

- Theme: Morality
- Mood: Brooding / Decadent
- Scope: Zagreb
- Setting: Camarilla

Chronicle teaser:

Zagreb is a city torn by the recession, in a society which is still divided from the transitional period. The people are corrupt and easy to manipulate, and opportunities are many. Yet - unknown to its mortal inhabitants - there's an ongoing conflict between Camarilla and Sabbat. After decades of peace, it was sparked when the group of Sabbat wiped out a group of Camarilla Kindred - however, the events took a mysterious turn when they were found to have sired a lot of Childer on their own, without authorization. The strength of Camarilla decimated, those neonates were given a second chance and they successfully hunted down and destroyed two Sabbat havens. They were allowed to join Camarilla afterwards. Yet the balance of power shifted, both inside the Camarilla and between the sects, and this has created plenty of new opportunities in a dynamic environment. The domain of Zagreb is rebuilding itself, as its' Kindred learn their new limits of power, status, pleasure... and the price to be paid. Yet enemies still abound, and everyone has to keep watch...

Graduated XP Cap:

Yes

Clan Rarity:

- Common clans: Settings Default (Brujah, Caitiff, Gangrel, Malkavian, Nosferatu, Toreador, Tremere, Ventrue)
- Uncommon clans (2 pt merit): Assamites (Vizier), Giovanni, Followers of Set, Ravnos, Tzimisce (Carpathian)
- Rare clans (4 pt merit): Cappadocians (Samedi), Daughters of Cacophony, Lasombra, Gargoyles, Salubri
- Other clans are restricted (6 pt merit) - please obtain Storyteller's permission before playing one

Setting-Specific Mechanics:

Initial XP depends on the year when you start your character. In 2014, it's 30 XP. Every year that follows it goes up by 10 XP until it reaches 100 XP in 2021.

Storyteller Notes:

- Adult themes can appear
- Due to the rotating Storyteller team, theme and mood might vary between events
- Ghouls are also playable