluttony is that at the end of the day, everything comes down to a Kindred's search for ultimate pleasure rather than the over-indulgence of an addiction. In this scene, the sire may seek to Embrace the adult performer because she's aroused by the mortal's curiosity and purported innocence. As Storyteller, your job is to walk the fine line between luring the main character into a decision for an Embrace or risk turning the sexy mortal into a vessel.

Because this erotic scene involves elements that might make a player uncomfortable, it might be a good idea to know beforehand where the narrative limits might be. To ensure that the pacing remains steady and not forced, there are a number of techniques that can be used. Maybe the main character only bought a certain amount of minutes.

Maybe a bouncer comes to check up on them. Maybe the song ends or there's a change in shifts.

Character Goals

Sire: The sire's goal is to explore the limits of the Kiss without becoming a risk to the Masquerade.

Candidate: Obsessed with sex but inexperienced, the candidate's goal is to learn an erotic technique from the sire.

Actions

Stressing the Masquerade

This roll comes into play following the Embrace to help gauge the sire's ability to impress the importance of protecting the Masquerade on her new childe.

Dice Pool: Manipulation + Persuasion.

Actions: Reflexive and contended + extended. Since the candidate is trying to seduce the sire, he must successfully isolate her in order for the scene to continue.

Hindrances: Timed event (-1)

Help: Candidate is curious (+2), Dark room (+1)

Covenant Goals

Invictus: Ensure that the Embrace is a pleasurable experience for the candidate.

Circle of the Crone: Use the candidate and his Embrace to test the physical limits of pleasure, even if it means that the sire has to use ritual blood magic to do it.

Lancea Sanctum: Avoid the Embrace at all costs and seek penance for the sire's sins of the flesh.

Ordo Dracul: Postpone the Embrace long enough until the sire has had a chance to verify the mortal's identity. If he checks out, pursue an Embrace to experiment with the seductive side of the Curse.

Carthian: Explain what your teaching might entail without risking the Masquerade.

Consequences

Successful Embrace: The sire has been seduced by the mortal and has Embraced him. Now the sire's challenge is to convince her childe

why the Masquerade needs to be protected and leave the club without arousing suspicion.

Failed Embrace: The candidate is so freaked out by the sire that he immediately tries to leave the room. Maybe he calls 911 on his cell phone or maybe he yells for security. Whatever he decides to do, the candidate will want nothing more to do with the sire.

Covenant Reactions

Invictus: The Invictus ensures that the childe understands how serious the Embrace is.

Circle of the Crone: The Circle recruits the childe to educate her in their mysterious ways.

Lancea Sanctum: The Lancea Sanctum demands that the childe be introduced to their faith and will demand that the sire repent.

Ordo Dracul: The Ordo Dracul investigates what benefits and drawbacks this type of Embrace has to offer the vampiric condition.

Carthian: The Carthians attempt to make sure that the childe can operate independently of his sire.

Beloved

Mental •• Physical • Social ••

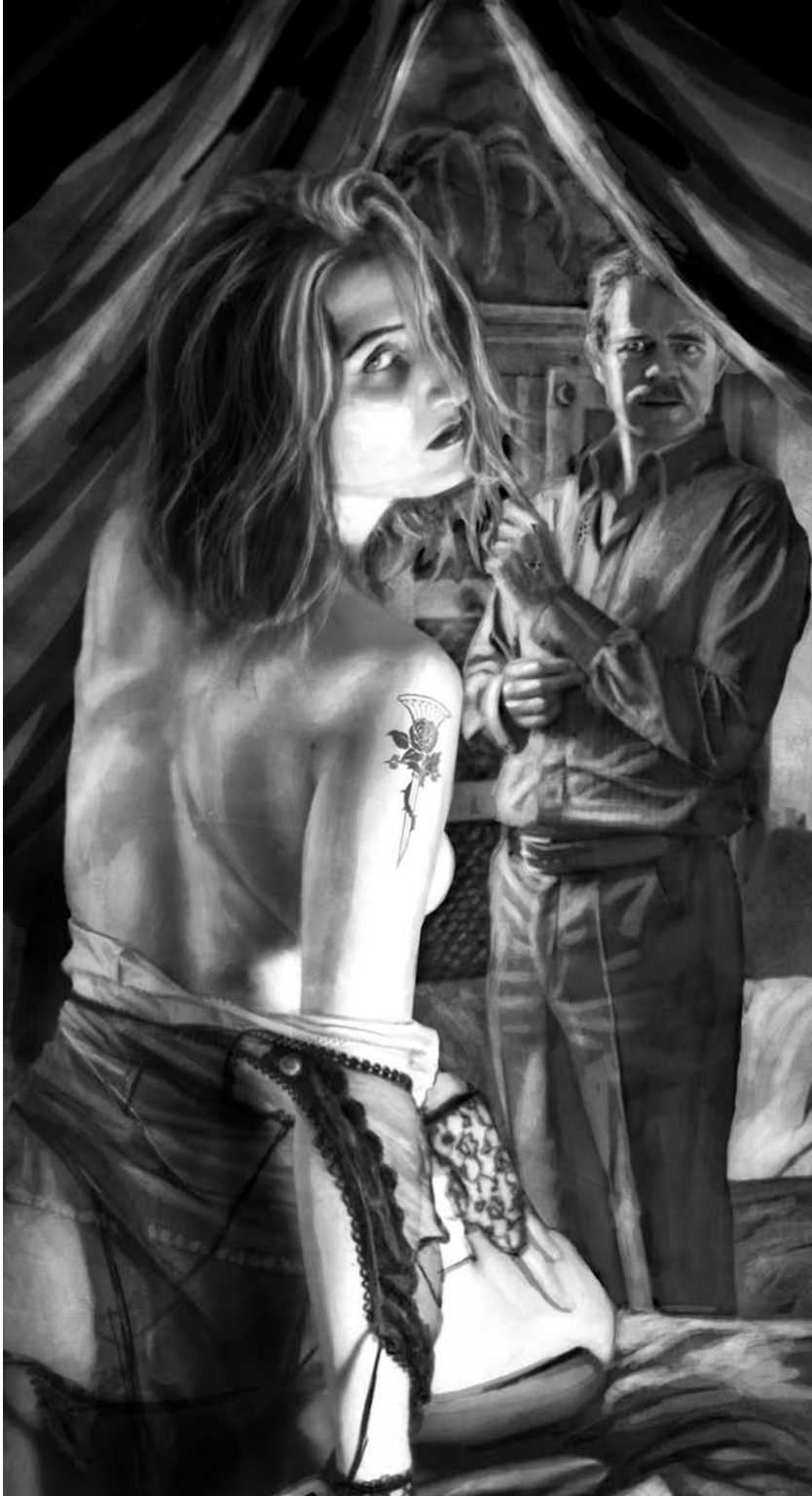
The idea of true and everlasting love is a powerful, blinding force. Many Kindred forget that they simply cannot feel or experience love the same way mortals do. Others may think they can overcome the Curse's limitations, so they go to great lengths for a mortal they think they love.

In this scene, a Kindred will be faced with the decision to Embrace a mortal he loves.

For this scene to occur, the sire must believe he has fallen in love and must know the mortal's routine. It doesn't matter whether this Kindred has spoken to her or not, just that he regularly sees her.

Overview

Tonight, the sire meets his beloved at a familiar public location. Maybe he has memorized where she lives, or maybe he knows when she'll go for a run. Wherever they cross paths, his beloved will pull him aside. The identity or description of the mortal isn't as important as what she tells him. She has decided to reject him and she gives a



few reasons why. However, at some point during her speech, she will say something like: “If you’re so interested in me, prove it,” providing a potential opening.

What will the sire do when he hears her rejection? Will he argue with her? Try to abduct her? Will he hone in on her challenging words and be pushed into an Embrace?

Description

You’ve watched all the chick movies and read all the romance novels you can get your hands on. You aren’t like any other Kindred. You know what it means to love. After everything you’ve read and seen, you’re positive that this girl is the one—and you know she feels it too. All the signs are there: she can’t stop staring at you and you’re pretty sure she’s said that you’re crazy about her. How romantic! Now you just need to prove how much you love her. You know how insecure a lover can be. Well, there’s only one way to fix that. You can spend an eternity showing her how you feel. You just have to Embrace her to do it.

Storyteller Goals

The goal for this scene is to remind the sire what it means for a Kindred to love.

The sire’s Lust may have manifested in a more traditional sense or through a romantic obsession. Although the object of the sire’s affection isn’t interested at all, the sire might not know or believe how she feels. In fact, there may be a very innocent reason why the two keep running into each other.

Although this scene works best for an existing chronicle, the strength here is not in the sire’s decision to Embrace, but the events that follow when the mortal rejects the sire. Will the sire’s Lust take over, causing him to Embrace her anyway in a public place? Or will he drag her body to an alleyway and kill her? Just how far is the Kindred willing to go to prove his love?

Character Goals

Sire: The sire’s goal is to convince the candidate that they belong together.

Candidate: The candidate’s goal is to make sure the sire knows she has no interest in him.

Actions

Focus on Me

These rolls resolve the sire's ability to retain the candidate's interest during and after the Embrace.

Dice Pool: Manipulation + Presence or Persuasion. Note that the dice pool will shift once the main character realizes the candidate is not romantically interested in him.

Actions: Reflexive and Contested. The scene hinges on how the sire interprets the actions and words of her "beloved."

Hindrances: Witnesses (-1 to -5), a public place (-1 to -2), romantic obsession (Kindred) (-1)

Help: Familiar area (+1 to +3)

Covenant Goals

Invictus: Spend more time with the candidate and ensure that the Embrace occurs in a more intimate setting.

Circle of the Crone: Find another way to test the limits of the sire's love and use the Embrace only as a last resort.

Lancea Sanctum: Examine the sire's feelings and end the obsession.

Ordo Dracul: Be hesitant to Embrace because the Curse will undoubtedly change the candidate's feelings for the sire.

Carthian: Let the candidate choose what she wants to do and honor her wishes.

Consequences

Successful Embrace: The sire has successfully convinced the candidate that he will be her eternal partner and has Embraced her.

Since this scene amplifies the inhuman side of love, the optional rule can be applied here to good effect. Several consequences may occur from this Embrace ranging from the childe's acquisition of a mental derangement to a possible breach of the Masquerade.

Failed Embrace: The Embrace may not occur if the candidate is not convinced that the sire is her "true love." If she isn't, she will flee from the scene and seek protection.

Covenant Reactions

Invictus: The Invictus strikes up another debate about whether or not a Kindred can actually feel true love. Privately, they put out feelers to ensure the Masquerade has been protected.

Circle of the Crone: While the Circle is happy that a new childe has been Embraced, they wonder how long it will be before their love turns sour.

Lancea Sanctum: The Lancea Sanctum outwardly declares that the sire has betrayed his Kindred nature and may shun his childe.

Ordo Dracul: The Ordo Dracul attempts to recruit the childe to teach her the Coils of the Dragon, just so they can see how it affects her and her sire's feelings.

Carthian: As long as the childe was able to choose what she wanted, the Carthians look the other way. If the candidate was forcibly stripped of her humanity, the Carthians turn their backs on the sire.

Chapter Five: Pride Embrace

Arrogant individuals are often defined by the belief that they can do no wrong, even when presented with their own mistakes. A CEO allows an airplane full of children to fly even after he finds out it failed several safety tests because the press is recording its take-off. Even though he knows it's forbidden, a Kindred travels in Werewolf territory because it's the quickest route.

Those who believe that they are always right and are indifferent to others who suffer are good candidates for Pride as a Vice. While it is possible for a character to be proud in an innocuous way, a Kindred's egotistical desires often act as a catalyst for Pride.

The Pride Embrace calls attention to a Kindred's excessive ego, their need for validation and the risks associated with both.

Family

Mental ••• Physical • Social ••

Although Kindred cannot have children the same way that a mortal might, the idea of family is still very important to several of them. Some vampires go out of their way to create a family by creating ghouls and childer or have havens filled with pets and the trappings of a family life. For a proud Kindred, a family may be his way of affirming his self-worth.

In this scene, the concept of family takes on a different meaning when the main character meets a mortal who begs to be Embraced.

The requirement for this scene is that a mortal has invited a Kindred to dinner. This scene would be best suited for a Kindred whose family lineage is important to him. That pedigree could be based on a particular surname, bloodline or clan.

Overview

In this scene, the sire has received a strange phone call that has piqued his interest. The mortal claimed that she was a relative of his and would be thrilled to meet him. When the main character shows up for dinner, he is surprised by the intimacy of his surroundings. Maybe the dinner takes place in a lush basement. Maybe they dine at a fancy table in an empty museum. As the meeting progresses, other details may indicate the mortal's desire to prove her pedigree. A birth certificate may be dropped in the main character's lap. Photographs or letters may be handed to him.

When these pieces are introduced, the relative will regale the main character with a speech about family pride and destiny. Then, she will give the sire an ultimatum – Embrace her or else. Maybe the mortal blackmails the sire. Maybe she produces a contract or whips out a damning video. Will the sire Embrace the mortal simply because she claims to be related to him? Or, will he risk losing a family member to protect the Masquerade?

Description

Your family means the world to you. You're not sure how this relative found you, but you can see the family resemblance. After all, everyone in your lineage is smart and talented. That's why you love them so much. If you were still mortal, wouldn't you feel the same way? The question is, what will you decide? Embrace the mortal, and you'll probably piss off several Kindred. Don't Embrace her, and she may make good on this threat. God knows you don't want to kill him. Does your family's destiny mean so much to you that you'll risk the Masquerade?

Storyteller Goals

The Storyteller's goal in this scene is to test the limits of the sire's familial pride. To do that, this scene will require a well-developed candidate that has knowledge of the sire's family, clan or bloodline.

A potential Masquerade breach and eternal damnation are the risks associated with this Embrace. While each covenant may deal with threats to the Masquerade differently, the sire's Pride comes into play when he turns a blind eye to the consequences of an Embrace and its effect on Kindred society. A number of questions may help flesh out

the candidate's appeal to the sire's Pride. Does she know what Kindred are, or is she bluffing? Why does she want eternal damnation? What will the candidate earn from an Embrace?

This scene's outcome will depend upon how the candidate is portrayed, what she knows and what her connection is to the sire's family surname, clan or bloodline.

There will likely be long-term ramifications from a successful Embrace.

Character Goals

Sire: This sire may take family pride to the extreme. His goal is to verify the candidate's identity and Embrace her if she lives up to the family name.

Candidate: The candidate's goal is to blackmail the sire. What this character knows about Kindred society may affect how she pursues that goal and what she has to gain from it.

Actions

Protecting the Masquerade

These rolls will shape the sire's ability to maintain control over the childe immediately following the Embrace.

Dice Pool: Intelligence + Persuasion or Investigation.

Actions: Contested + extended. The actions of tonight's meeting depend upon how the sire reacts to the threat of blackmail.

Hindrances: Blackmail (-1), potential Masquerade breach (-1 to -3)

Help: Enclosed space (+1), family pride (+1), candidate is in awe of the sire (+1)

Covenant Goals

Invictus: Protect the Masquerade at all costs without killing the relative.

Circle of the Crone: Test the family lineage's blood strength but uncover what the candidate knows about Kindred.

Lancea Sanctum: Find out how the Masquerade was breached and frighten the candidate into begging for God's mercy.

Ordo Dracul: Thoroughly investigate the candidate and kill her if necessary.

Carthian: Don't let the sire be bullied into an Embrace. Do it on the sire's own terms and assess the risks to the Masquerade.

Consequences

Successful Embrace: The sire has decided to Embrace the candidate, even though she has threatened to blackmail him. There may be an unforeseen threat to the Masquerade as a result.

Failed Embrace: For whatever reason, the sire did not Embrace the candidate. Maybe he refused to be bullied. Or maybe he convinced the candidate that he needs more time. Regardless, the sire's goal may shift to ensure that the Masquerade is protected.

Covenant Reactions

Covenant reactions depend upon the severity of any Masquerade breach and how it is handled within local Kindred society. Additional reactions may be inspired by the family lineage and are suggested below.

Invictus: The Invictus holds a public celebration.

Circle of the Crone; The Circle of the Crone appears unimpressed for political reasons, but privately invite the childe and sire to a ritual.

Lancea Sanctum: If the requirements for an Embrace through the Testament of Longinus have been met, the local bishops debate whether God would damn an entire family tree or not. If the conditions have not been met, then the Lancea Sanctum condemn the Embrace but may soften their usual tone.

Ordo Dracul: The Ordo Dracul wonders whether or not a family lineage has any part to play on the Curse and closely examine the childe's background.

Carthian: The Carthians remain quiet about the Embrace in public but scoff at the sire's conservative ideas in private.

Perfect

Mental •• Physical •• Social ••

Immortality affects a Kindred's ability to socialize in different ways. Some spend their time dancing the night away to avoid boredom; others pursue political agendas in the hopes that their intricate schemes will demand their attention. There are, however, some Kindred who thrust their lives into their covenant. What happens when a proud Kindred meets a mortal that would be a perfect fit?

This may be a very impulsive Embrace because it focuses on the assumptions that a main character has about her covenant.

Overview

Sometime during the night, the sire meets a stranger who fits the archetype of her covenant. Iconic details within the scene's private location and will target the sire's attachment to her covenant. Maybe she sees an iron cross or ancient carvings of dragons. Maybe a snake slithers across her path. While the candidate is professing his beliefs in this scene, he is insecure and asks for confirmation that he's doing the right thing.

Filled with pride, the sire will be faced with a decision to emerge from the shadows and Embrace the mortal destined for her covenant. All the signs are there, so the only question is: will she damn a mortal for the sake of her covenant, or will she ignore her pride and let the mortal convert to an opposing faith?

Description

Ever since you became a vampire, your covenant has been there for you. You've even found a renewed sense of purpose and finally feel like you belong. Sure, you've done favors for them and your status is important to you, but there's also the pride you feel because of your covenant. There's something magical about this night, isn't there? This place, this mortal is speaking through you, begging you to bring him into your covenant. Is this fate? Or is this a bizarre coincidence? There's time to argue; you need to prove to this mortal why your covenant is so important. The only trick is, you have to Embrace him to finish converting him.

Storyteller Goals

The Storyteller's goal for this scene is to match the Embrace to the ideal nature of a covenant.

Every member of a covenant might have their own ideas about what is best for them. Maybe an Invictus takes the idea of royalty to the extreme. Perhaps a Carthian thinks that a strict procedure should be developed for vetting a potential candidate. This scene will take advantage of that pride by crafting an illusion.

Details about the location and candidate will help influence the sire's decision to Embrace. For this scene to work, everything within this scene should be tailored to induce feelings of pride for her covenant. The candidate's search for answers should also resonate in this scene, but they don't need to be spelled out. The sire may leap to her conclusions to fill in the gaps after watching him.

Character Goals

Sire: Take whatever actions that are in her covenant's best interests. In this scene, the sire's goal is to successfully convince and Embrace the childe as a gift for her covenant.

Candidate: The candidate feels guilty about his beliefs and is looking for reassurance. His goal is to profess his beliefs in this hidden location and wait for a sign. The details of that goal will vary depending upon what fits the covenant.

Actions

Calming the Childe

This roll indicates how well the sire is able to put the candidate's fears about his chosen path to rest.

Dice Pool: Manipulation + Persuasion. It may occur before, during and after the Embrace until the candidate feels fulfilled. Other rolls may vary depending upon the sire's location.

Actions: Reflexive. Other actions will hinge upon the sire's ability to convince the candidate that he will be an exemplary member of her covenant.

Help: Candidate is superstitious (+1)

Hindrance: Candidate is depressed (-2)



Covenant Goals

Since the sire is providing the candidate as a gift, her approach to an Embrace will be conducted according to what she *perceives* her covenant might want rather than what a covenant actually does.

Consequences

Successful Embrace: The childe and his Embrace both fit within the covenant's goals and guidelines. There is a possibility the sire will receive status for her actions.

Any Embrace that did not achieve the sire's goal may be considered a failure.

Failed Embrace: For whatever reason, this scene does not occur according to the sire's plan. Maybe the candidate told the sire she's crazy. Maybe he knocked himself out or the sire Embraced him against his wishes. Either the sire's gut instincts were correct, or she royally screwed up. The candidate responds by converting to an opposing belief. The sire may deal with the rejection in her own way.

Regardless, there's a number of ways a sire's covenant may reject a childe. The sire could have been way off-base in her choice of candidate or she did not follow the covenant's edicts. The sire may even *lose* status if she presents a childe that the covenant doesn't want.

Covenant Reactions

This Embrace is based upon the sire's perceptions of what she believes her covenant's best interests are. As such, the reactions will depend on a number of factors ranging from the nature of the Embrace to the sire's position within the covenant.

Chapter Five: Promise

Chapter Six: Sloth Embrace

Procrastination and laziness are two descriptions attributed to anyone accused of being a sloth. An IT professional decides not to fix a server emergency because he thinks his other co-workers can handle it. A Kindred ignores an inquisitive reporter because she believes someone else will deal with her. In these examples, the Vice of Sloth is not just about putting something off until the last possible moment, it's also about the expectation that someone else will pick up the pieces.

Those who are prone to the Vice of Sloth get a kick out of getting what they want by never having to lift a finger. For a Kindred, this means that she might rely heavily on her coterie and other members of her clan or covenant to take care of her personal business.

The Sloth Embrace focuses on the idea that a Kindred prefers that someone else does their dirty work for them while they sit back and reap the rewards.

Choose

Mental •• Physical • Social •

To some Kindred, being a vampire seems like a lot of work. Between finding someone to feed on and keeping up public appearances, sometimes the last thing on a Kindred's mind is to maintain a new ghoul, find a haven, attend Elysium or sire a child.

This scene draws upon the sire's laziness by forcing her to choose between feeding or Embracing. The requirement for this scene is that a Kindred already has a mortal or ghoul on retainer.

Overview

For whatever reason, the sire's retainer has stumbled into her haven with a life-threatening wound. Maybe he was shot in the chest. Maybe his neck was slashed open. Maybe he got into a car accident. Regard-

less of what caused the injury, the retainer's body will be covered in blood. Angry and scared, the retainer shouts at the sire and tells her to save him. Will the sire Embrace him in her own haven? Can she resist the allure of his blood? Or, will she risk losing a valuable retainer and watch him die?

Description

Being a vampire really sucks. Sometimes because it's so goddamn complicated. That's the whole reason why you got a retainer. Now you're fucked, because he's hurt. If you lost him, you'd have to do all the work. You could Embrace him, but that sounds like so much effort. Then again, it'd be so easy to turn him. Too easy. He already knows everything about you and he'd probably thank you for Embracing him. Maybe you could finally get him to do your laundry or snatch a tastier vessel next time. Yeah, you know he's dying to be a Kindred. Why else would he come to you?

Storyteller Goals

In this scene, the Storyteller's goal is to challenge the worth of a retainer to a lazy Kindred through an Embrace.

To achieve this goal, use this scene to explore the decision-making process of a lazy vampire. Since the retainer has showed up in her haven, she will be forced to make a quick decision. For this scene to work, it doesn't matter whether the retainer is a ghoul or not. However, there are several dramatic elements surrounding the retainer's injury that may have a long-term impact on the chronicle. Was the retainer accidentally hurt? Is he so desperate to be Embraced that he's willing to put his life on the line? With all that blood, will the sire Frenzy?

The pacing of this scene affects how the main character reacts and what time she has to make a decision. Place the emphasis on why a new retainer would make the sire's life infinitely more difficult. Maybe this retainer knows all her secrets. Maybe he has valuable information for her. Whatever the reason, don't be afraid to test what a retainer means to an indolent Kindred.

Character Goals

Sire: The sire's primary goal is ensure that the retainer gets back to work as quickly as possible.

Candidate: The candidate's short-term goal is to be Embraced. Long-term goals will depend upon who attacked him. If the wound was self-inflicted or accidental, for example, he may be using the lazy Kindred.

Actions

Dice Pool: What is rolled will depend upon the relationship between the candidate and the sire, the severity of the candidate's injury, and the circumstances behind it.

Actions: May be a mixture of instant, reflexive and contested + reflexive.

Help: Secure location (such as a haven) (+2), intimately familiar with candidate (+2)

Hindrance: Candidate is dying (-1 to -5), unknown assailant (-2)

Covenant Goals

Invictus: Secure the haven, stabilize the candidate and investigate the mysterious circumstances.

Circle of the Crone: Use the retainer as a willing sacrifice to test his physical limitations.

Lancea Sanctum: Allow the retainer to die and take the opportunity to repent for being so lazy.

Ordo Dracul: Avoid a hasty Embrace because it could be a trap.

Carthian: Realize that the sire's circumstances have changed and base the decision to Embrace on that.

Consequences

Successful Embrace: The sire has acted in accordance with the candidate's wishes and has Embraced him. A successful Embrace may result in long-term effects on the sire's life because of the bizarre circumstances of his retainer's injury.

Failed Embrace: The sire was so lazy that something went wrong. Either the candidate didn't take well to the Embrace or the sire waited too long. Whatever the reason, the retainer has died and lingering questions remain.

Covenant Reactions

Invictus: The Invictus focuses on the circumstances surrounding the retainer's injury to protect the Masquerade.

Circle of the Crone: The Circle ignores the lazy sire and her childe.

Lancea Sanctum: The Lancea Sanctum denounces the Embrace and focus their attentions on reforming the sire's slothful behavior.

Ordo Dracul: The Ordo Dracul follows up with the childe to see what he gained from the Embrace and why he was attacked.

Carthian: The Carthians comment about how change is a good thing.

Evidence

Mental • Physical •• Social •

Even though a vampire may be charming or even selectively nurturing, the truth is that all Kindred are predators. Sometimes a Kindred kills a mortal intentionally, but sometimes accidents happen. In this scene, a Kindred's decision to Embrace is based on how he'll react to a mortal's unexpected death during a routine feeding

Overview

In this scene, the sire has accidentally killed a vessel during a routine feeding. Whether he drank too much blood or twisted his victim's body



in the wrong way, he now has a cold, bloodless corpse on his hands that he doesn't know what to do with. What now? Does he leave the body where it is or does he drag it with him? Moments later, the sire notices someone poking around. Maybe a couple of police cars have been circling the block. Maybe the corpse's girlfriend is calling him. Thinking quickly, the sire may decide to do the one thing he can to get the vessel back up on his feet. He may simply Embrace his victim and pretend that nothing ever happened.

Description

Even though you may not be the prettiest vampire or the smartest, there is one thing you're good at – following the rules. You don't like getting into trouble because you've seen what happens to vampires who do. Right now, the only thing you care about is figuring out a way to get rid of the corpse you just made. The worst part about this whole deal is that you have no idea how much time you have before someone figures out what happened. Guess it was way too easy. Lucky for you, all vampires seemed to have a failsafe built right in. Just Embrace him and no one will be the wiser. Let's hope this works.

Storyteller Goals

The challenge for the Storyteller is to create a compelling atmosphere to cause the sire to fall prey to his Vice. After all, the Embrace does require an expenditure of Willpower, but that might be worth the added hassle of trying to dispose of a corpse.

In this scene, a physical corpse forces a Kindred to decide whether or not an Embrace should occur. What the sire decides to do will be affected by how much he wants to protect the Masquerade. If he decides to Embrace, he must race against time. To foster a decision for an Embrace, the environment and witnesses in the scene may not be conducive to dumping the body without risking the Masquerade.

Character Goals

Sire: The sire's primary goal is to protect the Masquerade.

Candidate: None.

Actions

Scoping the Scene

A roll to ensure the coast is clear during the Embrace.

Dice Pool: Intelligence + Streetwise

Actions: Reflexive and instant. For this Embrace to occur, time is of the essence.

Hindrances: Witnesses (-1 to -5), time (-1 to -2)

Help: Blood-drained victim (+2), private location (+1)

Covenant Goals

Invictus: Protect the Masquerade and use the Embrace only as a last resort.

Circle of the Crone: Use the experience as a spiritual test.

Lancea Sanctum: Avoid the Embrace and seek penance.

Ordo Dracul: Find another way to dispose of the body unless the sire has a compelling reason to Embrace.

Carthian: Deal with the consequences of the vessel's death and move on.

Consequences

Successful Embrace: The sire has managed to resurrect this childe without causing a scene. The optional rule, a loss of Humanity, might come into play during this scene. If it does not, the character should lose a permanent dot of Willpower.

This particular Kindred is prone to Sloth, so there's a strong possibility that he will not want to stick around and introduce himself to his new childe once he wakes up.

Failed Embrace: The Embrace doesn't occur and the corpse remains cold and stiff. For this to happen, any number of things could go wrong: the sire didn't notice the homeless guy who ran for his life, the streets have been crowded with noisy tourists, he didn't act fast enough and his window of opportunity has passed. Now, the sire must figure out what he's going to do with the bloodless body and the sharp teeth marks in its neck.

Covenant Reactions

Although the specific reactions of the covenants may vary, they probably agree that the situation could have been handled differently. The covenants may either reprimand the sire or scout the area to ensure the Masquerade has been protected.

Chapter Seven: Wrath Embrace

Anyone whose heart is filled with explosive, unpredictable rage knows what Wrath is. A customer service representative punches a client in the face because they complained. A Kindred leaves a rival vampire out in the sun because she trespassed on his domain. The Vice of Wrath often occurs when a character lets his unbridled anger take over his actions, even when it's not appropriate for him to do so.

Characters who are hot-tempered may find themselves prone to the Vice of Wrath because it doesn't take much to set them on a rampage. For any Kindred, this Vice is one of the most dangerous because it is also one of the most impulsive. Here, any Kindred who feels as if he's been slighted may act upon their rage before he's had time to think about it.

The Wrath Embrace is centered upon on the vampire who is a slave to his own anger.

Punish

Mental •• Physical • Social ••

The relationship between mortals and Kindred suffers whenever the Vice of Wrath rears its ugly, unpredictable head. On some nights, sheer willpower is the only thing that prevents a violent scene between a rude mortal and an angry Kindred. A few Kindred may even consider punishing a mortal just to teach them a valuable lesson.

In this scene, an obnoxious comment may escalate into an Embrace. The requirement for this scene is that the sire has suffered a personal slight.

Overview

What started out as a fun night on the town might end up as a disaster. A mortal has pissed a Kindred off at a club. Maybe he complained about her dance moves in front of other Kindred. Maybe he commented on

her outdated clothing or laughed at her pick-up lines. Whatever the reason, the mortal cannot stop pressing the Kindred's buttons and the two end up getting kicked out. Unfortunately, the mortal never shuts up and follows after her.

At some point during the scene, the mortal will throw snide comments that target the Kindred's vampiric nature. He might say things like: *You're dead. You're a parasite. You're pasty and gross and no one will love you.* How will the sire deal with an angry mortal that doesn't know when to quit? Will she attack him? Flee? Or will she teach him a lesson by Embracing him?

Description

What the fuck? Who does this asshole think he is? Just look at him, stomping around in nothing but tight jeans for chrissake. He's nothing more than a fucking fragile piece of meat. Who the hell is he to talk to you like that? He has no fucking clue how close you are to murdering him. Hell, he can't even count to ten. You can't believe he managed to make you look bad. Him. A whiny, stupid douchebag. He's forced you into a corner, hasn't he? Now you've got to do something. You have to punish him. And you've got just the thing. Why wouldn't you Embrace this cocksucker and show him what humility really means?

Storyteller Goals

The goal for this scene is to propose that an Embrace may be used to punish a mortal. How that decision occurs will depend upon the candidate's ability to provoke the sire's Wrath.

This scene can occur in any dark location near the club like a parked car, an alleyway, an abandoned building. Here, the conflict is less about what happens between the two characters and more about the character's personal struggle with her rage.

There are several, external factors that may lead to a decision to punish the candidate through an Embrace. Maybe the candidate is fearless. Maybe she makes the Kindred look like an idiot or causes her to lose status. The sire's Wrath comes into play on a number of personal levels in this scene. The question is: What button will trigger an Embrace?

Character Goals

Sire: The goal of the sire is to successfully teach the candidate a lesson without risking the Masquerade.

Candidate: This mortal is not the type of person that will back down from a fight. His goal for the scene is to win this argument.

Actions
A Calm Head

A test of the sire's ability to keep a level head and gauge the threat to the Masquerade

Dice Pool: Wits + Composure and Intelligence + Streetwise. These rolls may occur before and after the Embrace. Other rolls may vary, depending upon how the candidate reacts when she realizes he's pissed off a vampire.

Actions: Contested + extended and reflexive. The type of actions taken would depend upon what happens when and if the sire loses her temper.

Hindrances: Witnesses (-1 to -5), public place (-1 to -3)

Help: Candidate has below-average intelligence (+2)

Covenant Goals

Invictus: Put the mortal in his place but do not lose self-control.

Circle of the Crone: Challenge the limits of the sire's wrath.

Lancea Sanctum: Use the mortal to practice the tenets of Longinus, but do not Embrace him if she repents.

Ordo Dracul: Avoid the Embrace because this will likely result in the creation of an enemy.

Carthian: Deal with the idiot. Just don't be stupid about it.

Consequences

Successful Embrace: As it turns out, the candidate was pretty meek when he found out he was facing a vampire. The character's sire Embraces him without giving in to her rage. The optional rule, a loss of Humanity, might come into play during this scene when and if the character loses her ability to think rationally and succumbs to her rage.



Failed Embrace: A bad outcome for this scene depends upon how the Sire approaches the candidate. For example, if the candidate is mentally damaged in her Embrace, he may doggedly pursue the sire in an attempt to “make her pay” by diablerizing or staking her.

Another possible outcome of the scene is that the candidate is so scared by the idea that vampires exist, that he flees from the sire and causes a deadly accident.

Covenant Reactions

Invictus: The Invictus follows up to ensure that the Masquerade is protected and instruct the childe how to respect his elders.

Circle of the Crone: The Circle may opt to invite the sire to a blood ritual to renew her faith in the vampiric condition.

Lancea Sanctum: The Lancea Sanctum attempts to force the sire to make peace with her childe to prevent a long-term feud. They may also require penance from the childe.

Ordo Dracul: The Ordo Dracul steers clear of the childe and the sire.

Carthian: The Carthians attempt to recruit the childe while ignoring the sire.

Revenge

Mental •• Physical •• Social •••

The word “revenge” often takes on a different meaning for Kindred. Some keep a vendetta going for years before making a move. Others always keep one eye open for an opportunity to screw over their opponent. This scene draws upon a Kindred’s slow-burning need for revenge by allowing the sire to wield the Embrace as a weapon.

To use this scene, the main character must be harboring a grudge against a living mortal or Kindred.

Overview

Someone has double-crossed the sire and he has been waiting to get a little payback. Maybe he was robbed. Maybe he was rejected by a lover. Regardless of what the main character’s motivations are, his wish is about to come true.

Tonight, the sire has bumped into a mortal near the river. Apologetic, the woman introduces herself. Then she tells the Kindred that he looks familiar and casually asks if he knows his adversary. If the candidate feels at ease during their conversation, she will invite the sire back to his car and mention she’s meeting up with his enemy. The question is: Will the main character let her go? Or will he wield the most terrifying weapon he can think of by Embracing someone close to him?

Description

Forgive and forget? Hardly. You’d think that you’d forgotten what that asshole did to you by now. Well, you haven’t. Now this idiot falls into your lap. Yeah, you’ve charmed her all right. Let her think you’re friends. You know what to do, don’t you? Murder is too quick. Creating a childe that means something to an enemy? Damn her for all eternity? That’s more like it. You could get a kick out of this childe. There’s a lot you can do in a car. Hell, you could even drain her here, drive her over, and let her loose. What have you got to lose?

Storyteller Goals

The Storyteller’s goal is introduce the decision to Embrace as an instrument for revenge.

Regardless of what the sire’s motivation is, this scene channels his existing Wrath through a decision to Embrace. The sire’s choice may depend upon what he knows about his adversary. Maybe the enemy loves his family. Maybe he’s afraid of the dark. Maybe he faints at the sight of blood. Other times, that decision will depend upon how the main character feels about the Embrace. Does he believe that a Kindred is damned? Or does he feel that being a vampire is its own reward?

This is a challenging scene to narrate because it amplifies the sire’s existing struggle with this Wrath through a new antagonist. To bring that to the surface, let the candidate fill the enemy’s shoes. She could either intentionally or unintentionally remind the sire who screwed him over. She could brag about how great his enemy is or how there’s nothing that can be done to stop him.

Since the encounter between the sire and the candidate in this scene may force the sire’s enemy to respond, this Embrace may have long-term effects on a chronicle.

Character Goals

Sire: The sire's goal is to leverage the candidate to get his revenge without succumbing to his Wrath.

Candidate: The candidate's goal is to make it to her meeting on time.

Actions

Small Talk

This roll will determine the sire's ability to hold a casual conversation without causing the candidate to become suspicious.

Dice Pool: Presence + Socialize before and after the Embrace. Other rolls in this scene will vary depending upon the physical location.

Actions: Contested + extended, instant and reflexive. Here, the actions vary depending upon how well the sire will keep his Wrath in check.

Hindrances: Scheduled meeting (-1)

Help: Enclosed space (+1)

Covenant Goals

Invictus: Control the situation, Embrace the childe, and use her.

Circle of the Crone: Use the candidate to test the boundaries of the sire's Wrath.

Lancea Sanctum: Avoid an Embrace. Punish the enemy if he is mortal and seek peace if he is Kindred.

Ordo Dracul: Learn the adversary's location and force him to deal with the sire alone.

Carthian: Explain the situation to the candidate and see how she reacts before making a decision to Embrace.

Consequences

Successful Embrace: The sire has decided to Embrace a childe to get revenge. Other effects may vary depending upon the nature of the Embrace and the sire's Wrath. What happens next will depend upon the adversary's location and what the candidate meant to him.

Failed Embrace: Either something went wrong or the sire decided against an Embrace. The candidate may be frightened to death or may call the sire's adversary. It is likely that there will be long-term ramifications for a failed Embrace.

Covenant Reactions

Invictus: The Invictus follows up to see if the Masquerade has been breached and may instruct the sire to deal with his "problem."

Circle of the Crone: The Circle actively recruits the childe, especially if he survived the Embrace and remained whole.

Lancea Sanctum: The Lancea Sanctum denounces the Embrace and preach about it during Midnight Mass.

Ordo Dracul: The Ordo Dracul is greatly concerned with the childe's vampiric worth, and may suggest destroying him.

Carthian: The Carthians demand that the sire be punished for her selfish actions and may offer the childe sanctuary within their ranks.

SCENE: *Rival*

MENTAL ●●
PHYSICAL ●●●
SOCIAL ●●

HINDRANCES

Witnesses (-1 to -5)

Candidate is well-known (-1)

Rival Kindred (-2)

HELP

Candidate is attracted to power (+2)

Hidden rooms (+1)

STs Test the limits of a rivalry between two Kindred through an Embrace.

PCs Sire: Score a win against an existing rival without endangering the Masquerade.
Candidate: Escape without drawing anyone's attention.

SCENE: *Loss*

MENTAL ●●●
PHYSICAL ●●
SOCIAL ●●

HINDRANCES

Candidate is dying (-1)

HELP

Fear of death (+2)

Intimate setting (+1)

STs Present the Embrace as a way to save, rather than damn, a mortal life.

PCs Sire: Weigh a decision to Embrace by linking to the past.
Candidate: Live to see another day.

SCENE: *Taste*

MENTAL ●
PHYSICAL ●●●
SOCIAL ●●

HINDRANCES

Addiction to Candidate's Blood (-1 to -5)

HELP

Familiarity with Candidate (+1)

STs Craft an Embrace out of an addiction to a specific vessel's blood.

PCs Sire: Satisfy a blood-based addiction without becoming a threat to the Masquerade.
Candidate: Survive the night.

SCENE: *Partner*

MENTAL ●●
PHYSICAL ●●
SOCIAL ●●●

HINDRANCES

Unfamiliar location (-1)

Shared addiction (-2)

HELP

Secluded area (+1)

STs Challenge the nature of an addiction through an Embrace.

PCs Sire: Do not lose self-control.
Candidate: Get Embraced and become the sire's partner.

SCENE: *Pay*

MENTAL ●●
PHYSICAL ●
SOCIAL ●●●

HINDRANCES

Candidate has cell phone (-1)
Candidate is armed (-1)

HELP

Expensive attire (+1)
Soundproof room (+1)

STs

Attach a financial value to the Embrace.

PCs

Sire: Walk out with increased assets without creating a Masquerade risk.
Candidate: Successfully con the sire.

SCENE: *Gain*

MENTAL ●●
PHYSICAL ●
SOCIAL ●●●

HINDRANCES

Candidate is afraid (-1)
Candidate may be watched (-1)

HELP

Candidate is prone to fattery (+2)
Private home (+1)

STs

Highlight the moral side of a status-driven Embrace.

PCs

Sire: Earn status through a clan-or-covenant approved Embrace.
Candidate: Move to a safer location.

SCENE: *Teach*

MENTAL ●
PHYSICAL ●●
SOCIAL ●●●

HINDRANCES

Timed event (-1)

HELP

Dark room (+1)
Candidate is curious (+2)

STs

Present the Embrace as an erotic teaching opportunity.

PCs

Sire: Explore the limits of the Kiss without risking the Masquerade.
Candidate: Learn an erotic trick.

SCENE: *Beloved*

MENTAL ●●
PHYSICAL ●
SOCIAL ●●●

HINDRANCES

Witnesses (-1 to -5)
Public place (-1 to -2)
Romantic obsession (Kindred) (-1)

HELP

Familiar area (+1 to +3)

STs

Expose the fact that Kindred cannot love like mortals do.

PCs

Sire: Convince the candidate that they're destined to be together.
Candidate: Confront the sire and reject his advances.

SCENE: *Family*

MENTAL ●●●
PHYSICAL ●●
SOCIAL ●●

HINDRANCES

Blackmail (-1)

Potential Masquerade breach (-1 to -3)

HELP

Enclosed space (+1)

Family pride (+1)

Candidate is in awe (+1)

STs Demonstrate the value of a Kindred's family pride through a non-ideal Embrace.

PCs Sire: Add family members within the boundaries of the Masquerade.
Candidate: Blackmail the sire.

SCENE: *Perfect*

MENTAL ●●
PHYSICAL ●●●
SOCIAL ●●

HINDRANCES

Candidate is depressed (-2)

HELP

Candidate is superstitious (+1)

STs Drive the illusion of a perfect Embrace using covenant pride.

PCs Sire: Take whatever actions are in her covenant's best interests.
Candidate: Varies depending on what fits the covenant.

SCENE: *Choose*

MENTAL ●●
PHYSICAL ●●
SOCIAL ●

HINDRANCES

Candidate is dying (-1 to -5)

Unknown assailant (-2)

HELP

Secure location (haven) (+2)

Intimately familiar with candidate (+2)

STs Use the Embrace to evaluate the worth of a lazy Kindred's retainer.

PCs Sire: Get a hurt retainer back up on his feet as soon as possible.
Candidate: Prove self-worth and get Embraced.

SCENE: *Evidence*

MENTAL ●●
PHYSICAL ●●●
SOCIAL ●

HINDRANCES

Witnesses (-1 to -5)

Time (-1 to -2)

HELP

Blood-drained candidate (+2)

Private location (+1)

STs Introduce the Embrace as an easy choice to deal with a corpse and protect the Masquerade.

PCs Sire: Get rid of a corpse without being caught.
Candidate: None. Already dead.

SCENE: *Punish*

MENTAL ●●
PHYSICAL ●
SOCIAL ●●

HINDRANCES

Witnesses (-1 to -5)

Public place (-1 to -3)

HELP

Candidate has below-average intelligence (+2)

STs

Propose a decision for an Embrace to punish a mortal.

PCs

Sire: Teach a mortal a lesson without giving into Wrath.
Candidate: Win the argument.

SCENE: *Revenge*

MENTAL ●●
PHYSICAL ●●
SOCIAL ●●●

HINDRANCES

Scheduled meeting (-1)

HELP

Enclosed space (+1)

STs

Provide an opportunity for long-lasting revenge through a decision to Embrace.

PCs

Sire: Get revenge for a past wrong.
Candidate: Rendez-vous on time.

SCENE:

MENTAL _____
PHYSICAL _____
SOCIAL _____

HINDRANCES

HELP

STs

PCs

SCENE:

MENTAL _____
PHYSICAL _____
SOCIAL _____

HINDRANCES

HELP

STs

PCs