

I Want So Much More

Mental ●● Physical ●●● Social ●●●

Overview

In this scene, the characters confront a friend that's been enchanted by a monster. Due to the magic, she believes she's in love with him. Evidence suggests that not only is he a monster, but he'll probably hurt or kill her if left alone long enough. The scene is a confrontation of the monster. Unfortunately, it's while the friend is present.

This scene assumes that you've already established some of the basics here, that you've set the stage for all the following activity. If you need a primer though, here's the steps to get you started:

- 1) A friend of the group had fallen in love with the gorgeous new boy in town, Devin Laurent.
- 2) After her very uncharacteristic behavior, the cell looked into the new boy, discovering that he was more than he appeared.
- 3) Not only that, but they realized that he has a history that includes many similar girls, all of which ended up missing in a number of different cities.

4) When the cell first tried to investigate Devin, they were attacked by his gargoyle servants. This sealed the deal, they couldn't deny his supernatural nature.

Lastly, the scenario is written with the assumption of late high school/early college aged characters. But it can be easily adapted beyond that.

Description

Devin Laurent isn't a small man. In fact, he towers over your cell at over six feet tall. His face says that he knows something's up. This probably isn't the first time he's been confronted.

He coughs to clear his throat, staring down on you. From a few feet, you can feel his hot breath, the way you would a hungry wolf's on a cold winter night. Just then, Kyla enters the room. "Hey guys. What's going on? Devin? Is everything okay?"

Devin looks over the lot of you. He smirks confrontationally. "I don't know. Is everything okay?" His words challenge. He's ready for you.

Storyteller Goals

The goal is to give Devin enough intensity to make the characters apprehensive. He's supposed to be frightening. In a number of ways, he is.

During the confrontation, Kyla should be used as a rope in a proverbial game of tug of war. She'll first side with Devin, then with a solid argument will begin to side with the cell. Devin will use his magic to sway her, and the back-and-forth should continue throughout the scene. It's important to note that Kyla knows he's a monster, but due to the magic, she thinks she was put on the world to save him.

If Devin is confronted too heavily, he won't hesitate to shapeshift. If he does, Kyla will be completely under his spell for the rest of the scene.

Character Goals

The goal for the characters is to get Kyla out of the monster's power. Depending, the characters may also wish to rid the world of Devin for good.

Convincing Devin to Leave

Dice Pool: Manipulation + Persuasion, contested with Devin's Resolve + Composure

Action: Extended and Contested, each roll represents five minutes of talking.

Hindrances: Characters are visibly armed (-2), characters act sympathetic to Devin (-3), characters insult Kyla (-1), characters approached Kyla first with the truth (-2)

Help: Characters offer Kyla an alternative or distraction (+2), characters convinced Kyla to leave the room (+2), character confronted Devin alone (+1), female character flirts with Devin (+1)

Roll Results

Dramatic Failure: Devin is not impressed. Not only does he choose to not leave the city or Kyla, he'll also dedicate himself to eradicating the cell, one by one.

Failure: No successes are added to the total. The next roll is at -1.

Success: Successes are totaled. When either Devin or the cell gets a cumulative 10 successes, they have achieved victory in the contest. If Devin wins, he refuses to leave. He'll take Kyla and flee the scene, if possible. If the cell wins, Devin will leave the city if able.

Exceptional Success: The successes are a reward unto themselves.

Consequences

If Devin and Kyla flee, Devin will probably eat Kyla alive in the very near future. If they don't allow him to leave, he'll shapeshift and attack.

If Devin is convinced to leave, they will soon hear about his next victim in a nearby city, which they can choose to investigate at that point if they'd like.

Devin Laurent, The Beast

Quotes: *“Look. I’m just looking for love. Are you going to deny me that? Kyla’s fallen for me, I’ve fallen for her. We’re an item.”*

“I’m not sure what you’re getting at. My parents are military. I move around a lot. That doesn’t make me a monster.”

“Kyla, babe... Tell them that you appreciate what they’re doing, but it’s completely unnecessary. Tell them you love me.”

Virtue: Fortitude. Devin refuses to believe he’s anything but the perfect monster. He won’t accept imperfection in his method, he thinks he’s the greatest seducer on the planet.

Vice: Pride. In the same vein, he’s prideful. In fact, if his manhood is challenged, he’ll get into complex dominance rituals with other males, or will attempt to seduce or demean any female that belittles him.

Background: Devin is a mysterious creature. He’s existed for at least twenty years in his current state. He can’t remember anything before that. He believes he’s a demon. The truth isn’t too far from that. He was abducted at a young age, brought to

another world and made to act the part of any number of fairy tale Prince Charmings, except his ultimate task was to murder the would-be princesses. Over time, his physical body warped to accommodate his terrible disposition. After escaping his captor, he continued the task of murdering young women by first seducing them.

Description: He’s tall, dark and handsome. He carries a number of stereotypically manly traits, and he carries them well. He dresses impeccably thanks to a daunting amount of treasures stolen from his former master.

In conversation, he’s almost predatory. He’s very confrontational with men, very suave, almost to the point of overbearing with women.

Storytelling Hints: He’s that guy. He’s so confident it irritates most everyone around him. Everyone he doesn’t directly irritate, he makes jealous. He’s always on the prowl, with an undying need to murder. This leads him to a short attention span, and a single-minded disposition. He will not hesitate to use his Ecstasy and Hypnotism powers to seduce would-be enemies.

Attributes: Intelligence 2, Wits 2, Resolve 3, Strength 2 (4), Dexterity 2, Stamina 2 (4), Presence 3 (5), Manipulation 3, Composure 3

Skills: Investigation (Tracking) 1, Athletics 2 (Chase), Brawl (Bite) 2, Stealth 1, Animal Ken 1, Persuasion (Suave) 3, Socialize 1, Subterfuge 2

Merits: Fleet of Foot 2, Resources 3, Striking Looks 4

Dread Powers: Dread Attack (Claw) 1, Dread Attack (Bite) 2, Ecstasy 2, Hypnotism 1, Strange Form 2

Health: 7 (10 in demon form)

Willpower: 6

Morality: 4

Size: 5 (6 in demon form)

Speed: 11 (14 in demon form)

Defense: 2

Initiative: 5

Notes: His Strange Form is a large demon form. In it, he grows black and red fur, giant tusks, and bloody claws rip from his hands. All his traits in parenthesis represent this form.

Attacks: Claw (7 dice), Bite (9 dice)

Kyla Wykle, Innocent Victim

Kyla is a popular girl. She's into cheerleading, girls' volleyball, debate club and anything else she can get into. She's athletic,

pretty, a definite overachiever. She's the kind of person everyone expects great things from, a very friendly type that doesn't have an enemy in the world.

Unfortunately, under Devin's spell, she's not much more than a shell of her former self. Her life revolves around the monster. She knows he's a demon of sorts, but she has convinced herself that she was put on the earth to save him. She feels that no matter how evil and abusive that he is, her love will ultimately overcome it.

Dice Pools

Arguing for Devin (4 dice): She doesn't like to hear him disparaged. She believes they're soul mates, that anyone that says otherwise has an agenda to hurt them.

Coming to Her Senses (3 dice): When confronted with a piece of striking logic about her condition, she has a small chance of gaining a brief burst of lucidity before falling back under the spell.

David A Hill Jr is a freelance writer and game designer based out of Philadelphia PA. You can find more about his work at http://www.machineageproductions.com/ . You can contact him at DavidAHillJr@machineageproductions.com .
