

## An Annalise Guided Play Scenario

### Using This Scenario

This Guided Play Scenario is designed for one-shot, introductory, and convention play of Annalise. It provides a setting, a situation, characters and some of the surrounding fiction (some NPCs, Claims, and so forth). It is assumed that the player facilitating the scenario be familiar with the rules of the game. A copy of Annalise is required for play of this Guided Play Scenario.

### To Play

Explain the premise of Annalise and present the Background of this scenario. Go over the four characters.

Each player chooses one character and fills out their info on a character sheet. The facilitator leads the group through generating Secrets (see sidebar on the next page). Each player writes down and places 2 Coins on each of their two Claims.

If a player wishes to start the first turn, they should do so. Absent a volunteer it is recommended to start with the The Newbie and go clockwise around the table from there. Some Key Scenes are provided for inspiration.

For the purposes of this scenario, once the nature of the Vampire has been determined, the game should transition immediately to the Confrontation phase.

Have fun!

## At The Crossroads of Sanctuary & Salvation

### Background

It's 1947 and Sanctuary is the picture perfect model for small town living in the American South. Everyone knows each other's names, goes to church on Sunday, and knows that Bascomb's Diner has been serving the best grits for over thirty years. The mayor will tell you they call it Sanctuary because folks know how to keep their problems behind closed doors; when trouble starts they have the decency to mind their own business. All of that changed one humid summer day when a mysterious traveling salesman named Quentin Drake came to town. With his felt hat, crisp wool suit and shiny leather shoes, everyone knows a perfect gentleman when they see one. And while it may not come out of that fancy looking case he carries, he always has what you need. Don't worry about the cost; you needn't always pay in cash.

### The Cast

#### Jenny Stevens

Fifteen year old, Jenny Stevens keeps mostly to herself and spends most of her time anywhere but at home. She is fond of pulp adventure novels but hides them when others are around. Jenny has a crush on an older boy named Tommy Mather, the captain of the local baseball team. She longs to talk to him but fears that Tommy doesn't even know she exists.

- Vulnerability: I am vulnerable because my father is an abusive alcoholic.
- Secret: See page 2 sidebar.
- Starting Claims: Alcohol, blushing
- Starting Stats: Vulnerability 3 (Eager to Please 4, Afraid of Men 3), Secret 4 (Secret Trait 3), Reserves 2



#### Ruby Goodwin

Ruby Goodwin teaches fourth grade at the local elementary school. She is well liked by her students. Ruby has no family of her own and her students fill the hole left by the lack of her own family. She has no problem speaking her mind when she wants to and in many ways is prideful of her sense of independence. From overhearing her students she knows many things about the community but is not inclined to gossip.

- Vulnerability: I am vulnerable because I am over thirty and unmarried.
- Secret: See page 2 sidebar.
- Starting Claims: Children, midnight walks in the empty streets.
- Starting Stats: Vulnerability 3 (Motherly Instincts 4, Outspoken 3), Secret 4 (Secret Trait 3), Reserves 2

After reading the Background Information but before describing The Cast the facilitator should ask the players to write down two things that either they themselves or someone they know did that they consider to be morally wrong. Each of these things should be written on separate sheets of paper and placed anonymously in a pile in the center of the table. After selecting a character each player should pull one of the sheets from the pile.

This character has done that thing sometime in their past, and it is that character's Secret. It can be tweaked appropriately for the character concept provided. Finally, the player should derive a single Satellite Trait from this Secret. This Trait is valued at three as shown in the character descriptions. The guide should destroy the unused sheets unread.

This process is adapted from Ron Edward's cold-war spy project Spione.

*Credits & Thanks*

At The Crossroads of Sanctuary & Salvation written by Jesse Burneko. Please visit him at [bloodthornpress.com](http://bloodthornpress.com)

Annalise written and designed by Nathan D. Paoletta.

Art by Jennifer Rodgers. Please visit her at [jenniferrodgers.com](http://jenniferrodgers.com).

Additional information, downloads and purchase information can be found at the website:

[findannalise.com](http://findannalise.com)

*Colin Ellis*

Colin is seventeen and the eldest of five children. He is boisterous, full of undirected energy and has gotten himself into a few fights. Colin's father owned and operated the local hardware store until last year when he died of a heart attack. Colin's mother, Lorna, inherited the business but she is ill equipped to run it effectively and profits have steadily declined. Colin has dreams about getting out of Sanctuary but doesn't want to abandon his family.

- ☛ Vulnerability: I am vulnerable because I am unprepared to be the man my family needs me to be.
- ☛ Secret: See sidebar.
- ☛ Starting Claims: Sibling rivalry; utility knife.
- ☛ Starting Stats: Vulnerability 3 (Reckless 4, Day Dreamer 3), Secret 4 (Secret Trait 3), Reserves 2

*Reverend James Wingfield*

Reverend Wingfield came to Sanctuary only a few years ago. He is generally a well meaning man, genuinely invested in the health of his community. It has been a hard battle getting over the "outsider" stigma. His experience with urban corruption led him to leave the big city for smaller and hopefully more serene pastures. He sometimes takes a more hands-on approach than his private, appearance-focused parishioners would prefer.

- ☛ Vulnerability: I am vulnerable because I have lost my faith in God.
- ☛ Secret: See sidebar.
- ☛ Starting Claims: The Holy Bible, the shadows of doubt.
- ☛ Starting Stats: Vulnerability 3 (Pragmatist 4, Seen It All 3), Secret 4 (Secret Trait 3), Reserves 2

*Key Scenes*

If anyone is having trouble coming up with a scene, here are some ideas. Feel free to modify them as necessary.

- ☛ For Jenny: Tommy asks her out to the school dance. Her father flies into a drunken rage and attacks her.
- ☛ For Ruby: One of her students mysteriously stops coming to class. William, a married man, strikes up a flirtatious relationship with Ruby.

- ☛ For Colin: Some out of town drifters try to rob the store while Colin is manning the counter. One of Colin's siblings contracts a serious life-threatening illness.
- ☛ For James: A parishioner comes to James and confesses to a major crime. During a sermon one of his parishioners denounces him as an outsider and questions his commitment to God.