

# Game Pitch – Kent Vampire: the Requiem

**Game System:** Modified Chronicles of Darkness (prev. NWOD) 1st edition.

**Major system deviations:** Nosferatu are a restricted clan

## Scope of Game

**Time:** 3 years

**Geographically:** The city of Canterbury and its greater administrative authority - which captures some nearby villages and extends north to the coast between Whitstable and Herne bay. Some plot might happen outside this area but the main thrust of the action will be in this area.

**NPC Kindred population:** 3-6 elders, 15-30 ancillae, 50-100 neonates

**Suggested PC population:** 0-2 elders, 2-5 ancillae, any number of neonates<sup>1</sup>

## Type of Game

Themes: Shifting power, manorial territory, boon debts and showing off with cultural endeavours for status.

Tone: Political drama, on the edge of violence, a gritty noir feel.

Mood: Cynical, paranoid, dangerous

I've set out below some directions in which I am currently taking the planning of the game,

## From the moment I was reborn...

The Prince of Kent maintains a tight ship, his heralds travel the wider domain taking census and collecting what he thinks is due, and what is due is always a favour, cash or blood. When you were sired your sire would have had to pay the prince the siring fee, and he would have expected you to help him pay it off. Then you discovered that your existence in the city was only allowed with the permission of the Overlord of Canterbury. The Overlord is the Prince's lackey allowed to manage the City as he sees fit.

Gathering power is a slow process - rent, fines, and covenant membership dues all consume the time and energy of the neonate and worry the mind of the ancillae, those lucky enough to survive the grind unto elder-hood live in constant fear that somebody will undermine and steal everything they have worked so hard to accumulate.

It is long established that there are two ways to advance, to raise yourself up. You can pay lip service to the establishment, and slowly gain their trust, making their enemies your enemies. Or you can scheme and plot to take what you want from others.

Membership in a covenant protects you somewhat from the demands of others, allowing the pooling of resources and ensuring somebody has your back when trouble comes knocking. It comes with problems of its own though, the covenants have their own agendas outside of the social hierarchy and very rarely will you find them overlapping.

---

<sup>1</sup> These numbers are based on predicted numbers of players and to create some stratification in the player base, we could easily ease these numbers out if people can convince me we need more elders or if we got a lot of players. Neonates will start with less xp but gain it at a faster rate, Ancillae will gain xp slower, and Elders will never gain xp and there are other character creation modifications.

## **A plague on this house**

In the 80's a disease broke out amongst the Nosferatu in the United Kingdom, transforming them into monsters and threatening to undermine the stability of the country. Like many at the time the Prince of Kent forced those nos in Canterbury to move to the haven zones in London, to protect the wider population. Oracles and visionaries at the time spoke of the Red Queen, a creature of disease and blood that stalked the night spreading the disease and commanding it.

Over the past year, the dreams have come again, and this time none will be spared. The infected walk amongst the vampire community and the Overlord has called in his debts. You have been forced to deal with the outbreak on his behalf, and to keep the prince's "Purgation" squads at bay.

This will involve a degree of investigation and bug-hunting. However, nobody has been picked for their skills, merely based on the amount of leverage the Overlord had on them.

## **Cash and Guns**

After rapid expansion during the last two decades the City of Canterbury area is home to 500,000 people (a necessary exaggeration of the real-world number) with a big expansion in the services and university sectors and has rapidly urbanised towards the coast. With the large numbers of people, drugs and vice have followed, and the differences between haves and have nots have grown much larger. Crime brings danger and it brings opportunity, with the Prince and thus the Overlord each trying to take their cut of the shadow economy.

## **The Life Scientific**

The Kent Science parks have followed the UK trend towards rapid expansion in the biotech, agritech, green energy, chemtech and space industries. Attracting large amounts of foreign investment and growth for the four university campuses within the City of Canterbury area.

## **Ancient Heritage**

Culture is the currency of respect in Vampire communities, money buys you transitory power, art buys you lasting respect. The Overlord has declared some parts of the city not only elysium, but protected grounds - notably the Kings School, the Cathedral and several other places considered too precious to be part of the normal territorial squabbling, essentially reserving such cultural hallmarks for the Prince. There is therefore a massive contest over other forms of art and over artists, muses and musicians within the area - as well as the museums and archaeological sites not covered by the Overlord's decree.

## **Territorial Concerns**

Territory is not just about feeding, although that is its primary use, it's also about status. Keep your borough clean and safe and the rewards abound, let it fall into despair and ruin and the Overlord will send somebody round to find out what is going on.