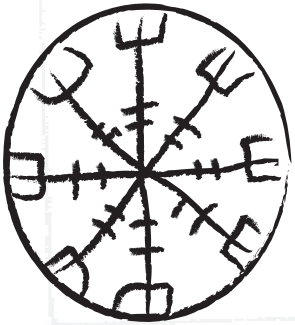
Belief is always rewarded

Preparing for Play

The first stage in preparing a Covenant game is a discussion between the players about the game's themes, approach and how it is likely to flow. The purpose of this is to brainstorm details of the cell to which the player's characters will belong, define the areas that interest you in the setting and avoid conflicts of expectation later on. Details are filled in on the cell playsheet (there is one at the end of the book) and should include:

- A list of elements you want to see in the game's fiction, divided into **conventions** and **motifs**
- The cell's former purpose
- The cell's name and location
- People important to the cell

Try not to overload yourself with background, as you can fill in exact details during play. Use the time to give yourselves a solid idea of your expectations from the game and its fiction. Keep in mind as you progress through preparation that you may wish to go back and revise things as new ideas come to light.



CONVENTIONS AND MOTIFS

A convention is something you expect of the game's fiction, refined into a brief statement. A motif is a piece of descriptive imagery that you would like to see in the fiction the game creates. Conventions might be:

- Politics wins over gunfights
- The society has a Judaeo-Christian mythology
- Superiors are not to be trusted
- The Society isn't as old as it thinks it is

Motifs might include:

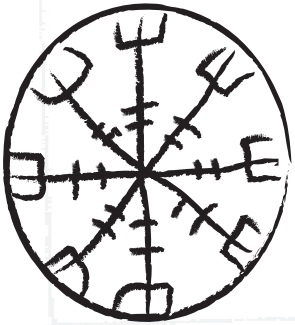
- Christian symbolism
- Knife fights
- Rain whenever pain happens
- Grotesquery

Each player (including the Director) should suggest a convention and motif, discuss it with the rest of the group and, if all agree that it is part of what you would like to see, then add it to the list.

> *The actual religious beliefs of the society aren't mentioned in the background. That's so you can use conventions to decide these details.*
>
> *Motifs can be used to add elements you feel are important to how things resolve. Want visceral violence or crowds swaying conflicts? Add it as a motif.*

FORMER PURPOSE

All cells were put together for a reason. Coming up with that reason will help the group narrow down what kind of characters they want to play and the scope of its story. A cell that specialised in eliminating political enemies might have assassins, politicians and information gatherers, whereas one devoted to studying apocrypha might have archaeologists, linguists and mystics.



CELL NAME AND LOCATION

Every cell has a name, a title appropriate to its purpose and approach. It is also tied to a particular geographic area, usually a city. Decide this among yourselves. Your motifs may give hints as to location: twisting spires suggest a certain kind of city, whereas rotting slums suggest another.

> *Good names for factions or cells are alternative words for group: fraternity, sect, initiative, cabal, circle, guild, convocation, lodge, brotherhood or network. You could combine these with an evocative words that hint at their theme: ebony, watchful, talon, sanguine, righteous, rose, amethyst, bronze or steel.*

IMPORTANT PEOPLE

This step is so you can set up a picture of who else might impact on your cell's story. Useful questions to answer include: Who gives the cell orders? Who is the local overseer? Are there any respected society members who know the characters? Is a faction leader in contact with the cell? Is an errant master resident in the city? Is an inner council member nearby? What do these people want out of the cell and what does the cell wants from them?

You may find that some of the characters you brainstorm here actually become PCs. That's fine, as this is all about getting an idea of what works for the group. If nobody minds, remove the cool character from the sheet and keep them in mind for later on. The thing to remember is that there should be at least one important person for each player.

COVENANT

CELL SHEET

NAME

My Brother's Keepers

LOCATION

Prague

CONVENTIONS

The society was involved in the Knights Templar.

The society uses individual messengers rather than technology.

No society member will risk revealing the conspiracy.

MOTIFS

Blood spattered corridors.

Rotting urban slums.

Astrological symbols.

FORMER PURPOSE

Protect the society by expunging or re-educating those with deviant views.

IMPORTANT PEOPLE

Master Grozny, famed tactician, currently on trial for murder.

Overseer Pasec, who replaced our previous overseer last month.

The Jailer, the man to whom those marked for re-education are sent.