

VAMPIRA

ROMA



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I INTRODUCTION

I have been borrowing heavily from the Vampire: The Dark Ages core book (not Dark Ages: Vampire), so to save time and copyright problems, I've not written out all those things that are basically the same as in there, except a few that works as examples.

So here goes:

Roleplaying

– same as usual, with a minor Roman twist

The Storyteller

– same as usual, with a minor Roman twist

The Players

– same as usual, with a minor Roman twist

Characters

– same as usual, with a minor Roman twist

Coteries

If the sum of playing characters is more than one, it is assumed that all the characters will be allies. This means that they will operate as a group. In the chaotic world of Rome, having allies is a valuable thing, and this is doubly true for vampires. This doesn't mean that the characters always have to get along – after all, the roleplaying is supposed to reflect life with all its problems and squabbles. Called coteries, these groups of allies will still watch each other's backs and they often share a few common ambitions. Coteries are found from the halls of power in Rome to the outskirts of Leptis Magna. As this is an age of few Vampires, the coterie is likely to comprise all the young vampires in a given area, or at least most of them if playing in larger cities such as Rome or Cumae. Whether the group is drawn together by a common interest, a common enemy or mere survival, it is not hard to see that there is safety in numbers. A single young Cainite alone will face hardships beyond those of a group, and it is this group that each and every character will come to depend upon. It is the coterie that unites the characters and enables the players to work together throughout the story.

Playing aids

- same as usual

Live action

- same as usual

The Becoming

- same as usual, with a minor Roman twist

The Hunger

- same as usual, with a minor Roman twist

Society of the Night

Vampires have relatively recently begun to increase in numbers, and they are by no means numerous. The Roman Empire has roughly 80 million inhabitants, so there is still plenty of sustenance for the Kindred population. Most vampires are drawn to the cities, both because it is easier to hide one's identity in a large population, because sustenance is easy to find and because power is centralised to the cities. As cities are important places for vampires, being Prince of a city, with the right to grant or deny vampires the right to stay within the city walls, is a most powerful position. The Prince often take up the position of local emperor, and exert laws of feeding, siring and sometimes even ghoulings as she sees fit.

The age of Rome is an age of terror, but also of grandeur. You are one among a few, and many of those few are far more powerful. Rome is an ever-changing society, a wise emperor can be replaced by a madman, and an army general can use the loyalty of his men to gain a powerful position in civil administration. The streets and forest alike can be filled with roving bands of dissatisfied ex-militaries who have squandered their pension, or of freed gladiators. As a vampire, however, you are likely to be stronger than the strong and, hopefully, smarter than the smart. Life is cheap, especially in a city with a population of 1.5 million, and the strong get through by exploiting the weak.

This does not mean that the land is without law. The Roman law is actually quite liberal as far as the common man is concerned. No man is found guilty until proven so, the system calls for a jury of disinterested members, every citizen has the right for a fair trial, and all citizens have a friend higher up in the system, a patron, that watches out for them. The Roman armies has also demolished many of the larger bands of armies within the Italian peninsula and beyond, so there are parts of the empire that are safer than others.

Problems and Powers

It is obvious that the Vampires in the Roman ages are much stronger than their Middle Ages counterparts, not to speak of those of the 20th century. They are Vampires of earlier generations, far more powerful than those Embraced 1000 or over 1900 years later. They need not worry about enemies with high-tech communications, and the weaponry is less dangerous, even if there are exceptions. Kindred will not be photographed, and even though the Masquerade is stricter than in the Middle Ages, it's a joke when compared to that of the 20th century.

However, there are disadvantages as well. While many plots might be made in the dark, all business and politics happen in the daytime. With the exception of inns and brothels, few if any places are open after dark. The Kindred of Rome are dependant of their human servants, and as these are more treasured objects, it is vital for vampires not to get involved with another vampire's ghouls, retainers or slaves. As Kindred of Rome are more powerful, their enemies are even more powerful than those of the Middle Ages or later. And here the pendulum swings back; there are no sophisticated weapons to balance the powers. Besides, the vampires world has adapted the Patron/client relationship, making most vampires dependent on their elders.

While the large Roman armies have made many places safe from direct werewolf attack, this simply means that some of them learn a slightly more sophisticated way of hunting, playing a man when

need be. The Roman armies themselves are also a large problem, they are well equipped, well trained and they have seen so much horror that they are not easily scared. They would not think twice to cut down anyone who looked suspicious and ignoble.

Vampire Organization

Nyxocrats

The nyxocrats, as the name states, believe that the night shall rule, and subsequently that vampires shall rule over humanity. These vampires often lie low, knowing all too well that this view is not the general view of the vampires. This following has, however, increased lately, as many Setites, Baali and Lasombra have found their way in this society. The society does not recognize the gens rivalry of the vampiric society, but concentrates on their mission; a weaker human society which will not be able to muster, or even desire, resistance against vampires. Nyxocrats often believe that a weaker army is a better unlife for them. Costs in human life and chaos is indifferent to them, the goal is to rule over humans. Not all nyxocrats believe that humans should be treated the same way they treat cattle, but it is unusual to find any nyxocrat with even a shred of humanity. Membership in a nyxocratic circle is not forbidden in vampire society, but it is generally considered to be a social handicap. In most circles, members even wear hoods not to be able to recognize each other. This, of course, gives some advantage to those with Auspex, but revealing the membership of one of the brethren is considered a grave offense.

The Gens

The most important gens are the Ventrue and Malkavian, followed by the Lasombra, the Toreador, the Brujah, the Nosferatu, the Cappadocians, the Salubri and the few remaining Baali. The Assamite and the Setite are established in smaller portions within the Italian peninsula through to Arabia and Egypt, where the two gens are strong. The Gangrel roam the wilderness and is highly suspected by most other Vampires. There are no known Ravnos or Tzimisce around.

Vampires and Mortals

There are few large cities in Rome, but quite a lot of fairly big towns. While curfew might be practised somewhere, this isn't necessarily the case everywhere. The Christians are few and far between, and few others turn to the gods, either of the Romans, Egyptians or Celts for help when confronted with a vampire. Therefore, times are good.

Still, this doesn't mean that there are many vampires about - yet. The Princes of cities are unhappy with more cainites than they can control, and they care little for the attention cainites can create, even though mortals individually are little to worry about, large herds can be a nuisance. This means that the feeding of other vampires' herds or even on their hunting grounds is a quick way to get an enemy for unlife - or to find the bricklayered way to Final Death, if discovered.

Vampire politics is heated, and there are many positions and many ways of influencing the minds of the leaders of state. With the battle between Ventrue, Malkavians and Lasombra for control, not to speak of each gens' infighting, things can get out of hand and the Prince will soon find that prudent silence is wise. The Masquerade is observed at least in theory, but not always in practice. This means

that the Princes have realized the peril the discovery of vampires among mortals can create. The Princes in larger cities have therefore found the need to employ a Pretorian, a guardsman who sees to it that other vampires behave.

Needless to say, the vampires are dependent on many ways of their ghouls, slaves or retainers. They do the day-to-day business and politics that keep the vampires financially and politically afloat. This doesn't mean that vampires respect humans more, but they certainly respect *their* humans more.

Lexicon

Old form, spoken by the Elder and the refined, in italics.

Augur an interpreter of signs and signals of the gods and the forefathers. The Augurs are highly thought of, for all their inaccuracy.

Basileus "King", originally referred to as the strongest of vampires in several domains, it is now mainly used as a synonym to Princeps (vide).

Coetus, coterie, a group of vampires who protect and support one another against outside problems. As the name also indicates sexual intercourse, *Germanicus* (q.v.) is more used

Dedecus "The Disgraced", a derogatory term for vampires without a gens. Almost all vampires without gens have become Dedecus through punishment. Only a few are accepted the right to continue their unlife.

Domus House

Familia The bretheren of a vampire, those Embraced by the same Sire and Grandsire. Usually a Familia shares the same name, that of their Paterfamilias (or Materfamilias), who is in absolute charge. A Familia is often more tight knit than a gens, but not necessarily.

Genius Ancestor spirit. Also called Lares, these spirits were worshipped by all Romans, and all houses had an altar (Lararium) to them. Some Vampires believe to have had encounters with the Lares.

Gens Clan (plural, gentes, also means people)

Germanicus Brotherhood, coterie.

Hubris Pride. Too often has the Roman World shown that pride stands before fall, and pride is the worst of all sins.

Insula "island", but also used for block of flats surrounded by streets.

Metamorphosis The Change, the term used for transforming from mortal to vampire. Vide Mutatio.

Mutatio Or The Change, the term used for becoming a vampire. Sometimes referred to as the Embrace.

Necropolis, "the city of the dead" (in greek), refers to elaborate graveyards. Sometimes used as a collective term for the vampires in a city.

Parens, Progenitor (vide)

Praetorius A member of the elite life guard of the emperor. They are a considerable force to be reckoned with in the power struggles of Rome. Written with a capital P, it is the right arm of the Princeps, much like the Sheriff of later days.

Princeps Prince

Progenitor the first of the twelve gens, considered mighty beyond known standards.

Senate in the human world, it is the institution where the important political decisions formally are made (in practice, they are made by the emperor or his court). In the world of vampires, it equals the later Primogen.

Tartarus The closest semblance to Hell in Roman Mythology. Also used by occultists as a term for the realm of the dead.

Titan A Vampire of low generation, that is one mighty and in close connection with the Progenitor. All of these are to be watched out for.

Via Road (in all aspects of it)

Vitæ Blood. Vitæ (or -ae) refers to all aspects of blood, from the sustenance of vampires, that is human blood, to the blood of the veins of a vampire. It can also refer to the blood as in family of the

vampire, but this is lesser in use.

Resources

Movies and Television

- | **I, Claudius** is a brilliant way of understanding the chaos and treachery of the court of the Roman Empire. It is most likely exaggerated, but it makes good sense and gives a good idea of the powers behind the throne.
- | **Rome** (the HBO series) is another great example of Rome the way it actually was. Dirty, manipulating, brutal and superstitious - yet somehow civilized.
- | **Gladiator** is hardly historically correct or even that likely, but it's a good story and a good way of understanding the belief in spirits and ancestors. The Germanians in the beginning are a bit primitive, and the Gladiator death rate is really exaggerated (you don't kill good gladiators), but the visualization of Ridley Scott is really fantastic.
- | **Quo Vadis** has a strong Christian message, but it portrays the Roman world well nevertheless. Sir Peter Ustinov is fantastic as Nero.
- | **Ben Hur** is, like Quo Vadis, a story of Christianity, but between the moral and message of the film, it's very inspirational
- |

Books

- | **Murder on the Appian Way** or really anything else in the series by Stephen Saylor, is a great way of being introduced to the Roman world, especially if you love murder mysteries. This is also true for the Lindsay Davis books
- | **Pompeii** by Robert Harris is an excellent story about the city of Pompeii, but it can easily apply to any city (up to the eruption). It gives a great feel of the Roman city with its smells, sounds and sights.
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Most factual books about Rome or the Roman world manage to get the message of Rome right. Rather than recommending any one of them, we suggest that you read either you prefer and fill the blanks with your own imagination.

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II SOCIETY IN THE NIGHT

On the surface, Rome in the World of Darkness differs little from Rome as we know it (or even, of today). The Emperor rules Rome, controlling the Senate. The extremely wealthy senators still have their say, and they rule through corruption and nepotism. Battles are fought in faraway places, the common citizen lives in an apartment, or, if he's richer, in his *domus*, his house. Everyone has a Patron and most citizens have slaves. But in the dark of night, bodies of men, awakened by the blood and thirsting for blood, walk the streets and contemplate their next move...

This chapter describes the setting of **Vampira Roma**: the culture and society of both the mortal masses and the undead vampires who prey upon and use them at their whim.

The Glorious world of Rome

Before there was darkness, now Rome is the light. The barbarian tribes who hunted the poor people of Gaul, Hispania, the Italian peninsula and Helvetica, to name a few, are now crushed. The light of civilization and justice has come to corners of the world that never had experienced it before. A fair part of the Roman world can read and write and do arithmetic. Knowledge is valued, and philosophers and historians are considered important. Houses and streets are filled with beautiful colours and motifs, most from mythology or hunting scenes. Trade is booming and the empire has never been bigger. The current emperor is neither mad nor evil.

Still, for all the civilization, this is also a time of superstition. Rumours of people who turn into wolves do exist, and the Romans widely believe that their forefathers watch over their shoulders. The Roman gods are often accepted, if not by all scholars, and oracles, priests and priestesses alike are consulted for advice on everything from harvest to wars.

The clash between superstition and knowledge, mainly that imported from the Greeks, often occurs, and there is no telling which the individual citizen will prefer at what time.

The advanced state of the Roman civilization doesn't mean that Rome is a perfect world. There is filth in the streets, there is violence and there is the occasional plague. Surgeons are primitive, and many prefer sacrificing cast copies of the aching body parts to gods to actually consulting one. Corruption runs rampant and the higher you reach socially, the greater the peril. Roving bandits exist within the empire, and some Patrons make you prefer the bandits to them.

In the end, the golden rule applies, *this is your game*. This means that you can be historically accurate or fantastic, you can make it a kinder or a more cruel world than this, it can be a world of violence, intrigue or both. Use the tools herein to your advantage, and coupled with your own imagination you will make a Roman world that is unique and, hopefully fun for all.

Monsters in the Night

While there are at least one theory for each clan as to how and why they were created, vampires are all greatly damaged by sunlight and fire, to the point of Final Death. This huge disadvantage is equaled by the huge advantages of the mystical powers, known as disciplines, that vampires are able to learn, making them able to control most, if not all, mortal men.

Vampires are not part neither of folklore or of the hearth wisdom of the Romans. This is not because of the modesty of vampires, modesty is rarely practised in these times. There have been other explanations, or vampires are considered part of the mythological lineup or dismissed by the learned as nonsense.

Feeding

Same old

Private wars

Same old

Descent into Madness

For most vampires, their transformation is one of new powers and new opportunities. They can control masses of people and sway them at will. This power comes with a great deal of responsibility, and the biggest one is to oneself. Many vampires have had to be put down after degenerating into mindless monsters with no moral code and no respect for humans. Any vampire that sinks so low, is lost to the Beast, the inner monster. These vampires are fit for nothing but destruction. Elder vampires stress this to their younger, for they seek no war with humans.

Therefore, while the reason for a vampire's existence is still a matter of personal belief, vampire, like mortals, are fallable, and what keeps them from diving into savagery, chaos, degeneration and destruction is their moral code, called a *via*, or a road. Most vampires follow one of the more known *via*, because they are tried and tested.

The roads are diverse. Some are philosophical, others mimic the behaviour of animals. Some are religious others methodical and logical.

The one thing they all have in common, is the belief that mastering their moral will lead them on the path to enlightenment and harmony. This condition, wherein the vampire has complete control over the Beast, and thereby their hunger, their anger and their baser instincts, is called *Golconda*. While not all adhere to this belief, the more philosophically trained do, and some even claim to have seen vampires in this state. Some consider it a lofty ideal, others believe that it is a waste of time.

Social Distinction

In times when every man and woman is judged by who they know, how much money they have and where on the social ladder they belong, it is logical that this mode of thinking has been adopted to vampire society. While mortal distinction is a matter of birth, fortune and merit, the vampiric world is mostly based on age.

Caitiff - A very few have been cast out of their clans. These are the bottom of vampire society, fit only to be kicked around. Helping them is widely believed to be one's own doom, as the few, maybe ten, who have been kicked out have been so because they have proven so useless or cruel that not even their own clanmates can stand them. The Moon Clan is rumoured to do so with some of their most cursed members, but no one knows of any former member of the Moon Clan who has been thrown out.

Prodigy A Prodigy is a vampire recently Embraced and still under the cloak of its creator. A Prodigy is not independent, and her situation is much like the children of a Roman *familia*; the Sire acts as a paterfamilias, being able to do what he or she pleases with the Prodigy.

Neonate A Neonate is independent, and can do, within the boundaries of the rules and traditions upheld in a city, as she pleases. The Neonate is not, however, given too much leeway when stepping on others'

Ancilla

Elder

Titans

Progenitors

Generations

Arranged with hindsight

The first vampire

While there are a few theories on how the vampires came into existence, all of them accept that there was a first vampire. Some believe that this vampire was a monster created by Juno or Pluto, others that he is the first killer and others again that it is a defiler of sacred temples. So little is known about this creature that some even believe that this, and his or her offspring are tales.

The Second Generation

From the number, varying from three to five, to the background of these, everything is uncertain. Nothing certain is known about these, but there are theories in abundance, from their destruction to them pulling the strings to them never have existed in the first place.

The Third Generation

Also called the Progenitors, these are the earliest known vampires. Some even believe that these are the earliest vampires, and Founders is often used as a neutral description. Their number, according to most sources, is thirteen, one for each clan. The recurring story about the founders is that they were all in the same city, the first and greatest of cities in its age. The city, often called Menocia, was not big enough to fill them, and their rivalry led them to destroy the city. After this destruction, their wars were less direct and open, if only just. They often wage their private wars through leaders of the Senate, emperors, wealthy merchants or large armies, or, more and more often, through other vampires.

The Founders have powers beyond the comprehension of most other vampires, and few have seen them and unlive to tell it.

The Fourth and Fifth Generation

The Sixth and Seventh Generation

Eight and ninth Generation

Tenth Generation

The Prince

As long as there have been cities, a vampire has been there to rule it. A Prince is the leader of vampires in an area, in most cases a city, and a leader rules through example. The title reminds us that he is first (princeps) among equals, but this is a technicality. The Prince's word is law, and the Prince rules fair, but harsh.

The Prince is normally the most powerful of the vampires in the area, if sometimes that might be as a result of who backs her up or owes her favours rather than disciplinary might. Some Princes might also be chosen because no one else wants the job or because they are in fact in the pouch of a nearby Prince.

The Prince's Powers

Vampires are free creatures, and the idea that they shall be subjugated by a Prince is unheard of. On the other hand, the Prince is in charge of a city, and can do as she pleases. This balance between one's rights as a Prince and the possibility of getting enemies by the dozen is a difficult one. Many Princes have appointed deputies or use ghouls to keep things in order, but even so, things are difficult. Therefore, it is unusual that the Prince has too many local laws, and she often cares only for the Traditions, the universal laws of the vampires. Princes often award loyal subjects, and many vampires can get attention of the Prince by simply informing her of the whereabouts and doings of her rivals. Still, there are some aspects that should not be ignored:

- ┆ Who controls the nearby soldiers? Whoever controls the armies, controls the land, and will hardly be reprimanded from the capital for simple acts of "keeping order" in the provinces.
- ┆ Are there other strong vampires nearby? Could they be entangled into the Prince's politics unless she moves carefully? Can any network of the Kingshipi Clan create problems for the Prince if she rules too openly?
- ┆ What other supernatural beings are there? Are there werewolves nearby? Are there Mages? Faeries?
- ┆ Are there human officials or others that have contacts that can create trouble for the Prince?

Faalty

In some cases, Princes of smaller cities are in fact under the influence and thumb of a Prince in a nearby and bigger city. If this is the case, they are often addressed so, for example a prince could be called the Prince Phillip of Tripolis, client of the Prince of Leptis Magna. This means that the Prince of Leptis Magna has superiority in Tripolis, and that, unlike normal practice, the Prince of Tripolis may not be the client of any other Prince. Vampires despise competition. Sometimes the patron/client relationship is sealed with a blood bond, but this is considered redundant and impolite by many.

Laws and Traditions

Most of the laws in a domain (which is normally a city) are derivations of the Traditions, that is to say the universal laws of the vampires. The Traditions are open for interpretation on purpose, so that the individual Prince can decide upon the harshness of these laws. In almost all Domains an accused can have her case tried before the Prince and vampire lawyers.

The Traditions

THE FIRST TRADITION: PROGENY
 YOU SHALL NOT EMBRACE WITHOUT PERMISSION FROM YOUR ELDER
 NOT EMBRACE OUT OF LOVE OR HATE. YOU SHALL NOT EMBRACE THE
 OR THE MOON BEASTS, NOR SHALL YOU EMBRACE THE SHINING ONE

based on the part about love and hate. There have been heated discussions on whether an Embrace was made out of love, and many Princes ignore this bit. The punishment for breaking this Tradition is rarely death.

Destruction The Tradition of Destruction is in some cases restricted only to concern those of a lower generation, but this not normal practice. The Tradition of Destruction is the most fiercely kept one, and no excuses are accepted, save self-defense. The punishment for breaking this Tradition is always death.

Accounting The Tradition of Accounting both cautions and saves the Sires of Childer. If the Childer are breaking Traditions, they are often killed, while the Sire is warned and mildly punished. In some places, however, the Sire can be slain as well. This reminds the vampires to be careful when siring.

Being This Tradition is strange, and in some ways considered philosophical rather than judicial. Some Domains ignore it completely, while others make it to be a rule against diablerie. It has been used both for and against the search for Golconda, but it is often the most debated of all Traditions, and in courts it can often be used in favour of a defendant, stating that she observes the Tradition by remaining true to her vampire nature.

Servants have caused countless feuds, a number of which are even dragged before the courts. The trouble of going through the cases is often so much that many Princes see through it. Other princes interpret this to mean that they have the right to deny or permit ghoulings.

Guiding The Tradition of guiding is to say the least uncertain. It is most often interpreted to mean that vampires shall not rule humans openly. The idea that vampires shall guide humans is so often misinterpreted that most vampires of ambition has twisted the Tradition. This means that this tradition, along with the first and the fourth tradition, often give the Prince loopholes to punish a vampire. Neither of these offenses warrants death or expropriation, but public humiliation is in order.

Domain Only the Second Tradition is more fiercely kept. No vampire is excepted from this, no matter how old or reknown. All vampires who have not presented themselves when arriving are brought before the Prince to be judged. As a rule, because of the last part of the tradition, the Prince allows vampires one night of stay until presentation is expected. As Domains is also considered to include havens, the individual vampires can claim violation of the Seventh Tradition as well.

Crime and punishment

While not all of the human institutions have caught on in the vampire world, the idea of a court where an accused has the right to defend herself is often adopted. This doesn't mean one can find it in every city, but it is far from uncommon. Unlike the Roman court, however, the Vampire court has no jury. The Prince, or his representative ghoul, acts as both judge and jury. While there are possibilities of appealing for a new trial, they are slim. This doesn't make the trial a mock one. The Prince takes pride in being fair, and no vampire likes Princes who play with their unives and judge at random, even if they could be rid of their enemies. Therefore a court often strives to be perfect. Sometimes the Prince appoints assistant judges to help him with the verdict.

There are two kinds of cases brought before the court. The first kind are smaller cases, such as violation of a Haven or killing of lesser ghouls (such as guards). The Prince rarely takes part as a judge, and instead sends a ghoul with great understanding of law. The usual procedure is that the two, the offended and the defendant, present their own cases, but they *might* use others. Ghouls are almost never used as lawyers, as they would be considered an insult to its client.

The second kind is the more serious crimes. Blatant provocation of the Romans, killing of another vampire or exposure of another vampire's identity to mortals end here. All of these cases can be capital offences. As they do not occur often, they have long traditions with them, and are always done in a certain manner. The Prince is always a judge in those cases. Almost without exception is the defendant's lawyer a professional one. There are some vampires who are so well versed in these cases as to take it upon themselves to defend clients for a (un)living. They are paid in money for the job and boons for the success. Cappadocians and Brujah are often considered the best for this job.

The workings of a Trial

There are a number of niceties that must be observed in a trial. It must be done in the correct manner. First, it is common that the offended party, or the prosecutor starts by reading up the charge and adding characteristics regarding the crime and the defendant for good measure. Then the defendant or his lawyer will present himself first by pleading, almost invariably "not guilty" and then presenting himself with blood line and deeds to seem like an honourable man. The background and nature of the defendant is often taken into consideration. No vampire has been found not guilty on grounds of having helped the city to grow and hunting down enemies alone, but it certainly can tip the scale.

As the case proceeds, one would do well to use the correct terms. The clan name must always be the formal one. The name of the vampire must always be said completely, including surname. All crimes must refer to the traditions they have broken or to alternative laws made by the Prince. The professional lawyers will almost always refer to famous interpretations of the laws made by reknown vampires.

In addition to the Judge(s), the defendant and the prosecutor, the Praetorius is always present, as well as the Notarius, the secretary.

Ordeals and punishment

Some other ordeals might be added, for example **Ordeal by oration**, where the accused might be found not guilty if she or he makes a good case against the Prince's best ghouls or vampires.

Labyrinths

Same old (mainly focusing on catacombs)

The Mortal World

Society

The Roman world is a world divided into classes, where rights and possibilities are dependent on into which class you were born and who protects you. However, any citizen, and even some freedmen, who earn a lot of money, can improve their station, and the Roman world is not half as stagnant as that of other cultures. While a slave can never become an emperor, in theory he can see his son as a senator.

This doesn't mean that the Romans believe that all men are alike or that it is the right of anyone to better themselves. The Roman world is not stagnant, but it is slow in moving, and getting anywhere requires a lot of determination and luck. This is triply true for women, whose position is in most cases that of their husbands.

Another difference in the Roman world is that of Patrician and Plebeian. This difference used, in the earlier days of the Republic, to mean the difference between success and failure, but is now of lesser legal importance. It is, however, socially still very important, any family with old money and old traditions is held in esteem no matter what their finances are. As a rule, their finances are good anyway. The Patricians often have many clients owing them favours anyway, and many contacts in higher places.

Patron and Client

The entire Roman society is based on this relationship, where one will be the weaker and the other the stronger party. The Patron, the stronger, will offer protection, legal help and sometimes also financial help, and the Client will remain loyal, praise the Patron in the morning greeting (*salutatio*) at his *domus* and help him politically, by voting for the Patron, write slogans (as graffiti) on walls, be the Patron's entourage when he goes into the market and help the Patron in other ways. Skilled writers, painters, artists, tutors or orators were desired clients by many rich patrons, and it worked both ways, the new clients would have an income for life, and the Patron an impressive helper. This system is far better in many respects than the serf system of the Middle Ages, but in other respects it is at least as demanding. While getting around in the Middle Ages without a lord was possible, at least in the cities, living in Rome without a Patron was absurd and even dangerous. In fact, while the average Medieval had one lord, it was not uncommon for a client to have two or more patrons. The Patron/Client relationship went all the way up to the Emperor, being, as it is said, the only Roman citizen who is a Patron, but not a client.

There is another position in the Patron/client relationship, that of *amici*. *Amici* are friends, but one was often slightly below the other in rank. *Amici* had, however, far fewer duties, and often treated each others as equals.

The Patron/Client system is also true for the vampires larger cities. The younger vampires are often the clients of elder, and every so often, the most important vampires meet the Prince in their own *salutatio*. Occasionally vampires who have gifted ghouls are asked to bring them to parties for entertainment in the Prince's honour. Some of the powerful vampires in Rome demand the same from their vampires clients, but this practice varies.

Classes

It is important to observe that the Roman society is one of vertical allegiance rather than horizontal. This means that most slaves looked to their master, and not their fellow slaves, most freedmen looked to their benefactor and most citizens to their patron. Within the groups there was often so much difference that the outer points (say a galley slave and a scholar slave) would at best be at a nodding relationship. On the other hand, their master took care of them to some extent, and in the case of freedmen, he was their benefactor. Therefore any class struggle would be foolish, not only because they would revolt against their benefactor, but also because they would hardly have any common ground with each other. The only instances of revolt has been those of galley slaves or mining slaves, who by far had the worst situation and and the least benefits. All those slave revolts were, however, brutally and mercilessly crushed by the Roman armies.

Slaves and freedmen

The most important difference between Romans is that between a citizen and a non-citizen. A non-citizen can be a woman or a slave, or one that for some reason has not been granted citizenship. Non-citizens have no votes and few rights. However, one must not confuse the slaves of Rome for the slaves of, say, Southern USA. The slaves were the property of the citizen and his wife, and they were hardly damaged if need not be. They could easily be sold to others, as they were considered goods. This works both ways, as slaves are not considered as humans, they are not asked to leave the room if confidential information is been given or secret conversation are made. They are everywhere and hear everything. The life of a slave could be everything from luxury to torture, depending on where he or she worked. The salt mines were the worst place to work, while female slaves who worked as chamber maids could even be confidants of their young masters, and be raised almost to friendly terms.

Freed slaves, *liberti*, are in a position between the non-citizens and the citizens. They were free, save from having a patron, but they had limited judicial rights and could not vote. They could, however, run small shops and *tabernae*, and they could hold slaves themselves. Some freedmen could earn quite a living this way. Freedmen were also the only class to be allowed to be Augustus priests, that is priest of the cult of the emperor-deity Augustus. Freedmen were quite common. It was customary for the master to release his slaves, either upon the master's death or whenever the master chose, for example for elder slaves. Sons of freed slaves managed in most cases became citizens.

While vampires often consider themselves beyond the mortal society, few consider slaves worthy of Embrace, and only a few Freedmen are even considered. Some of the clan of the Hidden or the Clan of the Beast might consider these, but there is no known case of any of the Kingship clan who have ever Embraced a slave or freedman.

Citizens

Citizens were given full judicial rights and rights to vote. They were the essence of the Romans. A citizen had the duty and honour to serve in the army and to run for a number of political offices.

However, citizens came in all shapes and sizes. The most relevant distinction is that between a nobleman and a commoner. On top of the noblemen was, obviously, the Emperor. Following him was the members of the senatorial class. To be a member you needed 1 000 000 Sesterces and to be approved. Only this class could become Senators, but they were not guaranteed a place, simply for belonging to the right class. Senatorial class members were, however, not allowed to partake in commerce, and chiefly earned their money from their extensive lands. The equestrian class was the next in rank, and they had to have at least 400 000 Sesterces. They often got their titles as a result of commerce, and they were often filthy rich. Most Patricians and senatorials regarded them as vulgar, as they had a lot of money but little sense in how to spend them. Under the Equis we had local noblemen, who often were of old money, and who were more often than not either Patricians or former noblemen of a now conquered civilization.

Women in the Roman World

Women were certainly not enjoying equal rights in Rome, but they were far more equal than before. They had no right to vote, and they could not have a political or judicial career. They could, however, divorce and get their dowry mostly intact. They also had equal rights to inherit, and to control their own inheritance or otherwise fortune. This gave women an understanding of finance. Of the lower classes, women were often helping their husbands in their shops or even ran their own. The difference, as always, was a matter of practicality. The women of higher classes had to live by courtly etiquette, this was, however, neither practical nor possible for those whose livelihood depended on help from their spouses or from an additional income.

In either case, Roman wives could certainly influence their husbands, and more promiscuous women could, as lovers of men of importance, also give helpful advice which was often followed. Married women were guaranteed legal advice by their husbands, and unmarried girls by their fathers, and through them their patrons.

The women of Rome were freer than those of Greece, and they could even move about, even though it was suggested that they brought bodyguards for their own protection. While Livia and Agrippina are examples that in themselves defend the positions of women, there are countless others, such as Julia Felix, the wealthy landowner of Pompeii.

As women are more financially aware than before, they are increasingly interesting for Vampire. Toreador and the Disciples of Set have always had a high percentage of temptresses, and the Learned Clan knows too well that women are not imperfect compared to men, as many contemporaries comment. Only the Clan of the Hunt bar women, this due to strict cultural rules. There are also few women in the Clan of Death, and not too many in the Night Clan.

To systemize, we can use this table:

Classes and their rights

| Class/Rights | Qualification | Legal Rights | Voting Rights | Rights to own land | Rights to take positions | Rights to engage in commerce |
|--|---|--|---------------|--|--|--|
| Senatorial Class | <i>1 000 000 Sesterces</i> | <i>Full rights</i> | <i>Yes</i> | <i>Yes, and they always did</i> | <i>All positions but a few religious ones</i> | <i>Not allowed</i> |
| Equis | <i>400 000 Sesterces</i> | <i>Full rights</i> | <i>Yes</i> | <i>Yes</i> | <i>All positions except Senatorial and a few religious ones</i> | <i>Full rights, often used</i> |
| Citizens | <i>Born by a father who is a citizen, in some cases granted citizenship</i> | <i>Full rights</i> | <i>Yes</i> | <i>Yes</i> | <i>Some political and religious positions barred.</i> | <i>Full rights</i> |
| Freedmen | <i>Freed slave</i> | <i>Some rights</i> | <i>No</i> | <i>No</i> | <i>Most political positions barred, however the Augustus priest position was assigned to them only</i> | <i>Full rights</i> |
| Women (as a citizens' wife or daughter) | <i>None</i> | <i>Some rights (rights to inherit, divorce, manage their own fortunes). Protected by her husband's Patron.</i> | <i>No</i> | <i>In some cases, especially inheritance</i> | <i>Some religious posts (vestal virgins), oracles</i> | <i>In special cases, mainly lower class and freedmen's wives.</i> |
| Slaves | <i>None</i> | <i>No</i> | <i>No</i> | <i>No</i> | <i>Those offered by their master (the ceasar's slaves were often higher than most citizens)</i> | <i>Rights to run shops for their master and get a small percentage of the income</i> |

Priests and religion

For such an advanced people, the Romans had a lot of faith in the powers of the gods coupled with a lot of superstition. If the augurs, the men who interpret stars and signs, suggested that going to war would be a bad idea as the hens refused to eat the corn, they would often be listened to. Pleasing the

gods was important, and doing so required sacrifice and a good priest of the proper deity.

The priesthoods probably exercised the most equal rights of all institutions in the Roman world. Some priests, such as the vestal virgins and most Diana priests, were for women only. Others, such as the priests of Augustus, were only open for freedmen. Still, many wealthy men were appointed high priests of certain offices without the dedication or education to defend it. Superstitious Romans still preferred those who knew their business.

The Romans had an open mind as far as religions went. They rarely pressed their pantheon on other peoples, and they often embraced other gods as their own, or explained them as "a different name for Jove". This allowed for a great many religions. Some, like the Egyptian Pantheon, was even partially included in the Roman. Also, the wonders of the Roman world were explained by faraway tribes to be the workings of gods, and they would claim that the Roman emperor was a god. Most, but not all, of the Roman emperors were proclaimed gods.

The most important gods in the Roman world were the trinity of Jupiter(Jove), Juno and Minerva. Their positions varied, but Jupiter was the leader of the gods, Juno his wife and the goddess of the sky and Minerva the goddess of wisdom and tactics. Other gods of importance were the warrior-god Mars; the god of light, Apollo; The goddess of the Hunt, Diana; the Goddess of the fields and of growth, Ceres; Mercury, the god of thieves and merchants; Bacchus, the god of youth, theatre and of wine; Vulcan, the god of smiths and of fire and last, but hardly ever least, Venus, the goddess of beauty and pleasure. In addition, some heroes, in particular Hercules, were worshipped. The emperor-gods were also worshipped, especially Augustus, Nerva and Trajan.

Two other religions of importance should be mentioned. The first is the Egyptian cult of Isis. This cult was particularly popular amongst slaves and women, and women could hold high positions, if not necessarily priests. The cult offered eternal life, like Isis had granted her husband Osiris after he was killed by Set. Needless to say, this religion is particularly unpopular with the Snake clan, many members frenzy with the mere mentioning of it. The other religion is much alike the first. Where Isis is identified with all female deities, this religion believes that there are no other deities than their.

There is only one god, YHWH (most often pronounced Yaveh), and that he was born into the world as a man. This man, Jesus, claimed that through the eyes of YHWH, there were no slaves, no rich or poor, no man or woman. Like the Isis-cult, the cult of Jesus (called Christianity) also promises eternal life, and it also attracts slaves and women. Both religions are strong, but while the former is popular, at least in theory, with the Romans, the latter is considered gauche at least and even threatening at the worst.

Gods in Rome

| Name (Greek name) | Association | Who would worship them |
|-------------------------|--|---|
| Jupiter (Zeus) | <i>God of the the Earth, king of gods, often of warfare and justice. Part of the Trinity of gods</i> | <i>Everyone, but especially politicians, lawyers and soldiers. Ventrue often worship him.</i> |
| Juno (Hera) | <i>Goddess of the Heavens, and of marriage, wife of Jupiter and queen of Gods.Part of the Trinity of Gods.</i> | <i>All women. Juno was also associated with childbirth and she was seen as defending all women.</i> |
| Minerva (Athene) | <i>Goddess of wisdom, tactics, crafts and arts. Part of the Trinity of Gods</i> | <i>As the last of the Trinity of Gods, she is widely worshipped by both sexes, and probably among the most worshipped of the goddesses (competing with Venus and Diana). As a skilled army tactician, she is worshipped by soldiers as well. She is very popular with Brujah, as she even has their temper. Toreador also worship her in great numbers.</i> |

| | | |
|-----------------------------------|--|--|
| Neptune (Poseidon) | <i>God of the Sea and of earthwakes. Brother of Jupiter</i> | <i>Sailors, but also many others. As Romans weren't as good sailors as the Greeks, he was not of such importance to the Romans in Italia. Several Lasombra worship him.</i> |
| Pluto (Hades) | <i>God of Death, brother of Jupiter</i> | <i>Few worshipped him, although he could not be ignored. He was considered scary by most. Naturally, Cappadoians love him.</i> |
| Apollo (Apollon) | <i>God of light, healing, culture, the sun</i> | <i>Apollo was greatly worshipped by many, especially the wealthy, artists and physicians. Many Toreador worship him. He would be ideal to some Salubri, but almost all Salubri are YHWH-worshippers.</i> |
| Diana (Artemis) | <i>Goddess of the Hunt, and of Chastity.</i> | <i>Like Juno, she was associated with child birth and chastity, and she was worshipped by women, the pious and the hunters alike. Naturally, she's popular among the rare Gangrel who believe in the Roman gods.</i> |
| Mars (Ares) | <i>God of War</i> | <i>Soldiers. Mars was also a popular patron god of cities, and was very popular in Rome. He is said to be the father of its founder. Ventrue, some Brujah and the few Assamite who believe in the Roman Gods would follow him.</i> |
| Venus (Aphrodite) | <i>Goddess of love and beauty</i> | <i>All, but often unmarried women. Also a popular patron goddess of cities. Venus is often considered promiscuous. Toreador are great admirers of her.</i> |
| Ceres (Demeter) | <i>Goddess of crops and of nature.</i> | <i>Very popular among farmers. No known Kindred worship her.</i> |
| Proserpine (Persephone) | <i>Goddess of the Underworld</i> | <i>Few worship her, even though she is popular in tale. Some offshot Cappadocians, mainly women, worship her.</i> |
| Mercury (Hermes) | <i>God of trade, travellers, thieves and science. Messenger of the Gods.</i> | <i>Especially traders and merchants. Very popular among the freedmen. Many vampires worship him, but no clan specifically.</i> |
| Vulcan (Hephaestus) | <i>God of smiths and of fire.</i> | <i>Smiths mainly worshipped him. Among vampires he is rarely worshipped.</i> |
| Bacchus (Dionysos) | <i>God of wine and the theatre. Also the protector of orgies.</i> | <i>A most popular god, with no clear single group of worshippers. Among vampires, a number of Malkavians have taken a keen interest in him.</i> |

Ancestors

The Romans believed that the dead were still with them and that pleasing the dead was important. There were even festivals for the dead, and it was custom to celebrate the dead's birthday. Every domus had a lararium, a house-altar, where sacrifices were made to the Lares, the gods that watched over the house and the family. These were often thought to be ancestors, and therefore masks of the ancestors were often found in the Lararium.

As far as Vampire influence is concerned, this is mainly the area of the Moon Clan. They claim to have abilities to glimpse into the future, and they make good advice. They are soothsayers, oracles, priests and whatever gets them power. While some of the clan of the Rose and of the Healer's Clan have made progress, the Moon Clan knows most of the goings on, except for the JVH worship, that disagrees with their taste.

The difference in class and gender matter little to vampires. The "rebirth" as vampires deletes the

human marks. This is mostly noticable on the terms of gender. Women are men's equals as vampires, and any vampire who doesn't learn this lesson quickly will be in dire straits. This is also true for slaves and freedmen, Nubians and Greeks rich and poor. The vampire hierarchy is superior. This doesn't mean that the position held by the vampire in her mortal days is uninteresting, but the benefits she has in the world of vampires are for her knowledge, her social cunning and her etiquette rather than her social status. This means that a Patrician can get the attention of vampires far her superior for knowing how to address a senator, but this doesn't make her more worth in the eyes of other vampires. Unless, that is, the young vampire gets her admirer as a patron.

Life Among the Kine

Getting there...

People and places - and vampires

The Geography of the Roman Empire is that of France, England, Southern Europe, the Mediterranean and Iraq. The peoples of these areas were the proto-inhabitants of most of those who live there now. Therefore you might make the Hispaniards proud and stubborn, the Greek relaxed and the Palestinians and Judeans quarrelsome (not, however, against one another). But this can give the campaign a cartoonish look that is not always good. Another thing to avoid is to underestimate the non-Romans. The Germanians, both those in and outside the Empire, are much more civilised than history and film has given them credit. The Arabs are far more than nomadic desert people and the Numidians are anything but primitive.

Never before in history (or, arguably, later) has there ever been easier to find the direct centre of the world. It is Rome. The city of Rome is where it all began and where all decisions are made. For that matter, all of the Italian peninsula is important in the great scheme of things. This is much the same for Kindred, and the Prince of Rome's control over the Italian peninsula is commanding, but that does not mean that he controls much beyond it, at least not directly. And there are other areas of importance as well.

The vampiric presence follows some vague rules, gens Ventrii prefers areas that work under direct control, be it of the governor of a city or the general in the field (often the same), gens Toreador prefers safety, Gangrel prefer the wild and untamed and so on. Also, as most of the gens prefer their own kind, if only slightly, to others, there are often clusters of control, that as a rule coincide with provinces. This turns out roughly like this:

Ventru are strongest in Italia, Hispania (except Lusitania), Gaul, Britannia, Asia, Syria and Aegyptus. *Malcavian* are strongest in Italia, Illyricum, Achaea,

Italia - the proximity of Rome is always important, and many vampires would like to control or at least have some part in the running of a nearby city. All gens are found there, but gens Ventrii, Malcavii and Toreadorii are dominant, and in Campania Cappadocii are found in a considerable size. There are also a growing number of gens Nosferatii as well. Almost the entire peninsula is controlled by prince Camillus of Rome, but some places, such as Calabria, Liguria and Venetia, were too far off to be completely under the thumb of the Ventru prince. These areas have a fair number of Lasombra, as well as the Ventru not too happy about Camillus' control.

Hispania - West of Italia is Hispania, with dry lands and warm beaches. It is one of the most important provinces, and several famous Romans have come from there, including the great emperors Trajan and Hadrian. It is rich in agriculture as well as metal, including silver and iron, two very important factors in Roman economy. This province is very popular with the Bruia for the knowledge, the Toreador because of the poets and artists, Ventru for the prosperous ports and the Lasombra simply because they claim it as their homeland. The Ventru and Lasombra have strong disputes in Ventru-dominated Baetica and Lasombra-prevalent Lusitania, but they have yet to grow into a full scale war, partly because of the attention the region gets and partly because of patient diplomacy by the Cappadocians.

Gaul is less glamorous, but the metallurgy, woodcraft and textiles, in addition to agricultural products, makes the province a promising area. Had it not been for the occasional revolts and the Germanic tribes that from time to time raid the areas, it could have been among the most important areas. Ventrue seem to gain control over the masses, though, and consider it an area that will surpass Baetica. Lasombra and Bruia find this unlikely, but Toreador are found in increasing numbers here. A couple of Nosferatu architects have made small fortunes in building villas, dungeons and roads in the area.

Britannia has some things to offer, mainly iron, tin and some precious metals. It also offers the resistance of the Ordovices and the Silurians in the east and the Picts and the Caledonians in the north. Many Roman soldiers are stationed there. It is said that the first sign of civilization is the arrival of Toreador, which makes Britannia only fairly civilized. The Ventrue are growing in number, as are the Brujah, but Gangrel largely dominate the region.

Raetia and **Noricum** are neither rich nor safe. Roving bands of the Norican and Germanic tribes, and Gangrel with them, have made a number of attacks. A good number of gens Bruia have done service here to prove their worth to the Roman empire and gens Ventrue. There are few Ventrue here, among other reasons because Gangrel are known to take sport in killing that particular gens. Being sent to Noricum is often a punishment reserved for crimes almost enough to deserve death sentence. Almost half of all vampires residing in these areas are either fugitives or sent there as punishment. Malcavian have a high number, however, as do the Nosferatii. Gens Nosferatii have made some contact with the Gangrel, and a couple of them actually work as diplomats with the Gangrel.

Dacia is a great puzzle to the vampires. Here, unlike most other cases in the Roman world, the Gangrel are relatively civilized, and they often do emissary work for other Gangrel. It is said that their relatively pleasant nature is caused by some horror that lurks within the deep woods, but it could just as easily be that most of Dacia is de facto not controlled by Rome. Nevertheless, the area has, in addition to Gangrel, Nosferatu and some Bruia. Like Noricum, this area is ideal for those who want to get away. Surprisingly, there are a couple of the gens Ventrii as well, probably to master the art of war.

Trachia is a country of has-been. It used to be rich, and there is no shortage of graverobber bands who try to locate the hidden treasures of old. It also used to be strong and independent. This does not mean that the Trachians are not frightening, in fact it is argued that these people are among the most ferocious peoples in the empire. This, and their strong attachment to Greece, has made it interesting for Bruia for a long time. Lasombra also have an increasing number of members here, but most Ventrue see little need in wasting time on what will never be again.

Illyricum is a peaceful area with many trade cities. The Illyrians are well-attuned to the Roman civilization, and many of them are found in the Roman Armies, as they are fierce fighters. In vampiric terms, Illyricum is among the most versatile province of the empire. It is dominated by the Pannoian Nosferatu and the Dalmatian Malcavian, but all other gens are found there. Epirus has long been a Malcavii stronghold, and few other vampires venture there.

Achaea and Macedonia - Greece to the Ventrue, Hellas to the Bruia and Achaea to everyone else, this area carries old wounds and elder lore. Every gens has an opinion of them, from the Assamite, twice defeated by them; the Ventrue, twice defeating them and the Bruia and Malcavian, who treasured it as theirs. The cradle of democracy is beaten military, but commands such a demanding respect from former intellectual and cultural glory that it is to be reckoned with still. Bruia are still strong here, through patient diplomacy and the aid of Toreador and Cappadocian. Ventrue are here to remind Bruia of their place, but this is not their strongest region. Malcavian, however, has a number of Priceps, or Basilevs, as they say, here, and are a force to be reckoned with. Macedonia is a strange mix of the neighbouring areas, but is more like Achaea than the others.

Asia is a very rich, very multicultural and very fertile, all of which makes it one of the most important provinces (along with Hispania, Aegyptus and Achaea). It is coveted by all vampires, and, if not for the memory of the fall of Carthage, would be ideal to create a new golden city. It is strongly Hellenistic in character in the west, and more Persian in the east. For the moment, Pergamon and Ephesus are the large cities in the area. The future metropolis of Byzantium (or Constantinople) is relatively unimportant now. Despite the desire and even demand of the gens

Ventruui to control this area completely, it is impossible. The strong presence of Cappadocian would not be a problem, but gens Malcavii, gens Lasombrii, gens Bruia and gens Nosferatii are not so cooperative. The Disciples of Set, Salubri, Baali and Assamite have shifting loyalties, and can therefore not be counted on by either faction. As a result of this area's importance to several gens, it is varied, but it is also governed by paranoid princepses. Needless to say, the mideast region of Cappadocia is strongly dominated by that gens.

Syria lives by one rule - it will survive. It is the cradle of civilization, it brought the alphabet, seafaring and towns, and it has been invaded by most others, from Alexander the Great to Nebuchadnezzar. It has been the meeting ground and battle ground for countless civilizations, yet it has always been a prosperous area. Even now, it has contacts, organized trade, advanced transport and diplomatic skill. Gens Malcavii and Ventrii are strong here, as is the military presence, but they do not control the area alone. Gens Toreadorii have long connections to this area, and they have many contacts, both with vampires and humans. There are a large number of Salubri, and a smaller number of Assamite, some Bruia and a couple of Nosferatu.

Iudaea is generally considered a lot more trouble than it is worth from vampire and human politicians alike. There are no great resources, farming is poor and there are countless rebellions. The Judean, Samaritan and Galileean tribes are internally distrustful, and unite only in their hatred for Rome. They are the only ones refusing to worship the Roman gods, one of several reasons for upheaval. Vampires strong in this region include the Assamite, Salubri, Baali, Disciples of Set, Cappadocian and Nosferatu. There are some Ventrue and Toreador, but they are in a minority. Lasombra have a few gens members there, but this is not their main area of interest.

Aegyptus is given a special treatment with respect for their age. The country is in steady growth since the Roman invasion, mainly because of stability. The country is very fertile around the Nile, but very barren in any other direction. The invasion also saw the increase of members of Ventrue, and there were already members of Bruia and Assamite from earlier invasions. The Disciples of Set are still strongest, but they cannot stop the development. They are far more concerned with the gens Nosferatii, whose activities are making even the phlegmatic Setite irritated.

Cyrenaica has a wide variety of peoples, from the Jews to the Greeks to the Aegyptians to the Phoenicians, to name a few. The city of Cyrene was recently punished by Hadrian for the revolt of the Jews in Palestine. This means that until recently, this area was a strong urbane province. It still is, if it has suffered a setback. It is also fertile, and huge amounts of grain and herbs can be found here. This area has one of the most versatile amount of vampire, all clans are represented here in a certain amount.

Africa is beaten, but not broken. 300 years after the defeat of Carthage, the city, rebuilt and inhabited by Roman soldiers, Carthaginians and Berbers, is flourishing in commerce. All the tribes from Aegyptus to Mauretania exported cereals, but Carthage specializes in luxury items. This promising region has attracted young members of gens Ventrii, but older members shun it, for fear that elder Bruia and Assamite might still lurk the areas, awaiting their revenge. There are very few official Bruia, all of whom are docile. The strongest gens are Toreador, Disciples of Set and Nosferatu. The area also hosts a number of Assamite, Cappadocian and some Baali. The number of Salubri has increased since Hadrian's actions in Cyrenacia, which adds to the tension with an almost full-scale war between them and the Baali in certain parts of the province.

Numidia has a relatively small amount of soldiers and a promising commerce. The lack of human control presents possibilities unmatched in the empire, an opportunity the Baali and the Disciples of Set have taken. A number of cities have strong influence by these gens, but neither gens has any Princeps. Lasombra and Ventrue more often control this area, and they are often at odds, with Malcavians, Nosferatu and Cappadocians taking advantage of the chaos. The already chaotic character of the area is worsened by the number of Numidian Berber tribes, in which there is a heavy Vampiric presence. These people speak a language far from Latin and have proven to be tough opponents. They are a puzzle. Whether these are bitter members of the Assamite or Bruia, rogue members of the Gangrel or if there is truth in the rumours of the existence of vampires called *Laibon*, no one knows.

Mauretania is a relatively peaceful, barring the odd attacks, area. The Mauri are considered good soldier material, and many good generals have come from Mauretania. In addition, the country sells dye and some luxurious goods. Vampirewise, gens Ventrii have largely ignored the area, which has

given the Lasombra a stronghold. This stronghold, however, requires cooperation with the gens Nosferatii and the relatively civil Gangrel.

Roman cities around the empire (important cities in I

| <i>Roman Name</i> | Modern Name | <i>Roman Name</i> | Modern Name | <i>Roman Name</i> | Modern Name | <i>Roman Name</i> |
|-------------------|----------------------|---------------------|-------------|------------------------|-------------------|-------------------|
| Italia | (Italy) | Gallia/Narbonensis | (France) | Iberia/Lusitania | (Spain/Portugal) | <i>Roman Name</i> |
| Roma | Rome | Lutetia | Paris | <i>Pompaleo</i> | Pamplona | <i>Roman Name</i> |
| <i>Pompeii</i> | - | <i>Rotomagus</i> | Rouen | <i>Cauca</i> | Coca | <i>Roman Name</i> |
| Mediolanum | Milan | <i>Camaracum</i> | Cambrai | <i>Segovia</i> | Segovia | <i>Roman Name</i> |
| <i>Cumae</i> | - (close to Pompeii) | <i>Durocortorum</i> | Reims | <i>Helmantica</i> | Salamanca | <i>Roman Name</i> |
| Neapolis | Naples | <i>Divodurum</i> | Metz | <i>Corduba</i> | Cordoba | <i>Roman Name</i> |
| <i>Roman Name</i> | Modern Name | <i>Lugdunum</i> | Lyon | <i>Cartago Nova</i> | Cartagena | <i>Roman Name</i> |
| <i>Roman Name</i> | Modern Name | <i>Nicae</i> | Nice | Hispalis | Seville | <i>Roman Name</i> |
| <i>Roman Name</i> | Modern Name | <i>Massalia</i> | Marseilles | Tarraco | Tarragona | <i>Roman Name</i> |
| <i>Roman Name</i> | Modern Name | <i>Tolosa</i> | Toulouse | <i>Lorica</i> | Loriga | <i>Roman Name</i> |
| <i>Roman Name</i> | Modern Name | <i>Agnium</i> | Agen | <i>Augusta Emerita</i> | Mérida | <i>Roman Name</i> |
| <i>Roman Name</i> | Modern Name | <i>Burdigala</i> | Bordeaux | <i>Aeminium</i> | Coimbra | <i>Roman Name</i> |
| <i>Roman Name</i> | Modern Name | <i>Gesocribate</i> | Le Conquet | <i>Conimbriga</i> | Condeixa-a-Velha | <i>Roman Name</i> |
| <i>Roman Name</i> | Modern Name | | | <i>Saguntum</i> | - (near Valencia) | <i>Roman Name</i> |
| <i>Roman Name</i> | Modern Name | | | <i>Gades</i> | Cádiz | <i>Roman Name</i> |

Law and Order

Getting there...

Personal Security

Getting there...

Superstition in the Roman World

Getting there...

III GENS

Gens and names

Neither **Ravnos** nor **Tzimisce** are even near the Roman Empire at the time. Most, or even all, Ravnos are on the Indian subcontinent, and Tzimisce are currently spread around a large area far from the Roman civilization. They are extremely unlikely NPCs, and do not fit in at all as playing characters, both because of distance and of a mindset so alien that they would have nothing in common with hardly anyone. Some Gangrel and Assamite games can fit them in, but they do not have to be used.

The vampires of the Roman age have permeated all the layers and all the parts of Roman society, at least all parts that contain power. While some feel obliged to infiltrate and concentrate on the rich and powerful, others prefer the gifted among the lower strata in the Roman populace. However, moving in the Roman society is a matter of luck as well as birth. The slave of today could be the wealthy freedman of tomorrow. The Patrician patron of many can equally fall in disfavour at the court or the Senate, and have to retire from politics. The Roman society is changing, if not fast, and therefore a division of clans, or gentis (singular, *gens*), according to social belonging is awkward, and it doesn't necessarily reflect their vampiric status. The importance of gens is larger here than before. Gens help each other out of loyalty and necessity, and gens are often blamed for faults of an important member. In a time where honour and reputation equals or even supersedes the importance of staying a(un)live, this is far from an empty threat.

Founders and their Gentis

The Founders are still walking the earth, and that might well be why their status is not one of magical beings, and certainly not of all-powerful leaders or gods to be worshiped. To most gentis, this is no difference; Ventrue, Toreador, Lasombra, Gangrel and Nosferatu certainly care as little now as they ever will, and Bruia are rarely involved in the schism with the True Bruia. For others, this is much different. While some Assamite still worship Haquim, most don't in this religiously fractured gens. Cappadocians do not *en masse* run to Cappadocius to follow his latest whim (at the time, it is Judaism, but it is expected to change). Followers of Set are almost as shattered as the Assamite, but a fair few still worship Set, each in their different interpretation. Malcavians do not necessarily believe that Malkav is the wisest of vampires, and they certainly do not recognize a Madness Network. Finally, Salubri choose YHWH before Saulot any day, and they seek inner perfection rather than a mass control.

This does not mean that they can not play important roles in the unives of different vampires. They are wiser, more experienced, more knowledgable and probably have reached considerably higher than anyone, save other vampires. They are considered as great philosophers to some and even gods to others, but they are never those who set the order of the night.

The gentis in the Roman Empire are:

- ┆ **Assamite** : the gens of the Persian empire, now often found in Asia Minor, Cappadocia, Armenia, Judea, Aegyptus, Africa and Mesopotamia, are mystics, killers and statesmen combined, often choosing the gods over logic. A vast majority are of Semitic background.
- ┆ **Bruia**: The once great, now beaten, gens has survived through political alliances, deals and cunning, but still go out of their way to prove loyalty to the master. Their knowledge and

philosophical nature has been vital both to their reknown and their survival. They are often found everywhere, but their strongpoints are in Greece, Africa, Hispania, Dalmatia and parts of Italia and Asia Minor.

- | **Cappadocian** Is a prolific gens of sophists, surgeons, wise men, graverobbers, students of the occult, priests and others directly or indirectly tied to the mystery of death. Uncharacteristically, many Cappadocians are outgoing and humourous, but few are actually politically amitious. They prefer guiding to running.
- | **Disciples of Set** is a motley combination of vampires who have abandoned the traditional moral values as weak, pointless and inhibiting. They believe that changing people to understand that the world is tehirs for the taking is making things better for those fit to live. A good number, especially the elder members, are worshippers of the Egyptian god Sutekh, but it is not required.
- | **Gangrel** are animalistic vampires, embracing their feral nature over their civilized version. They are easily the most feared gens, and most others consider them brutal, merciless, bloodthirsty, dangerous and vile creatures who threat the values of Rome. This said, a Gangrel rarely attacks other vampires unless they are at the wrong place at the wrong time or it is provoked.
- | **Lasombra** specialize in the art of manipulating and plotting from afar. They also consider themselves above and beyond humans, and as such lack the personal contact that Toreador and Bruia (and partially Ventrue) have. Lasombra love power and hate sharing it. Therefore they often find themselves in need of a change of they feel stagnation - through a change in city or prince, whatever is easier.
- | **Malcavian** sought for their insight or feared for their irrational efficiency, the gens lunae are more powerful than any other gens save Ventrue. Malcavians are said to possess extreme talents in fortune telling and other oracular abilities. It is said that you need a fractured mind to understand the politics of Rome, which is probably why Malcavians excel in it.
- | **Nosferatu**
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Patron gods

The gods are a strong and clear reality to most vampires. They are not "believed in", as there is no doubt of their existence. They are, however, worshipped and sacrificed to. The vampire mystics pointed out that there are 12 Olympian gods and 12 gens, and so there should be a patron god of each gens. This is often accepted by the more Roman gens, and lip service is honoured this by members of gentis who are of a different mind (Gangrel, Salubri, Baali and Disciples of Set).

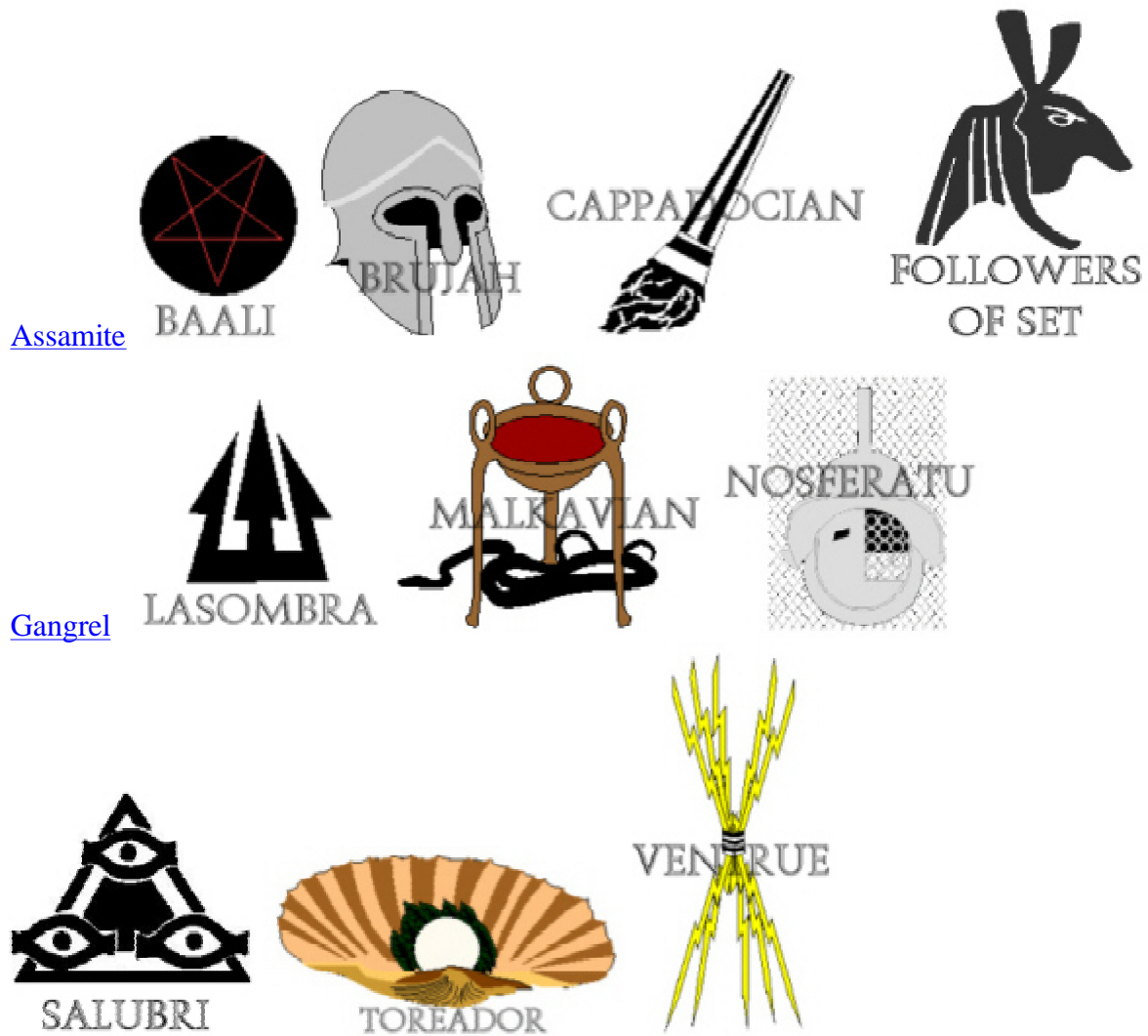
Gods and Vampires

| God (dess) | Vampire gens | Background |
|------------|--------------|---|
| Jupiter | Ventrue | Jupiter is the king of the gods, currently Ventrue are the leaders of the vampires |
| Juno | Salubri | The many-eyed giant was killed by Juno, who later regretted her action. Vicious vampires would claim that Juno's desire to eradicate all of Jupiter's offspring is the same passion that drives this gens to kill all who do not fit their standards. Salubri care little, as almost all of them are believers in YHVH. |
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| | | |
|---------|------------------|---|
| Minerva | Bruia | The goddess of wisdom and tactics in war, a goddess of principle and honor is among the most befitting of the patron gods. Most Bruia take pride in being her "clients". |
| Venus | Toreador | The goddess of beauty and seduction has a natural popularity in the gens of beauty and seduction. |
| Apollo | Malcavian | Apollo is both the god of the oracles and a good leader. This befits both aspects of the gens well. |
| Diana | Gangrel | The goddess was said to speak with and control animals. Gangrel are known for this gift. The few Gangrel who are regulars in a Roman city accept her as she is "the only god worth caring about anyway". |
| Mercury | Cappadocian | Combining the jester of the gods with the gloomy gens of the vampires might strike most people as odd. However, as Pluto and Proserpine are Cthonic gods, and not Olympians, the Cappadocians accepted he who lead the dead into the kingdom of Pluto as the next best thing. Rumours have it, though, that Mercury as a protector of thieves is also befitting some of the gens. Almost all Cappadocians are worshipers of Pluto or Proserpine. It should also be noted that Cappadocians are a lot less gloomy than their Medieval counterparts |
| Neptune | Lasombra | Neptune would rather rule the sea than be second on land. The Lasombra have always preferred their own ways rather than being second-in-command. Their affinity to the sea is, however, the primary reason. |
| Mars | Assamite | As hardly any Assamite is a believer in the Olympians, the gens has more or less been given this god. However, the god of war is readily accepted by at least half the gens. Other vampires are reminded of Ares, the Greek version, who had a temper, was barbaric and who lost to Athena/Minerva, that is the Bruia. This is also true about the Assamite on two occasions. |
| Vulcan | Nosferatu | Vulcan is ugly and considered a fool, but all who cross him suffer. He is also very strong. The irony that he was married to Venus is a joke the Nosferatu like to remind the Toreador about. |
| Bacchus | Disciples of Set | Bacchus does as he pleases, and cares more for pleasure and his own ends than decency. His orgies are know to be wild and full of uncontrolled desire. The Followers agree that it is befitting, even if they believe that Bacchus is only a pale comparison to Sutekh. |

This leaves Baali, who were at a time considered for Ceres, but it was considered that while they were too preoccupied with their own ends to actually fit the goddess. Besides, it has been argued, Ceres is the goddess of crops, and crops are not for vampires, as those vampires who have tried to dabble in the field of agriculture has discovered. Baali are instead associated with Hecate, the goddess of black magic. Ironically, though, a sect within the Baali choose Ceres, as they consider themselves all childer of the first agent of Baal, a farmer who killed his shepherding brother. Farming, to them, is liberation from the yoke of their adversary.

There is no formality behind this, only an association accepted by most vampires. A Nosferatu is free to worship Jupiter without repercussions, just as a Toreador craftsman is almost expected to pay homage to Minerva and occasionally Juno.



The Ways of the Gens

The gentis themselves often lack organization. The Roman Empire is a big place in which to keep a gens united, and even if the Roman roads are legendary, travel is time-consuming and difficult for vampires. Consequently, communication between gens leaders and their underlings is a slow process. It has, however, improved greatly with the Roman system that was a postal service of sorts. However, only the well-connected can use this system. This means that gens are rather loose-knit groups, and the most important decisions are usually made on the spot by the petty princes and local elders. The word of mouth technique is still functioning, so the news will eventually reach the greater cities, if maybe months after the event.

Older vampires have difficulty controlling their gens members as a group. The practices here are varied, while some vampires would feel more semblance between them and their retainers, including animals, than between them and younger gens members, others feel that contact between vampires of the same gens is essential, and that loyalty must be kept. The latter tend to reinforce their hierarchies with the Blood Oath, even though it is considered vulgar and desperate by some, as well as using all of their resources and contacts to keep order. Others try to keep control of "their" vampires in an area, such as Narbonensis or Asia Minor, and this

works fairly well. The best way has proven to be to offer something, such as shelter, help, money and so on, and thereby be a Patron as well as an Elder. This keeps to some degree the more civil gentis in order.

Within a Domain, things are different. There is always control in a Domain, and anyone not supposed to be in a Domain is brought in for questioning. One is allowed to stay a couple of days in a Domain if one is moving through, but only those who have the Prince's permission may stay. Most of the vampires in a Domain remain within the city limits or just outside in their own houses. As Rome is a centralized empire, it is vital for the power mongers to stay where things happen. Some live on the outskirts of the Domain, but they are regularly checked on, often by request to pay homage to or visit the Princes. As Rome is now at peace, there is little going on that might cause direct trouble or feud between vampires, and as the political division seems almost done with, most of the feuds and fights are petty. This is in deed the time for Vampires to be personal, no cause is in their way.

For all the Romanization of the known world, many local customs and mindsets are influencing the different vampires, mixing in with their ideas from gens propaganda and making a number of local differences. Therefore the the trace of the gens is not always so clear, and not always where you would expect it. The following information details more about the gens as groups, and what they do in the name of gens unity.

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ASSAMITE

The Nomadic Assamite are feared by most other vampires. The reason is that they are fearless and ruthless killers. There is, however, another reason to fear them, a reason not known to most other vampires. Many Assamite strongly believe that the purpose of being a vampire is to strengthen the blood - which means committing diablerie. For them diablerie is only a crime if the victim is one of their clan.

As the hunting down and killing of a vampire of superior generation is both difficult and dangerous, they have mastered the skills involved with such a hunt. Few if any of the Clan of the Hunt have any problems with killing, and hardly any with diablerie.

To so readily accept the killing and soul sucking of another vampire, the clan members often need a strong cause - and that cause is almost always a religious one. There are many religious beliefs the clan members in between, but some are stronger than others. As the Clan of the Hunt are almost exclusively of Semitic origin, the YHWH-religion is strong, but several nature religions are also popular, and some believe in the Roman pantheon. Older members are often affiliated with a unique vampire religion, worshiping their founder, whose name is referred to as "Haquim".

The Clan of the Hunt are also interested in knowledge, and they seek it where they can. Some seek philosophical alternatives to their religion, others simply want to know about other peoples. This thirst for knowledge is becoming widely known among other clans to better the reputation of the clan. Internally some consider the reason for this to be that you have to get close to someone to stab them in the back. Others see the benefits of cooperating with other clans, at least in order to prevent them invading their lands and killing them.

While the Clan of the Hunt are getting a civil side to their reputation, they are more known for being good killers. This has lead the more daring or desperate Princes to use them to kill other vampires for a considerable fee, almost always paid in blood. This is why most other vampires fear the Clan of the Hunt and stay well away from them.

Nickname: Killers

Appearance: As almost all of the Clan of the Hunt are Semitic, and most Arabian or Persian. Unlike other vampires, they do not pale with death. Their attire is often of Arabic origin, mainly because they feel at home in the Arabic culture, but also because the attire is practical for long journeys, as they are used to move great distances on short notice.

Haven: Most of the Clan of the Hunt are nomadic, and they prefer not staying in the same place. They live in carefully prepared tents in the desert or whatever comes in handy in more civilized areas. The rule is always that they must be hard to find. Those who chose to stay at one place prefer to live a bit outside the city in well-guarded houses.

Background: The Clan of the Hunt are very particular with whom they chose as neonates. Any member of the Clan that chooses to sire has to notify the closest member of high standing well in advance, maybe even a couple of years. Those who are chosen have to go through a training programme for another couple of years until they are well-trained and completely won over to the cause of the clan.

Character Creation: The Clan of the Hunt never Embraces never Embraces females or non-Semites, and they can chose poets and scientists as often as killers and warriors. This means that any attributes may be primary, but skills are often primary abilities. Mentor and Generation are popular backgrounds, while Herd is very uncommon. Most of the Clan follow the Blood Road, but some have more religious roads.

Interesting fact about the Assamite

The gens about to be united under one religion is far from united at the time. There are many religions around, and neither Mithraism, Judaism, Christianity, Greek gods, Caanaitic polytheism or Babylonian gods have succeeded to capture the entire gens. They are now more than ever passionate about causes and of the otherworldly. Not even the worship of Haquim, their leader, manage to strengthen and unite them, and he is less active today than before. Politically, the gens is now not so much focused on the Arabic Semites. The Persians are now their focus of attention, and their mindset is much based on Persian thinking.

The old saying "do not become

Clan Disciplines: Celerity, Obfuscate, Quietus

Weaknesses: The practices of the Clan of the Hunt mean that any way of telling the nature of the vampire (e.g. Auspex) will reveal clearly that the member of the Clan is a diabolist, even if the clan member has never so much as tasted another vampire's blood. In the nights of Rome, such checks are very regular, and diablerie is almost always punishable by death

Organization: The Clan of the Hunt follow a hierarchy that peaks with the Old man of the Mountain (some say that this is Haquim, few have ever met him), the master of the clan. The Clan of the Hunt is a clan with strong loyalty. The killing of a member stirs feelings, but self-reliance often demands that revenge is out of the question, especially if the killer was an intended victim.

Quote:

Stereotypes

- | Ventrue - They have not succeeded in taking our lands, and they will not either. Let them enjoy their place in history, for, like the desert, it will soon change.
- | Malkavian - A fortune teller should not be a politician. And certainly not a mad one at that. Their madness will soon pervert their minds and make them useless for even the simplest task.
- | Brujah - They are good at studying and fighting. Honourable enemies and potential friends if not for Alexander the so-called-Great and his entourage.
- | The Clan of the Rose - They are weak, but under our guidance they *can* be useful
- | The Night Clan - The pirates were good fighters, the remnants are fools practicing politics.
- | The Clan of Death - I am sure that no good god would accept this practice.
- | The Clan of the Hidden - Evil and scheming, some are even worse than the Clan of the Beast. They are handy to give blame when needed.
- | The Healer's Clan - Their practices are honourable, and in many ways they are like us. Respect them, for all their folly about Golconda.
- | The Snake Clan - If they were as dangerous as they thought themselves, they would be formidable foes. They are not.
- | The Clan of the Netherworld - They have their practice, we have ours. They must be stopped at one time, but there is a long time until that time.
- | The Clan of the Beast - Some of us ride with them, and they report of fantastic killers. I see only men who want to be dogs.

involved in a land war in Asia" is true as regards this gens. The personal interests of the individual leaders are great and the stakes are high. They do not back down easily, and they certainly will not readily accept defeat. The only thing that might unite them, and even this is a stretch, is an outsider meddling.

The Ways of the Clan

The clan known as Assamite or Children of Haquim is complicated, and it could seem strange that anything unites them, apart from a Semitic or Persian heritage. However, Assamite are organized, and well organized too. They often mimic the organizations of the societies they control. For some time, that society has been the Persian Empire, or what's left of it.

The clan is divided into two, the *Anusiyah* and the *Magush*. The former are warriors, and quite a number of them are assassins, should it be required by other vampires. The warriors live under a strict code, and adherence to it is expected at all times. The latter are the learned, those who seek knowledge of the occult and of the mundane. They are also the diplomats of the clan, something desperately needed in these days. The Anusiyah are not known for their diplomacy, and they have often offended more than one Ventrue. The Magush stretch over such a large area of knowledge that they do not gain much more than superficial knowledge. They seek to talk with Cappadocians to understand medicine and death, Brujah to understand philosophy and Malkavian to understand the

human mind.

As the clan is half based on warriors, one should think that the clan should be stronger. The reason they are not is that they have so much infighting and intrigues that loyalty to each other is difficult. Therefore the hierarchy is so much better in theory than in practice that the clan could not for a long time constitute an offensive force.

Strength and Influence

The clan

Organization

Current Practices

Present Concerns

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Playing a Baali: Needless to say, this clan is by far the most perverted one. To play a Baali requires not only the most mature mind, but the understanding of distance. These creatures are monsters most foul, and they have no redeeming philosophical trait whatsoever. They are by far the biggest monsters of them all.

BAALI

Baali originated in Mesopotamia long ago, though few know, or at least tell, quite how. In a rare show of solidarity, an alliance of the other clans broke the web of Infernalism the Clan of the Netherworld had created, forcing them to go underground. In darkness and secrecy, the remaining members of the clan continue, if in a greatly reduced manner. They have founded "mystery religions" to recruit mortal lackeys and prospective neonates, often using their covens as pagan shrines.

Using trickery and deception, Presence and Blood Oath, the clan control their mortal tools. The mortals gain powers for themselves, and know little of the evils of the clan. Baali are more committed to debauchery, depravity, perversion and evil than even the foulest member of the Snake Clan. Their final goal is to awake the demons and ultimately their master, Baal, and bring Hell on Earth.

As luck will have it for them, few Vampires have any remembrance or knowledge of what Hell, God and Baal are. Not all vampires believe in the stories of God and Caine, let alone his Adversary. Therefore Baali have a new approach to their doings. They include their worship in the worship of other religions, like the Mithras and Bacchus religion and more occult versions of other religions. Others claim that they serve Baal, but that this is a Babylonian, Mauretanian or even Arabic God, and that he in many respects is no different than Jupiter. As the Clan of the Netherworld is totally disinterested in political power and only desire a modest group of followers, they are rarely any threat to the Prince.

This work well for Baali, with two exceptions. Nosferatu know them and many of their plans, and Salubri who know the Baali nature and hate them. Some Elders remember the crimes of the Baali, such as burying people alive, eating children and human sacrifice. This has since been a popular way of writing off any society the Romans disapprove of, such as the Sea People, the Phoenicians and countless others. Therefore most vampires consider this propaganda as well.

It isn't. It only scratches the surface of the depravity of the Clan. Still, the gens of Baal is weak, and its members often prefer to "practice their religion in peace" to actually include other vampires in the manner of the Snake Clan.



Clan symbol: A pentagram with two sides up and one down. The symbol is ancient, and is believed to be connected to ancient sorcery and mathematics.

Nickname: Servants

Appearance: The Clan of the Netherworld can look like any other member. They delight in stylish clothes and if, which is rare, they have the money, they prefer stylish, even to the point of vulgar, garments.

Interesting fact about the Baali

In the golden age of Rome, the term "evil" is vague, to say the least. A man is judged by actions rather than personal belief, and worshiping a demon is largely considered as the same as worshiping a deity for most Romans. As such, the clan does not deserve the reputation for being evil and hated for who they worship, and a number of Baali can actually get along fine with most. Some might even have humanity. Only those who partake in perverse rituals are considered "evil". However, in these times, all enemies of Rome, especially those who were civilized enough for the Romans to demand a reason for them to be enemies, were considered baby-eating, blood-drinking savages. This means that Baali can be far more civilized, cunning and well-behaved than history and their later

Haven: The Clan of the Netherworld prefer their "temples" to be a bit out of the way from the city, mostly because remaining in a city is not always smart. A member never lives in a city that contains a member of the Healer's clan. In some cases, they live within a city, but not close to the centre.

Background: Neonates of the Clan of the Netherworld are kept in the company of a clan elder for several years after the Embrace. The elders' havens, called "nests" (as in "nest of vipers") often become the centres of the clan's organization. Not that the members always come back, but most do, eventually. With or without artefacts, parchments or new rituals to hasten the time of Armageddon.

Character Creation: The Clan of the Netherworld Embrace intelligent, cunning and morally corrupt. The greater the perversion, the better the subject. Every member has some knowledge of the occult. Natures are almost always Monster, Tyrant or Follower. Attributes and other Abilities are up to the individual. All members follow the Road of the Demons.

Clan Disciplines: Obfuscate, Presence and Daimoinon

Weaknesses: All members have a vulnerability to religious symbols. They are repelled by Greco-Roman, Egyptian, Christian, Jewish and Pagan symbols alike. This does not include simple paintings such as wall-decorations, but anything remotely tied to worship, at the Storyteller's discretion. As most houses have house-altars, this can cause a problem for the Clan.

Organization: The Clan of the Netherworld have a network of some sort tied to the various nests, where one might spend some nights and discuss one's findings. This does not mean that cooperation is normal. It is widely accepted that whoever brings Hell to Earth shall have humans for slaves, and the Clan of the Netherworld is nothing close to interested in sharing anything. It is up to the individual clan member to help or shut out another member.

Quote: *The idea that this world was created by a good being is absurd. He who created it merely wants it back.*

Stereotypes

- | Ventrue - Fools. They waste their time on what will soon be ours.
- | Malkavian - Insanity is not a mark of Baal, it is a mark of degeneration. These will be the first to go.
- | Brujah - Stay away from them. Don't ever involve them in your plans if you can help it. Ever.
- | Toreador - They are fools, but they are good at ruling humans. Maybe they might serve some absurd purpose when hell has arrived.
- | Lasombra - Already on our side, they just don't know it yet.
- | Cappadocian - They will soon find out that we are right.
- | Nosferatu - Worrisome. They are clever and very good at hiding. We should beware of them, for they might tell of our doings. Kill them if you can.
- | Assamite - As luck will have it, they hold no contempt for us. Don't anger them either.
- | Salubri - Fanatical fools. They will lose, hopefully by our hand.
- | Followers of Set - I wouldn't be surprised if we are working for the same cause. Let them continue their path.
- | Gangrel - They are base and should die, but they are really good killers.

gens members have given them credit. Of course, with the Baali the story is always different. Rumours have it that they have made deals, not only with the demons they worship, but with mages who helped them. The story goes that a cabal of Mages introduced the vampires, whose origin is uncertain, to the world of demons. The Mages hoped that the Baali could save them from their enemies, but instead they gained new ones. The vile Baali killed all of the magicians on the spot. It is not certain whether this is true, but most Baali fear all magicians. This is one of several stories that suggest that the Baali are not actually a clan, but a spawn of one. The likeness in disciplines suggest Setite, but others have pointed out Lasombra for their shared fondness for parts of the occult.

The role played by Baali in Carthage is neither proven nor witnessed. This makes it too easy for Brujah to accuse Ventrue of perverted propaganda - yet they don't. In fact, both Brujah and Baali

are very quiet about this, and all comments are well-chosen to not actually deny their role. If a cooperation took place, neither clan took pride in the events that took place.

The Ways of the Clan

Strength and Influence

Baali care little for politics and humans. Humans are cattle, tools and toys, nothing more. They have less rights than those they give their own slaves to the Baali. This does not mean that they are without power. Some politicians, perhaps believing to be part of a Mithras- or Baccus-cult, are fooled into the web of the gens, and they are often used to further the Baali cause.

Organization

To say the least, this clan is divided. The common worship of Baal often ends with the name and some common perversities. There are several death cults. Often they focus on different vices. One is a sex-oriented cult, where everything is allowed, another is focused on violence and brutality, a third one on excesses and yet another on humiliation. Other sects focus on Baal as a character. For example there are purely occult sects, focussing on rituals to awaken daemons. Others concentrate on controlling humans in their own games. Some again believe that he is a King, and deserves his kingdom, so they prepare it for him, by trying to control land and people.

Current Practices

Present Concerns

The concerns of the Baali are hardly limited to the present. Nosferatu hate them, Salubri hate them and want to kill them, and if any of the elder vampires should remember their deeds, they would hate them too. Baali are always distrusted by everyone over a century of age, and they have few safe havens.

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BRUJAH

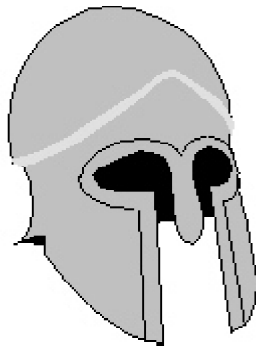
Bruia are the epitome of the Greek ideal of soundness in mind and body. They seek understanding and knowing, but they also seek to better their body, to be strong, lean and enduring. Neither is no good without the other, for a strong man with a weak head might be deluded, and a weak man with a strong mind will still be too weak to be given attention.

Members of gensi Bruiaii is not only more passionate about causes than most students, they are more passionate than almost anyone else. They seek justice, harmony, peace and prosperity. When that is not met, they seek revenge, change, revolt and chaos. And they have every reason to. Some 300 years ago, their beloved city of Carthage was destroyed and laid barren, and all their dreams of a second Enoch crushed.

This doesn't mean that all Bruia supported Carthage or that they only care for their own causes. Some Bruia meant that Carthage was a mistake, others are more concerned with the poor treatment of the poor or the status quo upheld by Ventrue and the Clan of the Night. The manner of fighting the current situation is varied, from physical, and Bruia is feared in battle, to political. Some fight to re-establish the idea of Carthage in a different city, others seek to stay hidden and govern in the shadows. Whichever the way and whatever the goal, it is done with passion.

Currently, Bruia is spread. The time for regrouping and rethinking has not come, and some fear it might not - as individualistic as the members are, they are not likely to work together on anything in quite a while. Right now, most of them even prefer not to, believing that seeking new ways of governing or exerting power to create the ideal.

While the gens is largely viewed as beaten and crushed, the internal bonds are as strong as ever. Most Bruia would help their gens members, and the elder of the gens are much more respectful towards their younger members than in any other gens. This has been a point of envy from other clans, and certainly a necessity when the leaders of Vampire affairs looks on them with heavy suspicion.



Gens crest: A Corinthian war helmet, often attributed with Minerva, symbolizing wisdom and skills in battle. The helmet also hints at the Greek heritage of the Bruia, and of Athens (Minerva, or in Greek Athena, was the patron goddess of Athens). The symbol is at least as old as Athens.

Nickname: Philosophers

Appearance: All members are fit and have a proud bearing. They look everything but beaten. They normally prefer Greek garments, but can easily have the latest in Roman tunics. The Learned Embrace slightly more men than women, and the female members are not excepted from the demand of being fit.

Haven: Bruia live wherever they choose, but preferably in the city centres. No member can abide living away from cities, as they need companionship. This desire leads some to even share a domus or an apartment.

Background: Bruia seek those who are thinkers, those who are fit and those

Interesting fact about Bruia

If nothing else, Bruia are survivors. Having been beaten so horribly and considered the enemy so strongly by anyone, a weaker gens might be exterminated. The Bruia, however, had their agents in Rome as well as Carthage, and they have whispered words in the ears of politicians when they were young for so long that a good number of their fellow gens members were spared. Bruia are still regarded as dangerous and they are still mistrusted, but they have proven their use to many a Princeps. Bruia are themselves so divided in the affair of Carthage that they not all run to defend it. In fact, a number of Bruia historians try to find out as much as possible about what went on. Many of the traces lead to a

who are dissatisfied with the current situation. To find all in one is rare, and often they prefer accepting a candidate with two and then helping the prospective clan member with their missing ability before they are Embraced. Bruia prefer those who have read a book, but as these are scarce, thinkers alone are enough, and social background is completely indifferent to them. Almost all of the clan follow a path that seeks the greater good for both vampire and man.

Character Creation: As Bruia prefers thinkers, the concept could be really anything, as long as it involves thinking. Most likely, however, would be the intellectuals or those who have achieved wisdom in battle. Physical and Mental Attributes are preferred, as are Knowledges and Talents. Bruia prefer retainers, herd and allies. Pedagogues and autocrats are plenty, while curmudgeons and followers are scarce.

Clan Disciplines: Celerity, Potence, Presence

Weaknesses: For all their talk of stoicism, Bruia are by far the most likely to frenzy. This is attributed by some to their passion and their desire to be just, but most members recognize it for what it is, a weakness. The difficulty for any Bruia's Frenzy roll is two higher than the listed number.

Organization: Bruia had a well-functioning organization in the days of Carthage, but since, they are mostly relying on personal contacts and clan loyalty. Some regional meetings are held, but they rarely end up with more than long speeches and new contacts, both soon forgotten.

Quote: *The empire is rotting before your very eyes. Let us change it to better the known world rather than to fight for crumbles!*

Stereotypes

- | Assamite - I've heard that they value knowledge, but they seem to me to be little boys competing for phallic glory.
- | Baali - If you can, stay away from them. If you can't, kill them.
- | Cappadocian - While studying is important, at least for the development of the mind, their field is a narrow one. Some gather wisdom, others go mad.
- | Followers of Set - I have no proof that they were to blame in the destruction of Carthage, but I'm sure they did. They hold nothing sacred, and love to destroy what we create. Don't ever help them.
- | Gangrel - Remember Teutoburg, for that was pleasure in the sadness for us. If we only could cooperate...
- | Lasombra - They cooperated with us once, on the ships of the Phoenicians. They are our evil twins, and woe the day when they will succeed.
- | Malcavian - They are the Kingship's equals in everything. Fools dismiss them, the smarter see what they are. They seek power and use the terms "enlightenment" and "madness" at their will.
- | Nosferatu - They have sharp ears and are stealthier than anyone. They know more than they will tell. Listen to these, even if they will hold odes of tarnished beauty first.
- | Salubri - They are obsessed with a religious war, but they are also good to the unfortunate. Better than most.
- | Toreador - In Greece, we both valued beauty, art and accomplishment. Now they flirt with the lesser Ventrue. How they have fallen.
- | Ventrue - Jealous, greedy, brutal, corrupt, vile, despicable and without care for anyone but themselves. This perversion called Rome certainly is their work.

sect within the gens, the Bruia Verus, or the True Bruia. The purpose and opinion of this sect is not widely known, and some dismiss them as a small sect that disappeared during the sack. Some scholars, however, claim that this group of Bruia were the ones most closely allied with the Baali, and that they accuse the rest of the clan of heinous acts. The bloodline seems obsessed with time, and they seek to better celerity by the use of certain demonic practices. However, as stated, this is not widely known, and most gens members consider it hearsay and nonsense, if at all they know about them.

The way of the Gens

The Bruia are beaten, but they have not given up. No passion runs stronger in the clan than the desire to see their ideal come to life. However, there is a lot of confusion as to what this ideal should be like. It is said that the dream of the Ideal city was almost unanimous before Carthage, and that the destruction of the city by the Roman Ventrue was the destruction of the dream. However, there are also those who claim that the Greeks had little sympathy for Carthage, and only reluctantly joined forces, no thanks to the Greek Bruia. In either case, there are as many arguments for the reason of the fall of Carthage as there are Bruia.

The destruction of Carthage was the victory of Ventrue. Whether or not this was right, it showed that the Bruia were flawed in their leadership, and that they must learn to be strong again. The gens certainly have a good base for obtaining this knowledge; some of the finest thinkers, philosophers and lawmakers hail from this gens. The Traditions are based on Bruia laws and the city organization was based on Bruia ideas, just with the Princeps added by the Ventrue. Bruia despise dictators, and would like nothing better than seeing this arrangement crumble or overtaken, but so far things do not go their way.

Bruia are individualists to the bitter end, and any organized attempt to seek power is doomed from the start. If one tries to work against the system from within, another counters it unknowingly from without. Besides, even if the Bruia are bitter that both the Greek and the Carthaginian dream is over, they must admit that this system is at least as fair as either - if reluctantly. Knowledge is valued, if not always pursued, literature is important, and peace is restored. Therefore a number of Bruia fit their niche, and wait for the clan to take wisdom from their fall and try again.

Strength and Influence

With the possible exception for Toreador, no clan knows the humans as well as the Bruia. Unlike the Toreador, however, Bruia empathize with humans and understand their needs, rather than their desires. Bruia are also creatures of learning, and they often gain much respect. This is an age where wisdom and respect can go far. In particular the Bruia control a great deal of thinkers and philosophers, and through them they mold the mind of the leaders of tomorrow. A number of decisions have been taken in favour of the Bruia cause, often unbeknownst to Ventrue or Malkavians in power.

While the gens is foremost known for their wisdom and knowledge, they are also known to be ferocious warriors. A good number of members of other clans know that they were strong in the company of Alexander the Great, and that they defeated the overwhelming Persian attack of the Assamite. Like the Assamite, however, they have so much internal strife that they will not be a force to be reckoned with yet.

Organization

The Bruia have few organized institutions. The remaining large body is the *ecclesia*, the Assembly, led by the *nomothetai*, the lawmakers. The lawmakers have for a long time resisted to pass a verdict on Carthage, fearing to create animosity. For their lack of doing so, they also create animosity, and many Bruia fear that the *ecclesia* is doomed. It still serves several functions, though, amongst them the honouring of Bruia of note, creating laws among the clan (not all of whom respect them) and administer punishment to clan members and some of other clans guilty of certain crimes, if the individual Bruia cares to take the culprit to court. It is also a diplomatic centre for Bruia, but as a number do not take heed to their opinions, they speak for no more than half the Bruia population.

Current Practices

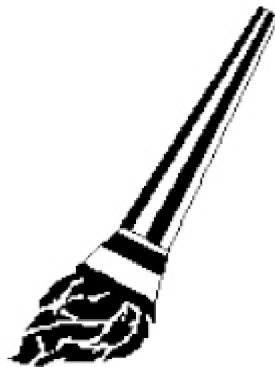
CAPPADOCIAN

Some vampires might in weak moments forget that they are undead; this will never happen to the gens Cappadocii. Cappadocians study death and what lies beyond, and many vampires of different gens have benefited from their knowledge. Gens Cappadocii does not, however, reveal more than a fraction of what they know about death, and many fear them for their knowledge - or what they might find out if they dig too deep.

In vampiric society, The Cappadocians sometimes fill the role of advisors to the princes, as they are highly regarded for their insight and wisdom. This insight is chiefly important because the Cappadocians have almost no interest in politics themselves, and give the view of a disinterested and level-headed party. This means that the Gens of Death has unofficial alliances with Ventrue and Malcavian, balancing out the passion both of them hold for keeping on to their conquests. This also gives the Cappadocian safe havens to study, which is why a number of them become increasingly urbane compared to their previous scattered whereabouts. Therefore the Roman invasion of Asia Minor and Cappadocia came as a particular bonus to them, as they now were offered peace and quiet for their studies.

The Cappadocian has had many experiments regarding the actual transition when death arrives, and therefore has seen and studied many killings in their time. Therefore it is unusual that they are passionate about anything. Their dispassionate attitude to things come in handy when they are studying, and their studies have recently also drifted over to other points of interest. In their search for enlightenment, they have discovered the existence of other supernatural beings, the werewolves, mages and even the changelings. They are also convinced that there are spirits of the dead about, but this might very well be wishful thinking in their part.

The main purpose of their study, however, is the secret of death. Rumours are that they study humans living and then kill them to study them post mortem, to see if the weight is different, how fast the colour disappears, when Rigor Mortis appears and even what expression the dead take. This has never been proven, but they are suspected by many, and others prefer to keep them at a distance.



Clan symbol: The torch held down symbolizes death. The symbol is relatively new. Different orders have different versions: spiritualists often have white flames, and Arestotelians have no flame, signifying that death *is* the end. Some less gloomy orders have coloured versions.

Nickname: Corpses

Appearance: The Cappadocian has little or no interest in fashion or costly attire, and therefore wear simple, elegant and unadorned clothes that are easily washed or replaced. When needed to, they can dress well, and they often have a piece of clothing for special occasions, such as when a Prince wants them to attend a vampire meeting.

Haven: The Cappadocian prefers catacombs or tombs. As the tombs of the day are big and placed in large necropolises outside of the city, the Cappadocian often stays there, using the tombs as entrance to an underground abode. Some live in houses on the outskirts of the city. They often surround themselves with reminders of mortality, be it wall paintings of mosaics of skulls, hourglasses or Hades' symbols.

Background: The Cappadocian select neonates from the learned and quite often from surgeons or

priests, though some soldiers are also chosen. There is no known case of a member of the Clan that didn't at any time know how to read, and their preference with literate candidates is also what makes them partly High Clan. To the Cappadocian, however, curiosity and willingness to learn are more important qualities.

Character Creation: Most of the Cappadocian are of an Academic and a Philosophical background, and Visionary and Pedagogue are obvious choices. Mental attributes are almost always primary, and Knowledges tend to predominate. This doesn't mean that all of the Cappadocian are weaklings, in fact a number of soldiers have been Embraced for the very reason of taking care of the rest. While the Road of Bones is most common, a number feel that they must compensate their actions with a more humane way of thinking.

Clan Disciplines: Auspex, Fortitude, Mortis

Weaknesses: The Cappadocian always appear cold and pale, like a corpse. No matter how much blood they drink, they will always appear dead. In a superstitious world where death is considered unclean, this is at quite a disadvantage, and any social roll is increased by two. They are easily recognized by all, and any supernatural would immediately know what they are.

Organization: Hardly any. A gathering of some sort is taking place once a year near Cumae, and the Romans have pinpointed that location as the entrance to the realm of the dead.

Quote: *With the paranoid and treacherous times we live in, living forever is very optimistic. Studying what awaits us all must be the most sensible and natural thing of all.*

Stereotypes

- | Ventruue - They provide good protection, but have far too much interest in the temporal to be of any interest.
- | Malkavian - On their night, they can make good observations. They see more than they tell, and we should pay attention to them.
- | Brujah - They protect the weak, which far too often somehow means them or their interests. Still, they have some interests worth noting.
- | The Clan of the Rose - The search for beauty in an ugly world is admirable, but they are consumed by it. Sad, really.
- | The Night Clan - They should beware of the darkness they spread. A powerful shadow can not help these pirates catch up with millennia of politics.
- | The Clan of the Hidden - A reminder that becoming a vampire isn't only a good thing. They still detest themselves too much. Except the really scary ones, that is, who detest everyone else.
- | The Clan of the Hunt - I'm not sure what their purpose is. They search for meaning, but always end up with a religious answer that makes them dumber than before.
- | Salubri - Their search for Golconda is interesting, but their attitude towards others is a burden.
- | Followers of Set - We try to understand the soul, they try to destroy it. Naturally we must keep away from them.
- | The Clan of the Netherworld - These are fools who think that searching the beyond will give them powers. They are slaves to their gods and ultimately themselves.
- | Gangrel - If you get one as an enemy, hide and stay hidden a couple of decades. It's worth it.

The way of the Clan

The Cappadocian has become one of the largest clans in size, if not in power, in the Roman Empire. The clan rarely has political aspirations, even if some members have shown talent. The clan as a whole is considered either unclean, loathesome or even boring by others, and most of them seem satisfied with this observation, preferring to unlock the mysteries of life and death to improving their collective status.

Still, not all Cappadocians are students of death, or at least not all of the time. Some of them can be lively in the right company, others can be dangerous enemies. Most, however, are polite and even friendly at times, but basically uninterested.

In the last centuries, Cappadocians have witnessed a schism between those who seek to understand death through study and those who seek to understand it by unliving experience. The schism is more obvious to the clan than to outsiders, the majority of both is that of loners who have high regard for anything occult and ancient and little regard for human life.

Strength and Influence

Some Cappadocians have proven to be excellent advisors and good organizers, often to secure the needs of the clan, others prefer to be left alone altogether. In either case, the occult knowledge of the Cappadocians is vast, and considered surpassed by none. It is rumoured that the Cappadocians know who was the first vampires, how they came to be and what their purpose is. In true Cappadocian style, they tell little. The clan is, however, not strong as a whole, and has not been a force at any time. Few consider it worth the while to kill a Corpse, and should there be a reason, the clan, given enough time, *might* revenge themselves, and if so in a horrible manner.

Organization

All, or at least almost all Cappadocians are part of at least one order. This is almost a matter of identification, and a number of them are so including that membership is a formality and little else. The three biggest are the *Ordo Medicus*, the physician-oriented students; the *Ordo Spiritus*, the spirit students; and the *Ordo Plutos*, who seek information on the realm of the dead. Below these three, there are scores of orders, depending on the Cappadocians views on the immortality of the soul, its relevance, its substance, the manner of studying a corpse, and different religious and medical differences.

The Cappadocians have a few titles, almost all of which are connected to the orders. The hierarchy within and between Orders is complicated to all outsiders and even to a few Cappadocians. These titles have few uses aside from gaining respect from others in the clan, and are rarely used when talking to outsiders.

There are two areas in which the Cappadocians occasionally gather outside of their Orders. These are the Eyclies temple in Cappadocia and Cumae in Italia. Which one goes to is often a matter of convenience. These meetings are often used to share experience and to learn from others, but there is hardly any system in the gatherings, and it is never organized enough for it to pass off as a "meeting".

Current Practices

The Cappadocians are almost all locked in a tomb upon their Embrace, this to prepare the initiate for the thought of death. There are other rituals concentrating on death and the members, one of which is said to make the Cappadocian relive her Embrace again. Both of these rituals can have side effects, among them that the target's mind breaks.

There are also certain surgical studies that are attended by many Cappadocians. In these, a surgeon, often a ghoul, but sometimes a vampire, perform surgery on someone who is fatally wounded. Either the surgeon manages to save the life of the unfortunate, or the Cappadocians will be able to study the death. According to rumors, the latter is best for the unfortunate victim. Apart from these, there are relatively few common rituals, save the countless duels of wit and knowledge in the science of death.

Present Concerns

The rumours are growing that the clan leader, Ashur, has been taken in with primitive religions, and that that in his obsession he demands that every one addapts to his belief. True or not, a number of Cappadocians are becomming a bit too loyal and too uncritical to his antics for the rest of the clan. This strife can become big, and the Cappadocians know about it.

The area of Cumae is strong in death lore, and a number of Cappadocians have felt that something, somehow, is happening of great importance. Some fear that the entrance to the underworld is collapsing, and that attention must be given to the last opportunity for the vampires to see into the depth of the Plutonian kingdom.

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FOLLOWERS OF SET

There are few vampires around who trust a member of the Followers of Set in their city. There is a good reason for this, the clan's ultimate goal is to remove ethics from man and vampire alike to make all slaves for them and their dark lord, Set. The vampire legends have it that Set, or Sutekh, as the Egyptians say, was worshiped as a god, but that he was cast out by the other gods, some blame Osiris, others Horus. Nevertheless, the gens leader disappeared some 117 years ago, promising to return. Most members of the gens serpentis prepare the ground for his arrival.

It's early days yet, so the clan has much work ahead of them. The Roman conquest of Egypt and the consequent domination by Ventrue was in the beginning a blow for the clan, but then they decided to work within the empire rather than against it. The beginning degeneration and debauchery of the Roman empire is partly their fault, they have at least done their best to keep the development going. In the other end of society, they prefer to use the rich as an example of the decadence of society to the poor, trying, and often succeeding, to make unhappy and desperate people desire their help and ultimately their bondage. The Patron-client society works wonders for the clan so far.

The Followers of Set often use a variety of techniques to rail in their victims. The most used is to offer the victims what they want, often without telling how they got it. As the demands get higher, the gens members will indulge them until pleasure and desire completely has taken overhand, and only the Setite can fulfil the desires. When there's no way back for the victim so hopelessly addicted to her new way, she is caught in a snare she will never get out of. She might also then be told how many have been robbed or died to sate her thirst, and in almost all cases, she is then broken to be used as the vampire sees fit. Breaking down their victims, often vampires as well as humans, is often done with the help of a temple to Set. These temples are often set up in cellars or other places hard to find, and only initiates or those in company with a Follower of Set are allowed. With the advent of the Isis-cult, however, there are difficulties finding recruits who are willing to sacrifice to her sworn enemy, and the worship is not yet much of a success, even among the broken.



Clan Symbol: The head of Set in Egyptian representations. The head is difficult to interpret, and it does not match the animals normally connected with Set.

Nickname: Serpents

Appearance: Most members of the Snake Clan come from the Southern Mediterranean countries, often Mauretania, Libya or Egypt. Lately, some of the Middle Eastern countries has been infested with the Snake Clan. A few of paler complexion are found, these have as a rule red hair, as is said to be the mark of Set. Many of the clan members wear Egyptian robes when weather allows it. Some also have disfigurements brought on them before they were Embraced.

Haven: The rise of popularity in Egyptian artefacts certainly was popular among the Snake Clan, and several of them still stay in houses with a strong

Interesting fact about the Snake Clan

For a secret religious gens, the Setites might come off as a diversified group, even a heteroreligious one. Some of the members even have no belief in the Egyptian God at all, and prefer to interpret the belief of the god through philosophy. Others see the clan of worship as a means to an end - theirs. Ironically, the clan is only stronger by letting the members do as they please; the end result is the same.

The Snake aspect is another that does not quite fit in with the Setites. The clan discipline suggests that the clan is obsessed with serpents, but their master was never associated with snakes. He was most often associated with either the

Aegyptian feel. However, the bulk of the clan is either so unpopular with the Prince or so mistrusted by the rest of the vampires that they prefer staying away from the cities altogether, preferring to stay in caverns or grottoes. These are often painted with hieroglyphs, sculptures and cloth referring to the fall and prophesied rise of Set. Most of these havens are also temples of Set as an alternative to the headquarters of the sects they lead.

Background: The Snake Clan prefer neonates from their own retainers or herd, as this makes the change to the mindset of the clan easier. Most of these are of North African origin, but there are exceptions. Almost all of them have been broken completely and rebuilt in Set's image.

Character Creation: The Snake Clan often choose outsiders, but poor or rich matter little, they prefer the desperate to the secure. They prefer those who do not have too clear an agenda of their own, but who are loyal to the cause. Possible Natures include Tyrant, Rouge or Monster, demeanor changes into whatever is appropriate. The clan prefers Social attributes and Talents. Most have the Background of Retainers, Contacts, Herd or Influence. Loyal clan members, which means almost all, follow the Road of Typhon.

Clan Disciplines: Obfuscate, Presence, Serpentis

Weaknesses: The Snake Clan members are very susceptible to sunlight. Double the dice for damage from any exposure to the sun.

Organization: The Snake Clan have small, often unconnected, organizations in form of congregations in the temples to worship Set. Members are appointed as priests and assistants in an internal community with their local squabble and backstabbing.

Quote: *I understand. You seek help, and I can help you. After all, what are friends for?*

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| <p>aardvark or the jackal, but as a rule all animals associated with the desert, but never really the snake. Many of the more conservative Setites, often those who only Embrace Egyptians, consider this discipline an unnecessary exercise.</p> |
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Stereotypes

- | Ventrue - They gave us the greatest gift when they involved us in the Roman Empire. We shall bring it to its knees.
- | Malkavian - They have what they need, and would rather seek us to convert us to their cause. Avoid them.
- | Brujah - They seek to better the world. That can be used.
- | The Clan of the Rose - They are marvellous. They delight in vices, and we shall help them all the way. They may even be of some assistance.
- | The Night Clan - Morally, they are on their way. Still, they are too stubborn and paranoid.
- | Cappadocian- In their search for the meaning of death, they might find something different. Still, it worries me that their Progenitor bears the same name as our Progenitor's enemy.
- | The Clan of the Hidden - They should be simple to corrupt, but they are not. In fact, they can prove dangerous if we are not careful.
- | The Clan of the Hunt - Like us, they are pressed and attacked by the Kingship-controlled Romans. If they ever are smart enough to cooperate, we would go long.
- | Salubri - Fools and hypocrites. They hate us, we ignore them.
- | The Clan of the Netherworld - Children. They recognize that we are ruled, but they miss horribly on the target.
- | The Clan of the Beast - They are far easier to control if you try to see it from their side. Don't convert them yet.

The Ways of the Clan

The Followers of Set are a strange breed. At current they seem to have little in common, save a dedication to the ideals often considered those of their tod, Set. There is great confusion as to the nature of the god and the worship. Some describe him as a god of light, others as a chaotic god and some again as a god of change. The only fixed point in their attitude is that adherence to the way of

Set is taking steps away from traditional morality.

While the number of fanatics grow, this clan is also one of philosophers, if different ones from the normal. Almost all of the clan members are opposed to the Romans, not so much because they invaded Egypt, but because the Romans represent a strong threat to the Setite cause with their moral pressure. As such, Setites applaud decline and debauchery, and they were more satisfied with the emperors that the rest of the world deemed bad.

Setites are rarely ever trusted, as their chief goal is to strip anyone of their personal beliefs and change them in their image, often considered a perversion. Likewise, the Setites often fear that unless they speed up, their cause will be lost and the world will be mindless client to a brutal patron.

Strength and Influence

Organization

Current Practices

Present Concerns

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GANGREL

This gens, through its disciplines and the free standing it has, should only be played, if at all, by mature players, and in agreement with the storyteller

Through the forests and plains of Europe roams the Gangrel. They go as they please in and out of the Roman Empire, caring little for the newcomers. Unlike their Brethren, Gangrel care little for the civilization and the cities of the Roman Empire. Instead, they prefer the deep wilds in solitude, save for the comfort of other animals. Gangrel is not the most tightly knit of gentis, as the rugged individualist members are indifferent to protocol, politics or power. They are Man in his most primitive sense, closest to losing themselves to the wild, but in most control of the Beast of all gentis.

Few beings know the wild places like the Gangrel. They have seen ancient sites of magic used by Mages and Lupines alike, and they have seen other creatures they do not wish to speak of. Gangrel is probably the only gens to have even remote relationships with the Lupines, even though almost all of their tales of meeting with them are tales of how the vampires got away.

This doesn't mean that there aren't members of the Gangrel in the Roman civilization. There are, but they are few. They stay out of the bigger cities, preferring to live close to the wilderness. Those who actually go to the cities are often those few who are more comfortable with staying in one place. They are treated with suspicion, and many times they must prove their loyalty, preferably by hunting down enemies or keeping the citizens in check. A Prince who has a loyal Wolf (as they are called) on his side is rarely troubled, at least not physically.

The reason for the respect the Gangrel gets is that they are probably the most ferocious killers. Even the Assamite think twice about attacking them, and Ventrue knows better than underestimating them. This fault was done twice by the leaders of Kindred in Rome. First time was over 500 years ago, when they sacked Rome as revenge for the Romans killing two important chieftains. This massacre of the Romans, which killed all of its senators, was not forgotten. The Second was almost as bad to the Romans. The Romans, deciding to punish the Germanians for their stubbornness, sent three legions (more than 18 000 men, one of the larger military campaigns) into the forest that bears no name in Latin, but that the Germanian call Teutoburg) 141 years ago. The soldiers disappeared without trace in that forest. There were no swords, no helmets, no garments, no spears. After that futile attempt, the Romans, and Ventrue and Malcavians with them, decided that they should never attempt to invade Germania.

Such achievements certainly could lead to a political understanding between Ventrue and the Gangrel, but the latter desired it not. They preferred to do as they please and roam free, much to the annoyance of Ventrue, who were not only beaten, but ridiculed. This was never attempted by the gens bestiae, even though it came as a bonus, it is merely in their nature not to be bound by laws and understandings, but rather to live as they please where they please.

Nickname: Wolves

Appearance: Many Gangrel dress in the manner of Barbarian peoples. The gens is certainly the least, with a possible exception of the Nosferatu, interested in dressing to impress. Furs, plaids, deerskin clothing and similar garb predominate. This makes most of them look more barbarous than the Germanians, who have adapted more to the Roman fashion. One should not think that all are pale, for a number of the Gangrel belong to the deserts south of the Roman Empire, where they have understandings with the Assamite.

The members of the Gangrel who have fallen prey to the Beast once too often have a look all of their own. They begin to grow animal characteristics, such as tufted ears, intractable claws, razor talons and the like. Not all of them are easily

Interesting fact about the Gangrel

The gens considered to be the most barbarian and brutal of all, is not all strength and primitivism. They have a couple of members who prefer the Empire to the wilderness, and they have even contributed to the fall of Carthage - some even argue that they tipped the scale. This is one of the reasons why the Gangrel are not hunted down within the Empire, even if they do not belong to a city. They also have a number of dabblers with the occult. The Gangrel have an understanding with the Nosferatu, and both seem to win from this. They keep each other updated and reveal secrets of ancient lore.

explained away to humans.

Haven: Wherever they please. Some of the wilder Wolves have hunting territories, but these are vague and large. The few who do stay in a city still prefers to live near the city wall and close to earth. Their ability to meld into the earth makes the world their haven.

Background: Many members of the Gangrel have pagan backgrounds, such as Celts, Germanians, Goths, Huns or Arabs. Occasionally some of the more "civilized" people are Embraced, but those would be loners.

Character Creation: The Gangrel are not the most sociable, neither in nature/demeanor or Attributes. Physical Attributes are almost always primary, but both Talent and Skills predominate. There are no clear backgrounds, but nearly all, save a couple of Elders who follow the Paradox Road, follow the Via Bestiae.

Gens Disciplines: Animalism, Fortitude, Protean

Weaknesses: The gens Bestiae is obviously a gens affiliated with the Beast. This carries a drawback, as the members prey to their ravenous urges, the Beast leaves its taint on their bodies. Each time a Gangrel frenzies, she gains an animal feature (which can vary from larger eyebrows to guttural voice to even hooves, should she be so unfortunate). Every five such features reduce one of the clan members' Social Attributes, which to begin with often isn't that much (at the Storyteller's discretion, this can be changed to e.g. that the victim get certain animal-like mannerisms that are triggered by a certain situation).

Organization: The Gangrel have almost no organization whatsoever, but they occasionally meet in large gatherings to boast and fight and meet gens members.

Quote: *You are on the wrong side of the empire. No army will help you.*

Stereotypes

- | Ventrue - They tried, I have to give them that. They won't try again.
- | Malkavian - For all their talk and gifts, they are mad. Keep well away from them.
- | Bruia - Worthy opponents, but they talk too much.
- | Toreador - They can, if beaten sense into, be used to remember our deeds in song and painting.
- | Lasombra - The animals hate them more than others. I need no more advice.
- | Cappadocian - They search further into death. This is waste.
- | Nosferatu - Ugly, but honest. Some are good hunters. Let them be.
- | Assamite - Some are our friends, others our enemies. Be sure you kill the right one.
- | Salubri - They have done no harm, and seek to heal. Leave them.
- | Followers of Set - I have heard from my southern gens mates that they must die. So shall it be.
- | Baali - They are fools who play silly games of gods and men.

As Gangrel prefer moving to staying in one place, they are more likely to get to the places of ancient lore than many other gens members. A group within the gens are in fact very occupied with any information there is to find on the beginning of vampires, often regardless of religious background. They often find themselves in cooperation with Cappadocians, Bruia and Salubri to unravel the mysteries of the past. For the Gangrel, many points lead to the mystical and magical Sumerian civilization, and rumours have it that this civilization was ruled by the Gangrel. No Gangrel have ever confirmed or denied this, but there are Gangrel who claim knowledge of ancient magic.

The Ways of the Gens

The argument that Ventrue is the strongest gens and rules over the largest area is contested. Gangrel roam over lands never touched by Roman civilization, and the only ones who have successfully not only kept back, but even humiliated, the Roman army. After the massacre at Teutoburg, Gangrel have been left to their own devices.

Gangrel, however, do not believe in organized empires, or domains, for that matter. They prefer roaming the wild, claiming a spot of land as their centre and a large area as their periphery. They rarely stay at the same place for more than a couple of years, and they only keep in touch with other Gangrel by coincidence, in some coterie and in the rare occasion of a Gangrel moot. Gangrel have become the symbol of anything that is not Ventrue. Uncivilized or free, brutal or strong, untrustworthy or prepared, it is all a matter of opinion. Gangrel care little for how other vampires view them, as long as they remain in the Roman Empire, far away from the Gangrel lands.

Strength and Influence

Gangrel have little or no influence in the Roman Empire. The few roving bands crossing the border into the Roman Empire do not stay long, and have little impact. Some Gangrel, preferring the Empire to the wilderness, often gather in Dalmatia and Trachia. There they often set up a number of villages as their hunting grounds, so that they are not caught in the web of the Prince of a city. These hunting grounds are fiercely defended, but as a rule any Kindred is entitled to walk through or carry out business in the village, given that it takes less than three nights.

Organization

The Gangrel as a rule have no organization. That is, some Gangrel, most notably coterie members or sire and childe, can form bonds that means that one will revenge the death of the other, but this is not common. Gangrel believe that each should be able to take care of themselves, and only trickery and deceit robbing the Gangrel of the chance of defending himself is reason for seeking revenge. Such revenge, however, is often harsh and brutal beyond recognition. The last one occurred over 400 years ago, when, revenging Gallic chieftains and elder Gangrel, a horde ravaged Rome and killed many notables, including vampires.

Occasionally, however, the Gangrel meet in moots arranged by a local Gangrel elder. These moots are social gatherings and chances to show one's worth. There is no official Gangrel hierarchy, it is all a matter of reputation. Old Gangrel are revered highest, followed by those who have been brave fighters. The reason for this is that Gangrel above all are survivors. On very rare occasions, Gangrel meet in a Grand Moot. This means that all Gangrel who hear the call, often carried by birds and mammals as well as themselves, must attend. The last one was the abovementioned affair 400 years ago.

Current Practices

Present Concerns

None, bar the few pesky Tzimisce who will not cooperate.

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LASOMBRA

The wonderful mix of arrogance and elegance rides the Lasombra. While even they have seen the need to hide from the Roman armies, they are vampires through and through. They consider themselves not only above humans, but also above other vampires. This doesn't mean that they prefer the company of their own gens to others, but merely that they have less expectation of anyone not from their gens.

Lasombra claim heritage from a number of ancient civilizations, including the Sumerians, the Babylonians and even of civilizations long forgotten by others. They naturally claim that they came from the finest of families there, and thus are of noble blood. While this is a chance to show off, it impresses the members of the gens as little as others what their background was before the Embrace. Lasombra are more impressed by result, so obsessed are they that they will most often leave a city rather than be forced to remain in a static condition. Lasombra always try to climb to the top, with any means necessary. Not succeeding means failing, and failure is loss of face, which is unacceptable. Most Lasombra prefer switching town to being the pawns of Ventrue.

While the arrogance is always present with the Lasombra, their situation is slowly improving from the dire straits in which they have been. Lasombra, whose long naval traditions as pirates was crushed by the Romans some 220 years ago, have slowly made it within politics. Some had powers in the Senate, but with the advent of Caesar and gens Malcavii, Lasombra lost power there as well. There are still several Lasombra in the Italian peninsula, but they have less power, and many remain aloof in villas far away from the centre of politics. The active Lasombra are forced either to win new land, which is done in some more remote parts of the Empire such as Lusitania and Macedonia, or by remaining pirates further off the Roman fleet.

They seem to be doing fairly well in the provinces, but their luck hasn't struck yet in the bigger cities. Their disregard for humans, other genii not trusting them, their stubbornness and arrogance and their weakened state all make things difficult for them. To make things worse, Lasombra are highly suspicious of each other, and therefore find that they have few allies in a world where allies and friends are essential for survival.



Gens Symbol: A trident head made into a crown, both symbolizing power.

Nickname: Pirates

Appearance: Lasombra are generally of a darker complexion, as most of their members come from a Mediterranean area. Hispaniards, Nubians, Phoenicians and Egyptians are common. As far as robes are concerned, Lasombra love nothing better than dressing above her station, for only the best is good enough for her.

Haven: Those still bound to the sea prefer to live near the harbour, others prefer to live in as luxurious accommodations as they can afford.

Background: As they are lovers of the sea, many of the Lasombra are from coastal areas, and quite a few have a background either as pirates, a dangerous

Interesting facts about the Lasombra Lasombra generally prefer to guide and rule from the shadows. This is more than a matter of preference; Lasombra, through their lack of human compassion (few Lasombra follow Via Humanitatis) are often at a loss with regard to humans. Inate paranoia forbids many Lasombra to get a trustworthy ghoul to take care of human affairs, which means that the nightly obligations of a Princeps are not for the Lasombra. They prefer running through others, and they often find a puppet Princeps to rule for them, assuring the princeps of who is really in charge. Another interesting point about the Lasombra is their signature discipline. It certainly can

profession by now, or from the Imperial fleet. Some are skilled soldiers, others promising politicians or in other ways shown potential as cunning. While theoretically the gens Lasombrii doesn't care about mortal social distinction, in practice no slaves and hardly any freedmen are given interest, with the exception of extremely skilled pirates. The earthbound members rarely settle for anyone below the equis rank.

Character Creation: Lasombra prefer Social abilities, but Mental are also considered good. Talents are often preferred. Autocrat and Rouge are popular among the sailors, Judge among the landbound. It is quite common for the Night Clan to have resources and retainers.

Clan Disciplines: Dominate, Obfuscate, Potence

Weaknesses: Lasombra cannot be seen in any reflective surface, be it mirrors, lakes or silver.

Organization: Lasombra organization is loose, as most members are scattered. Now it is starting to reappear, mimicking the Roman Empire. It's early days yet, and not all are comfortable with this hierarchy.

Quote: *Your plan had only one flaw; it was transparent to the trained eye.*

Stereotypes

- | Assamite - I will give them credit for being very good at fighting, but their tactics is lacking. They have potential, but are their own worst enemy. Might as well keep it that way.
- | Baali - From what I gather, they seek to slave for a god of some sort. They are truly the worst of all vampires.
- | Bruia - Four hundred years ago they were great, and they had Rome on its knees. Now they are beaten. Should they ever resurface, they could make useful tools.
- | Cappadocian - It's disturbing that they want to know the riddle of Death, as they might discover something truly frightening. Even Malcavian fear them.
- | Followers of Set - They live in bygone days. Our Aegyptian gensmen laugh at such a primitive religion.
- | Gangrel - Mindless and primitive, yet they crushed the Romans all those years ago. Another example of the paradox that is Rome.
- | Malkavian - The irony of this age; Bruia are beaten, we nobles have had a severe setback and Toreador are reduced to servitude yet the insane play the game to perfection. Learn from their ways, but not from their talk.
- | Nosferatu - Most are a big self-pity wallowing waste, others are very clever spies. Find out which is which, but beware, for they are not as stupid as you would think.
- | Salubri - The search for Golconda and healing on one hand and the perfection of killing on the other makes them an oxymoron worthy of Malcavian's attention. Let them examine their pointless quest.
- | Toreador - I never mix decorating and politics.
- | Ventrue - For all their talk of control of Rome, they are like fleas claiming the dog they're on. Their vanity is handy, however.

create a horrific appearance, and with the superstition of many Romans it can have some manipulative effect, but it is hardly manipulative in the manner of Presence or Auspex. The more political Lasombra agree that it is less useful than the other two disciplines. It is, however, a discipline involved with the occult, and a great number of occult-oriented Lasombra use the discipline to gain occult knowledge. These occultists claim that Obtenebration, past the compulsory abilities, give an extreme and scary pierce into the depth of Tartarus.

The Ways of the Gens

Strength and Influence

After the fall of the pirates of the Mare Nostrum, the Lasombra have understood the need to weaken their enemy from within, which means that they are trying to get control over institutions in the Roman Empire. They have, however, a lot of catching up to do. Only a few Lasombra have so far managed to gain power. Lasombra seem to be fairly successful within the armies, but there are few Lasombra who have made it to the top.

Organization

Lasombra are not organized as such, but they have a number of familia, that is a group of vampires who share a known paterfamilias of fourth or fifth generation. The foremost of these familia have the same status as the patricians. They do not have any official power, but their unofficial power is nevertheless regarded. There have been rumours that the patrician familia will create a Lasombra Senate and govern the gens from there. It is yet to happen, as governing Lasombra is as pointless as herding cats.

Current Practices

Present Concerns

Needless to say, the weakened state of the Lasombra as a whole is a concern. This does not mean that each Lasombra is weak, on the contrary, a number of Lasombra have found their ways to the inner workings of power - even if the power is indirect.

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MALKAVIAN

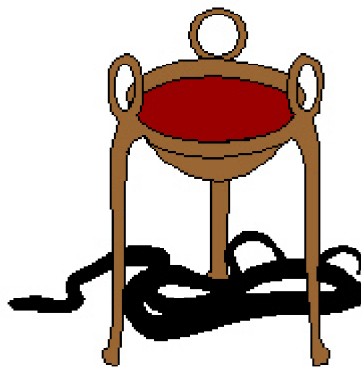
This is the time of uncertainty, where science is in its infancy and the gods are vague. The need for knowing about the future, the will of the gods and the point of it all is bigger than ever before. And no one are better at seeing than Malcavians.

Malcavians have two things in common, and both are scary for anyone not part of the clan. The first is that they believe that the world that everybody sees is a mock world, a shroud before our eyes, and that they want to find the truth behind the shroud. The second is that they are all insane. Not mad, not eccentric, but insane. As insanity is not always understood, it is either a gift that is bestowed on the higher of society or a sign of a degenerated family. Whichever it is, it is considered very, very scary. People remember only too well the doings of Caligula and Nero, and even though Malcavians are much more predictable, they are feared by most others.

Clan Malcavian doesn't necessarily consider madness as either a curse or an insight, however. Many see madness as a reminder that things aren't what they seem, and that madness reminds them that there's an alternative. A few considering it the path to understanding and enlightenment. Insanity is not in itself considered a good thing, and the few of the clan who revel in madness are often written off by the rest.

Whether through the insight of insanity or the abilities of their disciplines, clan Malcavian are good advisors. They are not always willing to share, and their advice might not always make sense, but they are very useful. Malcavians aren't all advisors, though, many have taken up politics with great success. They have contacts up to the most important people in the Roman empire, and some of them see the Roman Empire as the best opportunity to enlighten people of their ignorance and make them see beyond the shroud.

Malcavian is certainly not one to be meddled with. They are too important to be ignored and too unstable to be trusted. The only sure thing one knows about them is that once you start dancing with them, you must wait all until the dance is over.



Clan Symbol: A tripod, Apollo's gift to the Sibyls, and connected to prophetic vision. Legend had it that when the tripod was filled with water, the Oracle could see different things from the mirror image of the water, especially when the water was rippled.

Nickname: Oracles

Appearance: Malcavian has few common characteristics, if any. One could be a Platonic philosopher with her own twist, the other a high-ranking member of society and a third a dissident priest. Few, however, have manual labour backgrounds.

Haven: Malcavians often prefer living alone and preferably on the outskirts of the cities. Whether it is their need for silence, their paranoia or the astrological position is uncertain, but they rarely ever live near the forum.

Background: Malcavians Embrace those who see things differently, but preferably those with a bit of driving goal. Promising philosophers and oracles are preferred, but those who have lost the will to live are also among the favourites.

Character Creation: Any sensible ones. While a raving lunatic that talks incoherent nonsense is no use to them, the motley group of gens Malcavian are all Embraced by someone insane, so the reasons for Embracing are not always so obvious. Any Via is open to Malcavians, and they most

likely have a high rating.

Clan Disciplines: Auspex, Dementation, Obfuscate

Weaknesses: All Malcavian are insane and begin play with at least one Derangement of the player's choice. This Derangement cannot be permanently overcome, no matter how much Willpower is spent. Malcavian is cursed by blood so that sanity may never be reached.

Organization: Malcavian Organization is local, rarely expanding beyond two domains. The internal organization is, to the outsider, chaotic, but is much based on the basic mastery of the members of their disciplines. This makes the network virtually impossible to crack, albeit it occasionally also breeds misunderstanding the clan members in between.

Quote: *Power, revenge, ideals, stability. All these are pointless exercises for the enlightened mind.*

Stereotypes

- | Assamite - They seek information, and that could be useful. They also seek to fight, which is mostly useless. In the end they even each other out.
- | Baali - They are digging the wrong way, but at least they're digging.
- | Bruia - They are the most promising, but they are blinded by bitterness and revenge.
- | Cappadocian - The riddle of Death should not be solved, unless by the way of Alexander. These might find something that would make the Baali jealous. Or worse...
- | Gangrel - Maybe they are all cynics? You get it? Cynic! Aw, never mind.
- | Disciples of Set - Intriguing idea, this corruption thing. Don't accept gifts, unless you have a better gift to return. Then the fun begins.
- | Lasombra - Between the upstarts and the pirates it's hard to see what keeps them together, aside from obsession and mutual hatred.
- | Nosferatu - Honestly, we owe them much for some of our discoveries. If they learned how to connect the bits of information they would be either very useful or very dangerous.
- | Salubri - At first I couldn't make out the difference between them and the Assamite. Now I do. Don't ever get close to one of these.
- | Toreador - Some of them have understood much, others have even less a clue than the Serpents. See what you paint, not how you paint it.
- | Ventrue - They are too good at getting power too actually use it properly. We might make them see, but I doubt it.

The Way of the Gens

The gens of oracles and visionaries has never been so strong as they are now. The Ventrue foolishly ignored them during their aid in making the Empire great, and Malcavians punished them for it. Now, harmony is restored as the two clans combine forces to eliminate threats and make Rome what Carthage never was; the ideal place for vampires. For an ideal world for vampires, argues the Malcavians *is* a world of cloak and dagger, of treachery and deceit, of hiding and manipulation and of power struggles.

Besides, Malcavians are social, and they love the company of others, both mortals and vampires.

Mortals, as good fortune would have it, are superstitious, and they often go to oracles and soothsayers, an arrangement that fits well with the Malcavian abilities. The Malcavians have greatly prospered on this, and many have learned the strength of political manoeuvring.

In this sense it is imperative for the Malcavian to remind themselves that to them, unlike the Ventrue, power is a means to an end, not the end itself. The end is the understanding of the human and vampiric mind, and of the world in a metaphysical and philosophical sense. A Malcavian cares little for the laws of physics, but is instead occupied with the ungraspable parts, such as the realm of gods, the dead, the spirits and of the legendary creatures of myths, that some claim to have seen.

Strength and Influence

Malcavians have a greater understanding of desires and reasoning than they care to admit. As they see unlocking the human mind as part of their purpose, using humans to their goal is not so difficult for them. They often use emotions outside those of lust and power. Malcavians are found in the basilicas of power, but also in the temples. They are often the soothsayers and the augurs of a city, or have some control over them.

In addition, the gens is among the most unified in existence. They will always in one way or another take care of each other, so long as it is an emergency.

Organization

Malcavians have a strict organization, mostly to better cooperate. Malcavians know that their strength in the Roman Empire demands cooperation, and therefore it is unusual for them to require boons for matters of achievement (this does not include minor or personal matters, however). To better see to it that communication is kept in order, the clan has a courier service of ghouls that rivals that of the Roman Empire, which means that of Ventrue. It is not uncommon for Malcavians to meet at least once a year, and locally once a month, to discuss affairs.

The Malcavians are often considered to be good at either politics, oracular abilities or both. Their hierarchy is based on that. The political titles are (bottom to top): Cive, Politicus, Sychophant, Demagogue, Sophist and Imperator. These titles have achievement tied to themselves, and advancing requires a great feat of political triumph. The Imperator (there is only one) is the one who managed to build up the Malcavian power base and force the Ventrue to accept cooperation. The Oracular hierarchy is: Gifted, Augur, Oracle, Sibyl and Delphian. The Delphian has been considered the best of oracles, and she is said to have predicted a number of happenings with precise details. As with the human counterpart, she needs to be interpreted, and translation is often left to Oracles or above.

Current Practices

Malcavians are insane by nature, and they know it. While their mental state can be considered a strength in perceiving things that are not obvious to others, it is, foremost, a weakness, and the clan often recognizes this. They believe that they are haunted by two metaphorical monsters, the vampiric and the insane. They are personified as *Phoibos* and *Deimos*. Anyone under the spell of their insanity is a *Phobian* and a thrall of the Beast is a *Deimian*. Either is useless to the clan and often put down for their own good.

Present Concerns

The strength of the religions over people makes them, and in particular some of them, so strong and omnipresent that they have an increasingly important aspect over everyday life. This is as true for Malcavians. Many of them believe so strongly in their oracular abilities or the secrets of their religion that they prefer studying them to strengthening the gens. Others fear that this might be the degeneration of the gens, rendering them useless for anything but mindless puzzles. But so far, this seems to be far off.

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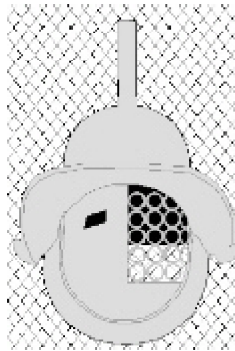
NOSFERATU

For all who in a weak moment forget that they are predators and parasites, the Nosferatu are a healthy reminder. They bear little resemblance to the humans they once were; the transformation into a vampire is also a physical one, from man to monster. The Nosferatu look horrid and disfigured after their Embrace, and they are considered abominations by human and vampire society alike, and often used as scapegoats. They find little comfort and few companions in this age, and prefer to stay hidden in the shadows.

This is partly their own doing. In the days of Greece and of the Assyrians, the Nosferatu stalked the night as monsters, preying upon innocents. This practice has with time been less acceptable in the larger cities, but the behaviour of the Nosferatu is said to match the behaviour of the Prince. Many of those who can, prefer to live within the boundaries of a city, surviving on animals or drunkards. As the majority of Princes are suspicious of them, they are often on the move, staying in different cities only briefly for supplies and appeals to the Princes.

Nosferatu have a bartering piece that does sound tempting to most Princes, though. As they are masters of stealth and hiding, communication with animals and part of a network of vampires forced to travel, the Nosferatu has by far more political information than any other. Staying in one city is equally advantageous, the ability of the Nosferatu to eavesdrop and to spy without getting caught has proven to save many a Prince from coups or public humiliation. Even if there are no enemies nearby, rumours about the Snake Clan in the nearest city or the Malkavians in a Domain close by are always tempting.

Those of the Nosferatu who are starting to bas themselves within one city watch out that they shall remain there. This means two things. First they learn the ins and outs of the city better than anyone. Second, they often take it upon them to help mortals in the same low status as they are. This is not, at least not only, out of kindness, for the poor and the sick are good at watching out for the vampire, so that he is amply warned. Some poor also function as spies, and all are rewarded with food and occasionally money. This way, getting rid of a member of the Nosferatu is more difficult than many Princes bargained for.



Clan symbol: A Gladiator's helmet and a net. Nosferatu often feel an affinity towards slaves and gladiators, who are there for the sport of others. Nosferatu, however, consider themselves freed gladiators. As the net rarely went together with the helmet, it can be a symbol of the Nosferatu being both hunters and hunted. Also, the net can symbolize the Nosferatu network and the helmet is a reminder of the hideousness of the clan. The net can also be a reminder of Vulcan's revenge on his promiscuous wife, catching her in a web. The idea is that enemies of the gens should beware.

Nickname: Lepers

Appearance: Each member of the clan is unique, and each is more horrendous and twisted than the last. Some appear as rotting corpses, others lack noses and ears, others again look like they are in their final throes. Hair is unusual and warts frequent. Boils, lumps, scars, burns, abnormal teeth, squeaky voices, leather-like skin and strangely shaped bones are other features that often appear. Still, while they are in appearance everything that is hideous, they do not smell by default. However, as they live in the gutters and sewage of the cities, they are often smelly by way of living. Naturally, the Nosferatu rarely ever can or want to dress in expensive attire, and whatever can handle a bit of rough treatment is more than welcome for them.

Haven: Nosferatu often prefers to be alone, but at the same time they like to be close to the cities. If

they can, they would live in the poor parts of the cities, if not, they will settle for ruins, abandoned houses, grottoes, catacombs or dark forests. The Romans have designed a wonderful place, in all its foulness, for the Nosferatu, the sewer systems below the cities.

Background: Nosferatu normally choose their victims from the lower end of society. Drunken and poor veterans, old prostitutes, idiots and freaks, criminals and slaves are all popular among the Nosferatu. As the information the Nosferatu barter hardly ever is academic, intellectuals are hardly ever chosen.

Character Creation: The Nosferatu can often have outsider or the socially lowest concepts. Many have been Embraced out of pity rather than qualities. Physical Attributes and Talents are primary, as well as Stealth, as they must be quick, strong and good at hiding to survive attacks following wrongful accusations. Some of the Nosferatu care little for the comforts of civilization, they live like animals and follow the Road of the Beast. Others are more often found on the Road of Stoicism or Road of Humanity.

Clan Disciplines: Animalism, Obfuscate, Potence

Weaknesses: All of the Nosferatu are monstrously deformed. Their Appearance Trait is automatically rated zero and cannot be improved (even by vampiric powers). All Social rolls involving Appearance (including most first impressions) automatically fail.

Organization: The organization of the Nosferatu is stronger than that of most other clans. They all are part of an informal, but tightly woven organization, where Elders, through revered, show all members respect.

Quote: *Oh, noble Prince! Surely you would not take pity of such a lowly creature, I seek only to stay a night so that I might get a good start in my escape from the arms of that Moon Clan augur Pontius! Oh, you know him? Of course I do, there is a reason he is after me. You want to..? Maybe we should discuss this further...*

Stereotypes

- | Assamite - Always an excuse for their existence. If they believed in themselves and not some Semitic madman, they would be a lot better off.
- | Baali - Selling your soul to an evil god so that you can control bugs and insects sounds like the stupidest idea ever. Hand them over to the Elders or the Cyclopes, we don't need them.
- | Brujah - When we are included on their list of causes I will applaud them. Until that time, they are as bad as the rest.
- | Cappadocians - They dig their own grave, for they will at some point find out what we already take for granted; we are not the only supernatural creatures of the night...
- | Followers of Set - They cannot give us anything we want, however the opposite is not true. If they try, let them and do with them as you will.
- | Gangrel - They are excellent hunters, as are we. Some of us cooperate, others have mutual respect. Good allies if you ever can get them.
- | Lasombra - Not always as bad as you'd expect. They don't treat as equals, but then again, they don't treat anyone as their equals.
- | Malkavian - They have great use for us, and we are often luckier with them than Ventrue - until they get a fit of paranoia, and you have to up and leave.
- | Salubri - They alone show mercy, if you meet the right kind. Treat them well, and destroy their enemies if you can.
- | Toreador - They despise our appearance, we despise their manners - we understand each other.
- | Ventrue - They use us, we use them back. They despise us for sure, so have no love for them back. They might meet their end, but we're too busy surviving to see to it.

The Way of the Clan

SALUBRI

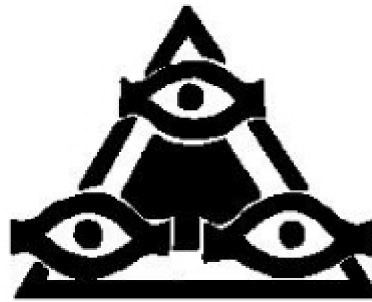
The Healer's Clan is the direct opposite of almost any other clan. They view vampirism as evil, and seek to find the harmony of Golconda to rid themselves of the necessary evils of vampiric existence, such as drinking blood, shunning fire, and, most important, the Beast within. The Beast must be fought, they view, for it is evil and destructive.

No other clan recognizes the division between good and evil as much as the Healer's clan. To them, everything is either good or evil, and evil must be fought for good to grow. Here they are either healers of warriors. The healers heal what is good, the warriors kills what is bad. Other clans find them somewhat fanatical at this point, but as the Healer's Clan rarely kills vampires (the Clan of the Netherworld excepted), it rarely effects them.

All members of the Healer's Clan seek to eradicate Ba'ali. This forceful hatred for the Baali and the demons are easily explained. All members of Salubri are staunch believers in YHWH, and according to that religion, Baal is an evil god that must be stopped. As self-proclaimed servants of an omnipotent god, they can at times be quite a nuisance. Their warriors are also feared in battle, and as many consider themselves blessed, they believe that death is a matter of nuisance only, and that they are reserved a place in Elysium.

The clan is very obviously split into two seemingly incompatible paths, that of helping and healing and that of hurting and killing. The explanation is simple for them. They recognize two ways of bettering the world and their own path to Golconda; that of the healer, who tries to cure themselves and their fellow beings; and that of the warrior, who fights the beast and the evils mercilessly and without repent. Those considered to be the agents of evil are rarely spared, and those who are believed to be agents of good can easily have a friend for life (and unlife).

The Healer's clan have a significant mark in the shape of a third eye. This is not a clan-related development, but one associated with their discipline, Valeren. Those who follow this discipline, be it the good or the bad, will grow this eye. It is said to give insight to one's own mind and also that of others. This is one of the reasons the Healer's Clan has a shifty reputation. The discipline of Valeren comes in one of two versions, and they are mutually exclusive. Either the vampire get the healer path or the warrior path. This is in a manner of speaking their destiny, which means that surgeons can end up as killers and gladiators as healers.



Clan symbol: The symbol represents the three eyes of the Salubri, the triangle's symbol is uncertain. It has been suggested that it is an ancient symbol of humanity, it has also been associated with the pyramids of Egypt and of the light of YHWH.

Nickname: Cyclopes

Appearance: Apart from the obvious eye in the forehead, the Healer's Clan can look like anyone. As of late, however, a number of the members are of Greek and Persian origin. They have sensible, but rarely expensive, clothing, and most wear a hat or another garment to disguise the eye. It is not uncommon for them to wear modest jewellery.

Haven: The Healer's Clan often stay near temples or surgeon's houses. They can often be found in the less expensive part of a city, nor for lack of money, but they find their presence more important among the poor, sick and desperate than of those only mildly corrupted by greed.

Background: While the Healer's clan might appear as the most relaxed one, this is far from the truth. All prospective members are tested for a long period of time to see if they are good enough. Temperance and patience is tested to the limits, and the Healer's Clan have little sympathy with those who are found wanting. Whether this is for fear of factionizing or not is not said, but any member of

the Healer's Clan has a strong self-insight through the tests alone.

Character Creation: The Healer's Clan often choose members among those who want to better the lives of others. They often choose priests and surgeons, but the prospective vampires need little but a good heart, and many women are chosen this way. The warrior part often choose vigilantes or the occasional soldier. Mental attributes are often preferred, as are Knowledges. There are a good many caretakers and rouges in the clan, but also fanatics. Most follow the Road of Heaven.

Clan Disciplines: Auspex, Fortitude, Valeren

Weaknesses: In addition to the third eye that make them stand out, the Healer's Clan can only drink the blood of the willing.

Organization: As the Healer's Clan are all working together towards a higher purpose, they are a well-connected organization. Their organization has no clear leader, and works very much on the concept of sharing revelations and discoveries, as well as shelter and food. The Healer's Clan in an area meet up once a year on a fixed date to celebrate the victory of their progenitor over his Beast. This is more a social gathering than anything official.

Quote: *If you are good, go in peace. If you are ignorant, I will be glad to aid you. If you are bad, I strongly suggest that you repent - and quickly!*

Stereotypes

- | Ventruue - too worried about the world of power and money to care about the soul. They make excellent providers, though.
- | Malkavian - What they do is wise, but they are incurably insane, which makes me wonder about the perils of seeing beyond our world.
- | Brujah - Their mind is strong, but so is their Beast. I hope for the mind, but fear that the Beast will win.
- | The Clan of the Rose - Their potential and knowledge of the human mind is admirable, but they live such a wasteful life. Save them, and you have a strong ally.
- | The Night Clan - Their mastery of shadows is worrisome, but their sin is simply greed, like so many others.
- | The Clan of Death - One should not wake sleeping dogs, especially with such methods.
- | The Clan of the Hidden - No one need our help more, for they are shut out of vampiric society simply for being cursed. They are better than most vampires.
- | The Clan of the Hunt - Only a few seek the way of redemption, the rest are soul-eating monsters. Avoid them.
- | The Snake Clan - They pride themselves on the corruption of the soul. Naturally we must take equal pride in ridding the world of them.
- | Baali - Kill them without mercy or remorse.
- | Gangrel - They master the Beast, they say. To me, it looks the other way round.

The Way of the Clan

Strength and Influence

Organization

Current Practices

TREADOR

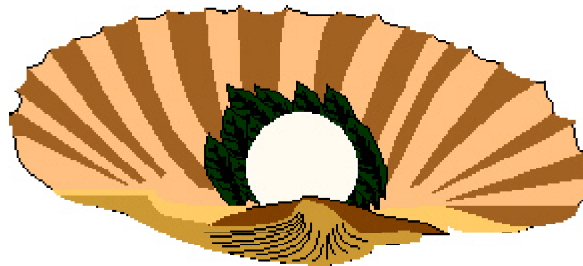
Treador have always been devotees of beauty, and they pursue it where they can. Beauty and pleasure are the two reasons to unlive for them, and they embrace it where they can. They even consider themselves the guardians of beauty and human inspiration, as well as the forefront of experimental beauty, be that art, human beauty, poetry or architecture. The Clan of the Rose have the highest regard for the accomplishments of the human race.

The clan has always been affiliated with mortal artists and creators. From their own ideal in Minoan Crete, they have followed the strong leaders and inspired the great cities. Their great achievement was that of Ancient Greece, where, in cooperation with Brujah, they produced beauty in mind and body, and the wisest and most beautiful city to this day.

As Brujah got belligerent, Treador found them of less importance, and eventually settled in Rome. Since then, they have brought the arts of the Greek world with them and improved them. However, as Ventrue is a paranoid ally, members of the clan of the Rose are studying the art of politics, so that they once might manage better alone. The Clan of the Rose knows only too well that their search for perfection and wisdom in beauty means the protection of beauty in an age of savages.

A number of elder clan members are more worried about the clan moving in the opposite direction - that of decadence. The Clan of the Rose seem only too happy to indulge in excesses and ignore their duties. Some even find pleasure in vices, and some even seem to lose the battle against the Beast. The clan that used to inspire and partake in the decisions of one of the strongest peoples now is much reduced to wall painting and bickering about marble colours.

This is not completely true yet. Some control positions within temples, others the mistresses of important politicians. The Clan of the Rose is not without political insight, and mixing politics and decadence in fact made it easier for them to make things happen their way. However the clan members rarely think longer than to tomorrow, and grand schemes for control or at least stability and allies are almost never put into action. The Clan of the Rose need allies, but right now they enjoy unlife too much to worry about that.



Clan symbol: A pearl, symbolizing perfection, resting on laurels, symbolizing victory, within a sea shell, symbolizing beauty. The sea shell is attributed to the clan's patron goddess Venus, who is said to be born from the sea. The laurels are symbols of Apollo, a god many Treadors worship for his taste for art and poetry.

Nickname:Artisans

Appearance: Treador prefer the very beautiful. As they are found in most places, the clan members can be of any origin, although the Greek are often preferred. The members of the Clan take great care in their appearance, and always look clean, well-dressed and the height of fashion, even those in temples or in remote towns.

Haven: The Clan of the Rose has a knack of finding patrons willing to spend a lot on them, and therefore often find themselves in the finer houses in the cities. These are always decorated with the most expensive colours, and often redecorated to match the newest styles.

Background: The Clan of the Rose Embrace only those who can further the cause of beauty. Those who are Embraced were often artists, musicians, poets or any such quality in their previous life.

Other than that, beautiful people are Embraced simply to be preserved. Rumours have it that the Clan of the Rose often neglect the Tradition of Progeny that states that one shall not Embrace out of love.

Character Creation: Aside from the Artistic concept, the Clan of the Rose are often found in temples, especially those of Apollo or Venus. Some of the clan members also hold brothels for the acquired taste of other clan members, and others again might simply be entertainers. They have passionate natures, such as caretaker, and rarely political ones, such as Autocrat. Social attributes are usually primary, as are Skills or Knowledges. Their backgrounds often include Resources, Herd and Retainers.

Clan Disciplines: Auspex, Celerity, Presence

Weaknesses: The Clan of the Rose are so taken in with beauty that they might be completely overtaken with it. A thing of beauty, be it a person or an artwork or even nature, can make the clan member stand in fascination for a long time. Only a successful willpower roll will break the reverie quickly,; otherwise the vampire is helpless for minutes or even hours. Not even sunrises will break the spell, in fact beautiful sunrises might even captivate the clan member, burning her up as she is taken in. This weakness has also made many members of the Clan of the Rose fall in love with mortals.

Organization: While they have professional respect for one another, members of the Clan of the Rose only rarely abide one another over time, and informal contacts and even friends are the closest thing most of them ever get to any organization.

Quote: *Surely we were not put on this world to be shepherds. Let us help the humans to discover that life is more than fighting and dying.*

Stereotypes

- | Assamite - Primitive desert folk searching for a common goal. They have little of interest for us.
- | Baali - Harmless fanatics who worship a dead god. Their problem.
- | Brujah - Once we were allies, once they strived for peace. Now they blame us for siding with the new peacemakers, and not with the warmongers of the world. Hypocrites!
- | Cappadocian - Studious without the stubbornness of Brujah. But too gloomy to be of any interest.
- | Followers of Set - To pervert Epicurean philosophy to suppress humans is utterly horrid. Still, they know how to have a good time, if you know what they are.
- | Gangrel - A reminder of Hubris. Ventrue know only too well, and so do we. Fear them, for they are the most dangerous of vampires.
- | Lasombra - Great potential wasted on internal feuds and seafaring. If they rivaled Ventrue, it might make both more humble. But it's hardly likely.
- | Malkavian - Despite all their political skills, they are insane. Their time is now, future holds little for them. Beware, however, for they can be dangerous when upset.
- | Nosferatu - If they were to live near me, I'd move, probably to another domain. They might know what happens, but not why. Thus they are useless.
- | Salubri - Only a few are worthy of consideration, the rest are degrading and vulgar, much like the Night Clan.
- | Ventrue - They were our equal, now they believe themselves to be our superiors. Soon they will demand that we worship them like gods. Why struggle so hard to hide their adequacy?

The Way of the Clan

Toreador are among the most widespread of clans, but since the inevitable rise of the Roman Empire, Toreadors have been found in the greater Roman cities. Theirs is the world of beauty, of social gatherings, of pleasure, of the luxurious. Toreador are among the most social of vampires, probably

even moreso than Brujah, Malkavian and Ventrue, as they seek even more the pleasurable company of humans.

This is a golden age for beauty. The Roman Empire is civilized, and it desires what any good civilization, at least in the eyes of any Toreador, should seek. Passion, pleasure, beautiful houses, beautiful temples, beautiful cities, palaces, people and animals. Aesthetics has never been as important as now.

Toreador are often either producers or preservers of art, either making beautiful things, be it wall paintings, swords or any other item, or protecting them from destructions by any means necessary. The latter is the more political group of Toreadorm and they will do what they can to achieve their goals. They seduce, bribe, blackmail or charm, whatever it takes. While there is much quarrel between the two groups as far as rank and importance is concerned, the artists are rarely that stupid that they bite the hand that feeds them.

Strength and Influence

Clan Toreador is the by far best clan as far as human relations are concerned. Where other clans prefer to use agents and stay out themselves, Toreador take an active interest. The clan members are often masters of intrigue and passion, and they can play any emotional human being with virtuoso. The clan, however, suffers from the fact that they are easily distracted by pleasure and beauty, and their internal strife is second to none - bar, possibly, the Assamite. In fact, the clan disagrees so often that only a few common interests are found, normally those regarding beauty.

The clan has some agents within certain cult sects, and partly to annoy the Followers of Set, Toreador have many members dabbling in the Isis-cult.

Organization

Toreador have no social organization whatsoever. They have titles that signal their importance, but these are merely for show, and if the audience is left unimpressed, it matters less. This is not to say that they have no meaning, just no formal meaning. The titles are Prodigy, Master, Patron and Muse. The idea is that however one supports the arts, by giving money or making it, the importance is equal.

Current Practices

Present Concerns

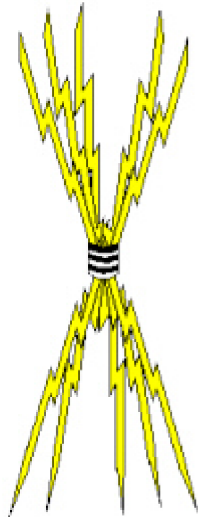
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VENTRUE

From Senate to the battlefield, from the palace to the marketplace, all corridors of power are somehow infested with the Ventrue. Ventrue is the gens of winners, of those who succeed rather than those who merely try. Whether they showed daring, commerce skills, might or political manoeuvring, the members of the gensn were Embraced because they were triumphant. Gens Ventrue sees the Embrace as a reward, and like no other gens do they remember that the Embrace shall not be given away lightly. No Ventrue was ever Embraced at whim.

History and tradition is very important to the gens, and anyone who can show an impressive lineage *post mortem* is honoured. Etiquette is expected, as is honouring one's betters, that is those who have excelled post mortem or who simply has been a vampire for a long time. Each Better, through success or old age, is regarded with respect, and the young and promising often hang on to every word they speak.

This does not so much apply to those in roughly the same age. Internal competition in the gens is fierce and often merciless. Still, the golden rule of the Ventrue is that today's enemy is tomorrow's ally. No revenge is sweeter to a Ventrue than aiding a former enemy in need.



Gens Symbol: Four lightning bolts, symbolizing the power of the State, tied together with four bands, symbolizing the cardinal virtues of Rome (Temperance, Courage, Justice, Wisdom). The symbol reminds the gens that only through observing these virtues can they rule fairly.

Nickname: Patricians

Appearance: While they have all left their former life, many of the Ventrue dress as they did at their time of Embrace. This is why some are dressed as ancient Sumerians and others like Greeks. All, however, have at least one garment of Roman wear, and those garments are often colourful, and with expensive material.

Haven: Domus and villas, generally kept by their ghouls in the daytime. Most Ventrue prefers to live within the city walls, and never far from the forum.

Background: Ventrue are often Embraced from the nobility, and in particular from Senatorials and the Patricians. As of late, generals and successful merchants are included, as times change and the Ventrue try and change with them. These are regarded with suspicion by the most tradition-obsessed part of the gens.

Character Creation: Ventrue tend to have had a political or at least noble background, or possibly at one time had a lot of money. Mental Attributes are

Interesting fact about Ventrue

A good number of Ventrue believe in the existence of *daeva*. The *daeva*, in Ventrue context, are evil creatures who manipulate the world to their pleasure. These *daeva* are identified as very old Mages, as Progenitors and as certain Lupines, and they are all capable of changing the world to their liking. The Ventrue take a great pride in being their own master, and such a concept, that they are themselves controlled by powerful beings, is a disgrace and a threat, not to mention that it might herald Gehenna, the end of all vampire unlife. Emythologically, the concept of *daeva* is interesting. It derives from the Persian book *Gathas*, said to be written by

primary, as are Knowledges. Military leaders may often have physical or social first, but always mental second.

Clan Disciplines: Dominate, Fortitude, Presence

Weaknesses: All Ventrue have specific limitation on their feeding habits. They may only drink the vitae of one particular type of prey (priests, Pontians, thieves etc.), chosen at the time of character creation. Ventrue will not feed in a method that violates their prey exclusion, even if starving, wounded or deranged.

Organization: Gens Ventrue has a number of informal networks, and much like the roads, every one of them goes to Rome in one way or another. In theory the Prince of Rome could have been the Prince of the Roman world, but in practice, Ventrue's internal allegiance is skin deep at best.

Quote: *I'm sorry that you feel that way, tribune. Your resignation will be accepted by the authorities tomorrow.*

Stereotypes

- | Assamite - They're good at hunting and killing, but too disorganized to be of any problem. Keep their internal strife going, and they are too busy fighting each other.
- | Baali - Some time ago, for a reason I do not know, they were hated. Now they are pointless insectophiles who worship a boring god.
- | Bruia - They were once our equals, but now serve best under our rule. Still, fear them, especially when they bring gifts.
- | Cappadocian - The study of death is mainly the most self-pitying pastime I could think of. I'd prefer the endless love poems of the Toreador.
- | Followers of Set - Defeated, reduced, crushed. Now they grovel, but a snake is always a snake.
- | Gangrel - We underestimated these fierce creatures once, and should not do it again. Some are noble savages, others monsters worthy of attention
- | Lasombra - They dare to consider themselves our equals, but are little more than pirates and fortune hunters.
- | Malcavian - These are clever and hard to predict. Luckily they are also too chaotic to be of any lasting problem.
- | Nosferatu - A fair few of these are useful for information, a good deal of them are monsters you never know where you have and the rest are playing the tragic hero
- | Salubri - The era of the Spartans is over. Living in the past doesn't make it happen again.
- | Toreador - Their taste in colours and beautiful people is impeccable, but my nightly agenda rarely concern either, so I'll leave them to dabble in peace.

Zoroaster himself. Many Ventrue have a strong connection with Persian religion, some even taking the name of the gods themselves (a promising Ventrue goes under the name of "Mithras"). This causes a sense of "adding insult to injury" to the Assamite, who feel that their religion is invaded along with parts of their country. This is hypocrisy, because a good number of Assamite do not actually believe in the Zoroastran legend.

The Way of the Gens

Since the advent of the Roman Republic, Ventrue has been found near the villas of the important politicians, guiding them politically and sharing in their luxuries. Not even when the Gauls attacked had the Patricians been pressed to change their ways. There are always other families ready for Ventrue to guide

As merchants became more prosperous and money became at least as important as estate, Ventrue changed from the old money to the newly rich, and as the Roman centurions and generals became more powerful, the gens invested in them as well. Members of the gens went with the soldiers to new areas, to Aegypt, Narbonensis, Dalmatia, Judea and Pontus.

Now things look good for Ventrue. They have defeated Brujah in Carthage, The Lasombra is

reduced, and the Assamite and the Followers of Set are greatly pushed back. A moment of distraction from them caused them, however, an unexpected ally. Malcavian had been working on the Romans for a long time, and Ventrue has learned what happens when they tried to push Malcavian out. Both through Caligula and Nero, several of their clients in the Senate were killed. Coincidence or not, the alliance is now complete and equal.

Strength and Influence

Ventrue are the dominant vampires of Italia and have influence practically anywhere in the Empire, especially the European half. Their centre of power is obviously Rome, and Ventrue have great traditions of keeping within the old families in Rome. They even have a certain sentimental attachment to them, even though the different new families are ever more important. The libraries, theatres and circuses are all built partially with money from Ventrue.

Most of Ventrue's might comes from long studies of the system combined with their mortal ties. No one knows better than Ventrue the workings and the ins and outs of the Roman political system. In addition, through Presence and Dominate, they have achieved what they could not any other way, and now control some of the most powerful families, and with them leaders of armies, of the Roman Empire. This might seem like a lot, but in the fickle world of Rome, some power is best unused. Besides, change is not necessarily a good thing, and Ventrue want power to keep things the way they are.

There are weaknesses as well with the Ventrue. Despite the powers being gathered on a few hands, most of whose are Ventrue, the gens is stricken by a great divide. Those who have fought for the power of Ventrue and those who have struck deals, bribed and made alliances to further Ventrue power have become enemies. The former, sobriquet *Generals* consider gens Ventrue a noble gens with moral values not to be taken lightly, the latter, the *Senators* consider Ventrue the best, and consider the moral aspect of achieving power uninteresting. The internal division could create serious problems for the Ventrue, as the two are equally powerful and increasingly upset with one another.

Organization

((Here I'll add the Ventrue system based on their Revised Clanbook. As I don't have the time, I ask for your patience or, preferably, contribution))

Current Practices

Ventrue love to move in the exalted circles of the different cities. Far from everyone, in fact almost no one, has ever met the emperor, but those below him are often in their extended circles. From these they take a lot of their practice, like extending gifts or privileges as a show of Patronage to those who accept it. Ventrue is more than welcoming and helping, especially if there's a chance that the helped party will remain loyal and useful. For vampires this is a much more voluntary version of the games of the Snake Clan. This technique is mostly used on gens members, but can also be used on more trusted members of other gens.

Patronage is, aside from the Organization, almost universal to understand the internal workings of Ventrue. They expect that loyalty cannot be expected, but it can be bought. Besides, it makes the gens stronger, which is generally in everybody's interest.

Present Concerns

Despite being the most powerful gens, Ventrue start worrying. They are engaged in various power-

games, attempting to keep and tighten the grip on vampire society. This has been made difficult, not only by Malcavian, Toreador, Lasombra and Bruia interference, but the internal strife which is growing and dividing stronger by the day.

After the interlude with the mad, incompetent or otherwise annoying emperors, things have calmed down. The last emperors; Trajan, the great and solvent, Hadrian, for all his eccentricity and the current, Antonius Pius, have all been good, and there is great hope for his heir, Marcus Aurelius. Things definitely look good for the gens. Still, there are many problems as far as the vampiric enemies are reduced.

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IV VIAE

or Roads, are the moral codes of vampires to prevent the Beast within from taking over completely. Even the most Bestially attuned know the perils of letting the Beast take over. The Viae are vital for the survival of the vampires, and every vampire has one, lest they are reduced to wights, that is vampires possessed by their Beast, who have to be put down.

The ethics of the individual paths are laid out in philosophical and normative works written by the finest of scholarly vampires. Some have read these, others have heard others tell about them, and the more primitive, like the Via Bestiae, are unwritten in both senses. No matter the origin, a Via is the only connection a vampire has to her sentient nature. If she falters along this road, she may fall utterly to the Beast.

Many vampires do not even think of themselves as on any Via or such. The ethics can only be coincidentally classified under one of the recognized Viae. These are detailed below. There are certainly more, but these eight are by far the most common. We recommend that the players choose from these Viae rather than devising their own, at least for now. These are the Viae proved to be most effective at preventing the spiral to monstrosity. Of course, Storytellers should feel free to allow a new Via that fills an appropriate gap in their chronicles. Just be certain that the Via is rigid enough to keep the Beast at bay. A chronicle where the players never need to worry about making Virtue rolls will be staler than one where degeneration is still a very real possibility.

These are the viae of Vampira Roma:

[Via Bestiae](#) is a instinctive and animalistic path that suggests that vampires are not humans, but rather predators, and should act accordingly.

[Via Caesari](#) follows the belief that they who follow it should attain power through cunning and tactics, tread carefully - they would not suffer the fate of Caesar, but rather his successor.

[Via Epicurus](#) is a road that suggests that freedom from fear and pain and the pursuing of pleasures and civilization is the greater good.

[Via Equitum](#) is a code of honour for the nobles about their duties to their equals and clients.

[Via Humanitatis](#) is the belief that all vampires are humane, if not human, and should strive to keep the human aspect within themselves.

[Via Hyron](#) is an almost exclusive Baali-via which is about worshiping their daemons for own ends.

[Via Legio](#) is a moral code strongly influenced by the mindset of the Roman legionaire; remorseless, merciless and at the same time striving for a higher purpose.

[Via Ossium](#) is a morbid and gruesome path that considers the study of death to go before everything else. Almost all of the few followers are Cappadocian.

[Via Pecati](#)

[Via Sanguinus](#)

[Via Stoica](#)

VIA BESTIAE

The followers of the *via bestiae* are probably the most brutal and primitive of all vampires. They acknowledge that they are predators, and that in that respect they do not consider humans of more value than humans do cattle. In the prolongation of this, they disapprove with needless slaughter of humans for the same reason; food is scarce and killing for its own sake is pointless and giving in to the Beast. While no one following this road are following the path to Golconda, they are far from two-legged wolves. Some of their members can be cunning courtesans or clever advisors to the throne, even if the majority are simpler in both education and rank. The *via bestiae* is common among Gangrel, some Bruia, Lasombra and Cappadocian and ex-legionaries of any gens. Hardly any Toreador follows this road.

Via Bestiae

| Road Rating | Minimun Wrongdoing for Conviction Roll | Explanation |
|-------------|--|--|
| 10 | Attacking a clearly superior foe | Survival means choosing battles wisely, honour and glory are words for tombs |
| 9 | Not challenging a clearly weak leader for leadership | The strong must lead, else ones fate is sealed |
| 8 | Killing for any reason other than survival. | There is folly and peril in such ways, and one is a beast, not a monster; the two are not even remotely connected |
| 7 | Avoiding contact with nature or wild animals | Nature and animals are your academy and teachers, their ways is your philosophy. Cities have only words and bricks |
| 6 | Needless torture | It is not the way of nature, and it will cause unneeded attention |
| 5 | Making a sacrifice for someone unrelated to you | Your resources are scarce, keep them, and let others prove their own worth |
| 4 | Refusing to kill when important for your survival | You must survive at all cost |
| 3 | Failing to defend your territory | This is weakness, and weakness cannot be tolerated. |
| 2 | Showing mercy to a dire enemy | you do not suffer your enemy to live. There are no exceptions to this rule. |
| 1 | Abstaining from feeding when hungry | Survival is everything, the right to live is inconsequential in this respect. |

VIA CAESARI

This Via is both old and new. Each time an empire grows strong and vampires grow strong with it, the path alters to suit the new mindset. There have been Greek, Babylonian and Sumerian versions of these as well, and most likely others. Among some of the others, especially those on the Via Stoica, those on Via Caesari are considered borrowers, they take what they like of other via and cultures. This is partly true, in some respects the Via is a civilized version of Via Bestiae, but it is much too advanced to be written of as a continuous battle of wits.

The Via is still always the same; there is no room for faliture, those who are in charge must be respected, the weak posing as strong must be overthrown and control the world around you. The idea is that every sudent of the Via shall strive to be a Caesar to the vampires, controlling them and at the same time not be controlled by anyone else. This does not refer to the Caesars, but to Gaius Julius Caesar, who took power, rather than claim it through law and misuse it through debauchery.

For the followers of this Via, there is no evil or good, no duty to perform or moral guideline. There is simply the moral that one must strive to better oneself, to respect and fear those stronger and to

Via Caesari

| Road Rating | Minimun Wrongdoing for Conviction Roll | Explanation |
|-------------|---|--|
| 10 | Denying responsibility for your actions | Deleriction of responsibility is a failure to lead properly. |

| | | |
|---|--|--|
| 9 | Not partaking in cultural, religious and political customs | Pretend that you are one of them, else they will not trust you |
| 8 | Using drastic measures where they are not needed | A leader already has enemies, he doesn't need more |
| 7 | Doing things yourself when you can get others to do it for you | Others are your tools, use them. |
| 6 | Ignoring the workings of power | Politics and power is ever-changing, follow the development. |
| 5 | Killing needlessly | One shall be a leader, not a monster. |
| 4 | Not showing respect for your Elders | Know your place, you exist only because you do not displease them. |
| 3 | Eliminating defeated adversaries unless necessary | A beaten foe can soon be one's potent ally. A dead enemy is someone's excuse for hatred. |
| 2 | Yielding to a threat | Threats are bluffs. The mighty do, without warning. |
| 1 | Turning down an opportunity for power | Personal power is the means to <i>all</i> ends. |

VIA EPICVRVS

The Via Epicurus is a via based on the pursuit of happiness by way of pleasure. The crux is that abstinence from pleasure sometimes leads to a greater pleasure, for example overindulgence can lead to either indifference or obsession, and both are bad. It is loosely based on epicureanism, but with a number of exceptions to fit the vampiric reality. For example, abstinence from political power is waived insofar as it is done in accordance with the chief pleasures and of friendship. The via seems at times to be a cross between Via Humanitatis, Via Stoica and Via Pecati, but it is not; it lacks the moral obligations of Via Stoica, the ruthlessness of Via Pecati and the focus is on self-realisation rather than humankind.

Unsurprisingly, the Via is created by a Bruia, and many Bruia who find themselves at odds with the implementation of the Via Stoica or Humanity (if not the ideals) find their way to this Via. Aside from Bruia, Toreador are the most active Epicureans. A number of Disciples of Set, especially the non-worshippers, also choose this path. This is not a path for power, and as such, Lasombra, Ventrue and Malcavian rarely choose it.

Via Epicurus

| Road Rating | Minimum Wrongdoing for Conviction Roll | Explanation |
|-------------|--|--|
| 10 | Being unjust to gain pleasure. | There is no greater pleasure than freedom from fear and pain, and justice is needed to achieve this. |
| 9 | Becoming a slave to pleasure | What meal or sensual pleasure will satisfy forever? |
| 8 | Producing fear in others while pursuing pleasure | One must never become one's fears. |
| 7 | Choosing power over friendship | Power is a means to an end, as is friendship. Ultimately, friendship is better. |

| | | |
|---|---|--|
| 6 | Disobeying just laws | Breaking laws can lead to immediate pleasure, but it will lead to overall pain. |
| 5 | Resisting an opportunity for more pleasure without it ultimately leading to pain | Modesty is a misconception, one needs to lead a good life, not only a righteous one. |
| 4 | Putting yourself in a dangerous position without pleasure to be gained or protected | Fear and pain is at all costs to be avoided, unless it prevents more pain and fear. |
| 3 | Not defending yourself and your possessions | What you cannot keep is not yours. |
| 2 | Denying yourself pleasure unless it is for a higher pleasure | Unlife, like life, is about comfort, not moral abstinence for itself. |
| 1 | Killing for pleasure; entering Frenzy if it could have been avoided | By taking lives one creates a monster, and is oneself what others must fear. |

VIA EQVITVM

This road, also called the Via Patricium, operates with the code of honor set down by the equis, the riders, when it was a title of nobility, and not merely of fortune. The followers of this road believe strongly that they are better than their peers, which means that they must follow a higher calling and stricter rules than most others. This path allows for little leniency, and is probably the strictest of all paths. The Via is not simply a philosophical composition or the crazed rambelings to justify degenerate living, it is a code of living stemming from the mightiest of gods. Jupiter and Minerva are often considered to have given these laws to the vampires, but some believe that the Titans made them to prevent the vampires from becomming just like the degenerates the Olympian gods have turned.

Regardless of which belief the followers believe in, the rules are clear. Distractions, in particular temptations, are to be resisted and, at times, avoided. The leaders deserve complete loyalty and the peers respect. Honour must be preserved at all costs for the followers. The latter causes some vanity among the followers, as they can go through a lot to remain honourable. Needless to say, most followers are conservative, and they care little for change or tactlessness. This system allows no leniency in the patron - client relationship. No thing is worse than a disloyal client. Except in those rare cases where a patron has gone too far and taken tyrannic tendencies.

Via Equitum

| Via Rating | Minimun Wrongdoing for Conviction Roll | Explanation |
|------------|---|--|
| 10 | Failing to assist mortals in need | The wiser and more gallant recognize the need to preserve all who can reach their fullest potential. |
| 9 | Treating a client with disrespect | Clients have duties, but they have rights as well. They must be allowed to complete their potential. |
| 8 | Placing personal desire above duty | We are not put on this world to take the easy way out. |
| 7 | Not defending the honour of your better | Unless irrefutable proof is presented, no one should have his honour questioned. |
| | Failing to assist members of the | |

| | | |
|---|--|---|
| 6 | gens or equals in need | Honour demands that you can be counted on. |
| 5 | Failing to perform your duties to the clients | A good patron recognizes his duty. |
| 4 | Failing to provide hospitality to another vampire. | Vampires are the best of society, and have all earned the right to be treated as equals. |
| 3 | Treating a Prince or other patron with disrespect | The pillars of civilization, without which all vampires and humans are worthless, rests on this foundation. |
| 2 | Not accepting your place in the system | Your superiors are not there for you, you are there for them. |
| 1 | Breaking your word | Your word is your honour. No action is more base than breaking it. |

VIA HUMANITATVS

While a number of viae consider vampires the protectors, terrors or rulers of humans, the Via Humanitatis consider themselves simply part of them. This often means that the vampires are more humane than humans, as the world of Rome is that of brutality and deceit. The via humanitatis is, however, the path that all vampires start at, which suggests that this is the human way of perceiving things.

Via Humanitatis

| Road Rating | Minimum Wrongdoing for Conviction Roll | Explanation |
|-------------|---|--|
| 10 | Selfish thoughts | Thought is as good as deed |
| 9 | Minor selfish acts | Compassion separates us from the beasts |
| 8 | Injury to another person (deliberate or otherwise) | We must rise above the base desires that makes us like animals |
| 7 | Theft or robbery | Respect the property of others |
| 6 | Accidental violation of another (eg, drinking a vessel dry from starvation) | Ignorance does not excuse cruelty |
| 5 | Wanton Destruction | Man is cosmos; the Beast is chaos |
| 4 | Impassioned violation of another (eg killing in frenzy) | Those who act as beasts become beasts |
| 3 | Planned violation of another (eg murder) | If you surrender to the Beast, you become its slave |
| 2 | Casual violation of another (eg wanton killing, feeding past satiation) | Others are worthy of your respect |
| 1 | The most heinous and demented acts | Are you man or beast? |

VIA HYRON

Especially designed for the gens Baalii, this Via is not found outside the clan. The Via is different from the Via Pecati for the simple reason that the latter is regarded by many of the gens as an excuse to do as one wants. The Via Hyron, however, seeks actively to cooperate to bring Hell about. Only half of the members of Baali follow this path, for the simple reason that only half, if so many, of them care to cooperate. This makes the followers of the Via Hyron even more dangerous, for while the followers of the Via Pecati are merely evil, the followers of the Via Hyron are fanatical as well.

Via Hyron

| Road Rating | Minimun Wrongdoing for Conviction Roll | Explanation |
|-------------|--|--|
| 10 | Arguing with a fellow follower of the Via | You shall learn from each other, nothing is more important |
| 9 | Taking an outsider's side against that of another on the Via Hyron | Allegiance lies to those who help bring Gehenna closer, not to anyone else |
| 8 | Actively working against the plans of another on the Via | All on the Via work towards the common goal |
| 7 | Actively working against a member of your nest's plans | Your nest is your home, he who destroys a nest is useless |
| 6 | Betraying a member of the gens | All are needed, even the fools, on Via Diabolis |
| 5 | Betraying a fellow traveler on the Via | All on the Via Hyron are needed, you know not their purpose |
| 4 | Betraying a member of your generation or order | You are less than the whole, and you shall not judge others |
| 3 | Betraying a member of your nest | The Nest must always prevail. Death to those who destroy it. |
| 2 | Betraying an elder of the bloodline | To work against the leaders is to work against the cause is to be killed forthwith |
| 1 | Betraying your Sire or a Servant to whom your are Blood-Oathbound | No act is worse than setting yourself above one's purpose. Do as you are meant to. |

VIA LEGIO

The ethics of the via legio is simple, and it is probably the most Roman of the viae. The belief is centred around militaristic values with some political additions. It is a conviction that the reason for greatness lies in order, discipline and effeciency - much like the Roman Empire. The Roman Empire is greater than anything ever in history, and even vampires believe that something can be learned from this. Some followers even mean that the Roman Empire is heavy influenced by vampires, and so it is a matter of following vampiric rules. Many ex-soldier vampires follow this via, as do ex-gladiators and vampires from the lowest strata of society, who believe the army and therefore this via to be the great equalizer. This is especially popular among the Ventrue and Assamite, and it is also followed by some Cappdocian and Bruia.

Via Legio

| Road Rating | Minimun Wrongdoing for Conviction Roll | Explanation |
|-------------|--|-------------|
|-------------|--|-------------|

| | | |
|----|--|---|
| 10 | Becoming entangled in political games of power | Those who truly serve Rome and its inhabitants must know right from might. |
| 9 | Not seeking knowledge | Without wisdom and understanding of the world and its people, you can never do right. |
| 8 | Breaking the laws of Rome, accepting bribery or abusing your position | One is never above the laws one protects |
| 7 | Failing to honour your gods and ancestors | Without the gods on your side, you cannot win. |
| 6 | Killing an innocent | You are protecting the people from monsters, not becoming one. |
| 5 | Passing up a promotion unless someone else is more able | You must not hazard yourself or others by letting yourself be lead by one of lesser competence. |
| 4 | Not killing or destroying an enemy | An enemy who lives will claim revenge and try again. This is needlessly putting yourself and others in danger |
| 3 | Escaping the consequences of your actions | Cowardice is the worst of all character flaws. |
| 2 | Not recognizing your place | Discipline and loyalty are vital components. If you lack these you are a fool without future. |
| 1 | Failing to obey orders save those who put you and others needlessly in peril | Only fools and madmen believe they can understand why all decisions are made. |

VIA OSSIVM

Via Ossium

| Road Rating | Minimun Wrongdoing for Conviction Roll | Explanation |
|-------------|---|-------------|
| 10 | Showing fear of death | |
| 9 | Failing to study an occurrence of death | |
| 8 | Refusing to kill when the opportunity presents itself | |
| 7 | Refusing to feed when hungry | |
| 6 | Succumbing to frenzy | |
| 5 | Refusing to share insight with another follower of this Via | |
| 4 | Letting compassion sway decision | |
| 3 | Acting in a sacrificial manner | |
| 2 | Needlessly preventing a death | |
| 1 | Showing aversion to death | |

VIA PECATI

The followers of the Via Pecati considers themselves monsters, deities and superhumans bound by no man's laws. The essence of the moral code of the via pecati is that pleasure, desire and power lies within the grasp of the individual vampire, and that the weak moral laws of the human society are lies by small-minded men. Unlike the followers of the religious Via Serpentis and the philosophical Via Epicurus, the Via Pecati does not follow a system or doctrine, but leaves much to the individual interpretation.

Via Pecati

| Road Rating | Minimum Wrongdoing for Conviction Roll | Explanation |
|-------------|--|---|
| 10 | Anknowledging any moral restraint | You You are beyond such weakness. |
| 9 | Failing to indulge a new desire. | No pleasure should be denied you. |
| 8 | Failing to ride the wave of a frenzy | Denial only strengthens the Beast |
| 7 | Refusing to tempt the virtuous | Virtue is a lie you must expose. |
| 6 | Avoiding injury to others at the cost of your own pleasure | No pain is worth more than your pleasure |
| 5 | Turning down a chance for material gain | Your own needs outweigh all others. |
| 4 | Acting against your own best interests | Only fools sacrifice themselves. |
| 3 | Refusing to kill when it is in your best interests. | No life is more important than your own. |
| 2 | Refusing to feed when the opportunity arises. | Do not refuse your greatest need and pleasure |
| 1 | Encouraging virtue or aiding agents of virtue | Virtue is a lie and a prison for the spirit. |

VIA SANGVINVS

This Via is not exclusivly for the Assamite, but few outsiders adhere to it. The Via is supposedly handed down from the clan founder.

Via Sanguinius

| Road Rating | Minimum Wrongdoing for Conviction Roll | Explanation |
|-------------|---|-------------|
| 10 | Breaking your word of honour to a clanmate | |
| 9 | Failing to assist or avange a clanmate; revealing clan secrets to outsiders | |
| 8 | Placing personal deires or ambition above duty | |
| 7 | Not killing a vampire not of the clan when there is no need | |
| 6 | Failing to pursue blood or knowledge in the face of minor danger | |
| 5 | Breaking your word of honour to a mortal | |
| | | |

| | |
|---|---|
| 4 | Being disrespectful to clan leaders; not pursuing greater knowledge of Haquim's teachings |
| 3 | Failing to pursue vampire blood or knowledge of Caine when there is moderate danger |
| 2 | Succumbing to Frenzy |
| 1 | Ignoring an opportunity to obtain vampire blood of a lower generation than your own, no matter the cost |

VIA STOICA

This Via has had a special resurgence in the Roman era. The Via is much the adaptation of Stoic philosophy on vampires. The Stoic road states that the vampire must put aside feelings that cloud the truth, such as greed, hate, fear, pain, pleasure, distress, hunger and indulgence. Then, by performing duty with the right disposition, he can obtain true freedom and rule as lord over his own life.

In Vampire terms, this means that the above mentioned feelings are attributed to the Beast, and therefore function only to cloud the mind. The true man should be levelheaded and unbiased. The most important idea was truth, and, again, in vampire terms, it is believed that truth from the web of lies and conceit is found by remaining free from the Beast and judge all that happens with wisdom, courage, justice and temperance.

The Via is often followed by a number of leaders and aspiring leaders, and has been a popular Via amongst the Ventrue and the Brujah alike. Many Malkavians follow the path, as it relieves stress and puts the derangement partly in check. The general opinion of those following the Via is that evil is ignorance, that is to say that one should enlighten vampires to stop them from doing evil. This means that the followers have a well-meaning, if belittling, attitude against most members of the Clan of the Beast and the Snake Clan.

Via Stoica

| Road Rating | Minimum Wrongdoing for Conscience Roll | Explanation |
|-------------|--|---|
| 10 | Not being in all things in charge of one's own life | One must never be a slave to others or other things |
| 9 | Failing to understand what is your duty | No vampire is happy unless she knows what she must do |
| 8 | Harming anyone without need | Only those who are guilty and beyond help shall be punished. |
| 7 | Refusing to help someone if it doesn't cost you anything | Needlessly abstaining from helping anyone who needs to is unjust, untemperate, uncourageous and unwise. |
| 6 | Punishing those ignorant of good unnecessary | This world but be taught what is best, not scared into loyalty |
| 5 | Failing to do what is needed | Justice is not served by being meek or cruel. Duty must prevail |
| 4 | Desiring revenge against an enemy | To seek revenge is to harbour grudge and strong feelings for them. Such is clouding the mind. |
| 3 | Being guided by greed, cowardice, foolishness or | To be led astray by one's baser instincts is among the |

| | | |
|---|---|--|
| | injustice | most primitive acts |
| 2 | Losing control of the Beast | We all strive for a better understanding and for truth, the Beast destroys both. |
| 1 | Killing for other than just or wise reasons | There is no right or reason to destroy those who have potential for greatness. |

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V CHARACTER CREATION

Common Traits and Terms

Vampira Roma characters comprise the following Traits:

Name: The Character's name - this may be the character's human name or a pseudonym. Roman names are often based on one or two first names (praenomen) and the family name (nomen) of the line of the vampire who sired the character. Almost all characters have Roman names.

Player: This is the name of the player portraying the character in question.

Chronicle: This is the series of linked stories in which the character participates. The Storyteller will provide the name of the chronicle (if indeed it has a name).

Nature: This is the "true" personality of the character - who she is deep down without her "mask".

Demeanor: This is the personality the character shows to the world. More often than not, Nature and Demeanor are different, especially given the deviousness of the vampire mind.

Gens: The character's gens (or clan) defines her familia, her lineage and her mystic and occult background. Gens dictates the character's vampiric strengths and weaknesses.

Generation: The generation of a vampire describes how strong the blood that flows within her is, that is, how closely "related" she is to the progenitor.

Concept: This signifies the the character's essence, what she is good at, what her strongest emotions are or what makes her tick. In short, this is the "point" of the character.

Attributes: The basic and broad-reaching elements of a character, such as strength, intelligence and appearance.

Abilities:

Advantages:

Via: The moral code of the vampire to keep the beast in check.

Willpower:

Blood Pool:

Health: The health scale of a vampire, only used in battle or in other cases where the vampire suffers damage.

Experience:

Character Creation Process

- 1 **Step One: Charater Concept**
Choose Concept, Gens, Nature and Deneanor
- 1 **Step Two: Select Attributes**
Prioritize the three categories: Physical, Social, Mental (7/5/3). Your character automatically has one dot in each Attribute.
- 1 **Step Three: Select Abilities**
- 1 **Step Four: Select Advantages**

I Step Five: Finishing Touches

Sample Concepts

Artisan - sculptor, wall painter, architect, goldsmith, artisan's assistant

Beggar - mutilated veteran, cripple, debtor, mutilated felon, drunkard

City dweller - guard, innkeeper, animal trainer, musician, burglar, docksman

Craftsman - house builder, wall builder, smith, tailor, stonecutter, armorer

Heathen - Christian, Jew, Gaul, Germanian, demon-worshiper, sorcerer

Lowlife - brothel owner, innkeeper, actor, thief, freedman, brawler, unlearned slave

Intellectual - scribe, philosopher, poet, physicist, alchemist, dramatist, tutor, orator

Military - veteran soldier, former centurion, auxilia, scout, equis, mercenary

Nobility - Patrician, equis, senatorial, third son of a noble,

Rural - farmer, villa steward, hunter, stablehand, client farmer, tavern keeper, tavern girl, former veteran

Politics - bureaucrat, lawyer, politician, former local Council member, rich freedman

Religious - priest, temple assistant, mystic, soothsayer, city pontifex

Wanderer - camp trader, peddler, thief, ostracized, story teller

Gens

- I **Assamite** - A mixture of ferocious warriors and seekers of knowledge, the *Killers* are struggling with inner strife. While all Assamite are ardent believers, they do not necessarily believe in the same. All, however, are included into a Persian structure, and Sumerian-Semitic culture.
- I **Baali** - The fanatical followers of a bloodthirsty and vile god, the *Servants* are rarely ever popular. They are among the few who care little for political power -
- I **Bruia** - The *Philosophers* seek the embodiment of the Greek Ideal of strength in body and mind. They were fairly recently defeated, and they are trying to adapt and to be accepted to the Roman world.
- I **Cappadocian** - These *Corpses* seek to understand the riddle of death, whether from a metaphysical, medicinal, spiritual or occult viewpoint.
- I **Disciples of Set** - The *Serpents* are a feared and fascinating gens, they seek to attack the inherent ethics, arguing that all moral is a jail for the freedom of man.
- I **Gangrel** - Wanderers and barbarians, the *Wolves* have a great understanding of animals and of the Beast. They are among the most feared dangerous creatures of the night. Only a few venture within the Roman cities.
- I **Lasombra** - The *Pirates*, being forced from their ships, have started their try on politics. Their method is more direct than that of most vampires, but they are slowly learning the advantages of remaining hidden.
- I **Malkavian** - The *Oracles* are known for their political and oracular insight and their understanding of the human mind. Unfortunately for them, they all suffer from a broken mind.
- I **Nosferatu** - Hideous beyond words, the *Lepers* often find themselves ostracized or allowed on mercy. They are, however, unequalled spies and informants, or very dangerous opponents.
- I **Salubri** - A gens of healers and fanatics, the *Cyclopes* are concerned with the living rather than the dead, with spirituality rather than power and with faith rather than philosophy. They believe that the world must be made better by healing and

cauterizing.

- 1 **Toreador** - The *Artisans* are greatly connected with a world of beauty and of humans, to balance what they consider a cold and stagnant world of vampires. Their need for a strong protector of beauty and their understanding of humans make them quite capable politicians.
- 1 **Ventru** - The power of the Roman Empire, the *Patricians* seek to remain the status quo. The gens is full of former members of the Roman aristocracy or promising citizens. Their experience makes the gens' understanding for the workings of power innate.

Roman Names

To have a decent character, you should have a decent name. A lot of Roman names still exist and are often used in most European languages, but often in local variations (Marcus becomes Mark, Caecilia is Cecilia, Matteus is Matthew and so on). Here we present the names in masculine Latin version, however, to keep it in the spirit of the times. Female names are almost always feminine versions of the male names (which often means changing -ius to -ia). This works better with some names, for example Julia for Julius and Livia to Livius, while others are different, as Agrippa which becomes Agrippina.

As the Latin alphabet did not have neither J nor U (I and V doubled) or small caps, the spelling of the names is different from the pronunciation we are used to. For example, "Julius" is IVLIVS.

The Roman names system is relatively complicated, but as vampires sever their bonds with their mortal life and as they do not want unnecessary attention, they are much more free to use the combination of names that they please. Roman names are all, vampire name included, based upon the Tria Nomina (or Three Names) system. There's the Praenomen, the Nomen and the Cognomen. Translated, it works as First name, Family name and nickname. The latter is a name that described the character and set it apart from any other, say, Liviuses in the family. It could be personal ("Cicero" refers to a wart that looked like a chickpea, "Magnus" means "Great", but can also be "large"), but it could also be a number (the first, second, third and so on). Names could also be a reference as to origin of the person, for example Antiochus (=from Antioch). Some might also have an Agnomen, and honourable name such as Caesar (=emperor), Britannicus (victor over the Britons) or such. For vampires, it is common that the Nomen, that is, the family name is changed from the family name of the mortal family to that of the sire or grandsire (more on this later).

How to put this together: For men, choose either of the names not in italics as Praenomen. Women do the same, except they switch the -us suffix with -a (Livia, Flaca...). Both choose either any of the names ending with -ius or the name of the progenitor of the vampire family as a Nomen. Then, if you want, add a cognomen that helps define your character. Names not ending with -us are inadvisable for women to femininise. Unlike other games, you need not have a heroic name, such as "Slasher-and-defiler-of-evil".

Roman names (Cognomen in italics)

| | | | | | | | | |
|-----------|----------|----------|-----------|------------|----------|-----------|------------|---------|
| Gordianus | Belbo | Epiqueus | Dio | Trygonion | Berenius | Onclepion | Agrippa | Flacus |
| Publius | Asicius | Sextus | Caelius | Calpurnius | Milo | Barnabas | Amandus | Vibius |
| Quintus | Metellus | Aulus | Terentius | Appius | Cassius | Lucius | Crecentius | Naevius |

| | | | | | | | | |
|-----------|-----------|----------|-----------|-----------|-----------|------------|--------------|-----------|
| | | | | | | | | |
| Caecilius | Julius | Camillus | Tullius | Marius | Caius | Claudius | Appius | Arrius |
| Aemilius | Scipio | Crassus | Glaucus | Gnaius | Livius | Calpurnius | Numerius | Servius |
| Plinius | Cornelius | Attilus | Suetonius | Petronius | Salustius | Alexius | Constantinus | Valentius |
| Antonius | Lepidus | Marcus | Lucius | Drusillus | Lucretius | Epidius | Verus | Nuntius |
| Matteus | Marcellus | Pontus | Paulus | Marcus | Flavius | Polybius | Meridius | Lavinus |

* = Feminine version: pictrix

** = This has become so popular among Lasombra that young vampires taking that cognomen are frowned upon and often called *sine cogitativo* (=unimaginative).

In practice, the clever Ventrue merchant-turned-noble would probably be named Julius Glaucus Cassius Dives. This name means that his name is Julius Glaucus (as almost any vampire skip their pre-embrace nomen or use it as a cognomen). Glaucus is used as addition if there are more than one Julius (very likely). Cassius reveals that he is part of the Cassius familia, and Dives is a cognomen suggesting that he is rich.

How to play in the Roman Empire

First of all, we suggest that you read at least chapter 2 of this book. It might be wise to read chapter 8 as well, so that you understand how a basic Roman city worked. Other than that, the Storyteller should be the one to confront, as she or he has the final word anyway.

As the Roman world was different from our, some suggestions might still be in order, especially when playing a member of certain groups of people:

Playing a slave - No vampire would ever remain a slave after the Embrace, so this is mainly for those who for some reason wish to play human or ghoul. Slaves had few rights, but as of recently they cannot be killed unless the master offers an expiation. As a slave, however, you have no reason to wish to displease your master. In fact, pleasing him comes first, long before yourself. As a slave, you are loyal to your master, not to other slaves in your household. Slaves even have an internal hierarchy, and a scribe slave is hardly interested in the well-being of a slave working in the kitchen. A slave who is ghouled by someone not his master has a great problem in loyalty, and the Storyteller should have the last say in who wins this battle of loyalty.

Playing an ex-slave - You have just earned your freedom for the second time. You are more likely to adapt to fitting in to the vampire hierarchy than most others. On the other hand, you are more likely to be so anti-establishment considering you won your freedom only to be put at the bottom of another hierarchy that you could be a nuisance. The latter is less likely, as even freedmen were clients to their patron and used to be treated less-than-cordially by the top of society.

Playing a woman - Women are "protected" in human society, which should read restrained. This is truer for the rich women, who often work indirectly through their fathers and husbands, than it is for the freed women or poorer citizens, who have experienced a different side of the Roman Empire. Female vampires are rarely as timid as their living counterparts, but they might in certain social situation involving mostly humans do better by playing down their ambitions. Playing a woman sets

restraints in concepts, as it is unusual that they have much work experience, and certainly not army experience. Still, given the right circumstance, women have greater possibilities in Rome than in the Dark Ages.

Playing an "anti-Roman" clan - while no vampires are trusted by others, those belonging to clan Assamite, Gangrel or Tzimisce are so little trusted that they often experience being treated in a manner that would seem like mild racism. This is not without reason, these clans have often been responsible in the Roman army's losses.

Playing a Bruia Bruia has been in Rome for a long time, and many of the changes in Rome are suspected of being the result of their influence. They have lost a lot of standing after a large group of the gens lost in Carthage, but several Bruia were opposed to the city, and they have kept most of their influence via some sacrifices and general diplomacy. It is considered advisable for the Bruia to remain loyal and not create trouble, but the gens' organization is falling apart, and an order from the leading Bruia Elders become little more than a request to the newly Embraced, if it ever gets that far.

Playing a Nosferatu No gens has suffered more for the faults of others than the Nosferatu. They have few friends, and they have been made perfect scapegoats. Nosferatu are therefore very humble when they need to, but they know their worth, and give only lip service to the Prince. Playing a Nosferatu is difficult, everyone distrusts you.

Playing a person of Arabian or African heritage: In most cases this would hardly be a problem. There are few cases where sub-Saharan Africans have made it to the top, but they would hardly be treated much different when the fascination for the culture and religion of the newcomer has died down.

Nature and Demeanor

Abilities

For secondary abilities, see [here](#).

Linguistics

The ability of linguistics has been a double ability, allowing the speaker not only to speak a language, but to do so fluently. This does not allow for the tones in the language that native speakers pick up, or the understanding of dialects of that one language. Nor does it consider the possibility that someone might get by in a language, but not actually be able to keep a conversation in it. In Vampira Roma, this is changed. Linguistics is the combination of the two, and it is up to the player to choose if he prefers to speak one language like a native or simply to be able to ask for directions all over the Empire. Each dot in linguistics gives a number of points. These points can be put into a language character sheet with its individual ranking from 1-5:

1. You can ask for directions and order simple meals. (1 point)
2. You can manage a good conversation in the present tense, and you sound slightly less like a foreigner. (2 points)
3. You can easily manage in the language, you have few grammatical errors, and you

have only a couple of verbal mistakes. (3 points)

4. You speak the language fluently, you even know about some dialects and you can correct native speakers' grammatical errors. (4 points)
5. Even the shepherders in the most remote villages of the country couldn't tell you are not one of them. (5 points)

This is a simplified version, as many can have the vocabulary of level 4 and the pronunciation of level 1. However, the system should be better than the original. This way, it is up to the player if she prefers being able to make orders in an inn in three languages or pass off as well-educated in one.

Talents

Alertness

"Do not turn back, but we are being followed" Gnaeus whispered. "Two men, my guess is domina Lucia's henchmen. They have been following us four insulae, and I would guess that they have not noticed that we know about them. Relax, they're not here to hurt us, even if they could. They are not carrying any weapons."

Alertness is the ability to notice what goes on around you, even if you are not actively concentrating on it. Unlike Investigation, this skill is not a systematic study of an area, but more an instinctive way of staying alert and noticing changes in your proximity. It describes how you are attuned to what happens around you, rather than your own tasks and worries.

- * Novice: You tend to be alert to changes, moreso than most.
- ** Practiced: You are watchful and very attentive to your surroundings.
- *** Competent: You are highly vigilant.
- **** Expert: You are a truly cautious individual and rarely let down your guard.
- ***** Master: You notice everything that goes on around you.
- ***** Legend: You notice when a flea enters or leaves the room.
- ***** Hero: You can notice things that would escape wild

Athletics

Normally Appia could never outrun a Bruia, given their discipline. In the busy streets of Tarraconia, however, she had some advantages, if she knew how to use them. This meant running into the crowd, rapidly moving between the few open spaces that opened and closed between the people, jumping over vendor's carts, through the lupanare with the shocked customers, climbing over the wall and jumping down at the other side of the public lavatory and down the narrow stairs that lead to the harbor. Already as she reached the lavatory wall, her persuing rival was out of sight, even though he could be heard not too far away. Best not to take chances, she thought, and continued the escape into the night.

Athletics is the skill of jumping, running, throwing, swimming, climbing and other activities popular in the Olympic games of Hercules. It is not a lifting or fighting skill, but more a matter of complex motor actions of the body.

- * Novice: Slave
- ** Student: Archer or hunter
- *** Competent: Veteran soldier
- **** Expert: Skilled gladiator or juggler
- ***** Master: You would have done well in the Olympic games of old.
- ***** Legend: You would have won the Olympic games of old.
- ***** Hero: You walk on roofs, throw rocks across small lakes and climb the most difficult walls with ease.
- ***** Demigod: You outrun all but the best

animals.

horses.

Demigod: You know not
only who are hiding and
where, but how many and
how long until they attack -
even if they are in
Obfuscate.

Brawl

* Novice: You have had older brothers
** Practiced: You know where to hit people
and make it hurt.
*** Competent: Only a few troublemakers
dare to look back.
**** Expert: You can unarm a gladius-
carrying robber with ease.
***** Master: You are the champion wrestler
and could, on your day, pin a bear.
***** Legend: You have mastered techniques
unknown to the greatest fighters of the
time.
***** Hero: Tales are told about you in many
corners of the empire, and your way of
fighting is a honoured technique.
***** Demigod: Even without disciplines, you
would stand a fair chance against a
werewolf.

Empathy

* Novice: Gossipy widowns feel they can trust you
** Practiced: Some of your friends and acquaintances
will open up to you.
*** Competent: You have an amazing insight into
others' motivations.
**** Expert: You see through lies from all but the best
ones from the finest liars
***** Master: You often finish others' sentences
***** Legend: You read complicated emotional textures
at a glance
***** Hero: You can anticipate with strong certainty how
someone will react the next weeks in minute detail.
***** Demigod: You realise what sorrows, desires,
strengths, weaknesses, convoluted emotions, needs
and wants a person struggles with after a sharing a
handful of words with them.

Dodge

* Novice: You know how to duck if
anyone tells you to.
** Practiced: You can come out of a
fistfight without too many bruises.
*** Competent: You can anticipate
where the next sword blow is
coming from.
**** Expert: You can get out of a
fistfight without any bruises - with
your hands tied behind your back.
***** Master: You can avoid arrows and
thrown object
***** Legend: You dance untouch
through great battles.
***** Hero: You dodge so elegantly that
no one notices you ever moved.
***** Demigod: You can recite the Illiad
while avoiding the attack of scores
of men.

Expression

* Novice: Your graffiti
stands out in a public
restroom
** Practiced: You are a
decent orator.
*** Competent: Your witty
remarks are often
quoted by your friends
**** Expert: You can sway
the crowd in a court
room or in politics
***** Master: You are the
next Ovid
***** Visionary: One of your
sentences can give at
least 4 hidden
messages.
***** Hero: You put Cicero
and Plato to shame.
***** Visionary: You put

Homer to shame.

Intimidation

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| * | Novice: Crude teenage bully |
| ** | Practiced: Mugger |
| *** | Competent: Army veteran |
| **** | Master: You make many muggers scared with a stare. |
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Larceny

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Leadership

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Subterfuge

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Skills**Animal Ken**

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Archery

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Commerce

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Crafts

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Etiquette

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Performance

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Ride

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Stealth

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Survival

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Knowledges**Academics**

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Household

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| Investigation | | Law | |
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| Linguistics | | Medicine | |
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| * | Dabbler: 3 points. | * | 2nd Table |
| ** | Student: 6 points | | |
| *** | Learned: 11 points, and you have a difficulty 9 on closely related languages you don't speak. | ** | 2nd Table |
| **** | Expert: 15 points, and you understand the subtle differences between sophisticated and slang use of the main language. | *** | 2nd Table |
| ***** | Master: 20 points, and you understand closely related languages and the subtle differences of all languages you speak at difficulty 7. | **** | 2nd Table |
| ***** | Legend: 30 points, and you can have correct pronunciation on some dead languages. You have a -3 on all written languages, even if there are no ways of deciphering the written code. | ***** | 2nd Table |
| ***** | Hero: 40 points, and you have difficulty 8 throw at any language you don't speak within the Empire. | ***** | 2nd Table |
| ***** | Demigod: 50 points, and you have a difficulty 7 throw at any language. | ***** | 2nd Table |

Mythology

"Why of course the people are angry!", Pontus snared. "I told you time and again to observe the Isis ritual, I warned you against hunting during the Diana festivities and I certainly never suggested sacrificing olives to Neptune in June. If you have any plans of regaining popularity, or even avoiding riots, you should make the festivities to the patron goddess the best in the history of the city. You do know who the patron goddess is?"

Mythology is (here understood as) the knowledge of the gods, goddesses, festivities, temple customs, knowing the red days of the calendar, the stories of old and generally knowledge about the gods and their whims. The people are fickle, but they highly regard the gods and seek their temples as soon as they would seek a surgeon for their ailments. Understanding the religion is understanding the people, and someone with this knowledge has

Occult

Aemilius grinned. The pesky Toreador rival had certainly bothered him for the last time. She had certainly proved to be an educated fool. She "knew" that there were no shades and no lemures. After all, Aristotle had proven that the spirit died with the body. Well, maybe her did, or maybe she was doomed to eternity of being an idiot for not heeding his honest, but not convincing arguments against entering the caves of Cumae.

There are many more things between heaven and earth than most vampires recognize. Despite their own existence refuting all the known metaphysicians, they have little interest for or understanding of other supernatural beings, in fact, most vampires do not know of

the potential for great power.

* Dabbler: You know most of the gods and remember some of their functions.

** Student: You recognize some of the different aspects of the gods and know some of their calendar days

*** Learned: You could arrange some worships and festivals, and you have a good idea on the essentials in pleasing the Olympians

**** Sophist: You are well-respected in your city ("borough" if you live in Rome), and many come to you for aid.

***** Master: You are your city's foremost expert, and you can arrange festivities that would be the talk of the century.

***** Visionary: You are among the greatest experts of the Empire in your principal deities, and you know much more than most about the others.

***** Fountain of Knowledge: People from all religions would consider you the wisest and most knowledgable of all.

***** Sybil: You know forbidden secrets and you have a very good hold on active or passive vampire involvement in different religions

all the gens. Occult knowledge is the knowledge of the world beyond ours, magic and of creatures that only a handful know about; the lemures, the changers, the fae-folk and the wizards, to name some.

* Dabbler: You know a bit about the different gens in your city.

** Student: You know all gens, and you know tales of the lemures.

*** Learned: You have seen proof of what you have learned.

**** Sophist: You have understood parts of the metaphysical secrets of Hades and Elysium.

***** Master: Honorary member of a secret Lasombra or Cappadocian order of secrets.

***** Visionary: You know places sacred to different species of supernaturals and why they are so.

***** Fountain of knowledge:

***** Supernatural beings seek you out for knowledge of their own kin.

***** Sybil: You know the names and can guess the rough whereabouts of the eldest vampires.

Politics

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Superstition

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DISCIPLINES

The major difference here is the addition of disciplines up to 8.

[Animalism](#)

[Auspex](#)

[Celerity](#)
[Daimonion](#)
[Dementation](#)
[Dominate](#)
[Fortitude](#)
[Mortis](#)
[Obfuscate](#)
[Obtenebration](#)
[Potence](#)
[Presence](#)
[Protean](#)
[Quietus](#)
[Serpentis](#)
[Valeren](#)

On The missing disciplines

Chimestry: As mentioned earlier, clan Ravnos takes little or no part in the Chronicles of the Roman Empire. Not only do we advise that any Ravnos are to be played purely as NPCs if at all, but we also suggest that they are nothing more than a remote part of the tale. India has remained untouched by Greek and Roman rule, and they have few, if any, points in common with the other Cainites. This is why we have omitted Chimestry; it doesn't belong in the setting. With the rarity of Ravnos, we also consider it unlikely that any non-Ravnos have heard about the discipline, let alone learned it.

Vicissitude: The Tzimisce are also few and far between in the Roman Empire, and there is no need to include the clan or the discipline.

Interestingly enough, the omitting of both clans and the Gangrel position towards Rome makes *Animalism* rare; only Nosferatu have it among their clan disciplines.

Derangements

Being a vampire, needing to drink the blood of humans and having enormous powers without guidance as to *how* to use them, is enough to make anyone crazy. Added to that, there are many situations that could cause a vampire to be deranged; traumatic experience with the Roman Army, Red Fear, Frenzy or a number of things gone wrong can lead to a player having derangements.

The problem is not explaining how a character got the derangement, it is playing it. A derangement is not a walk in the park, and it is not an arbitrary movement. The character is not stupid, and he will not jeopardize himself. Insanity was not considered a good thing in the Roman era, and insane people would probably be considered a burden - especially if he or she actually was one for the surroundings. This is an age of brutality, and respect for those of a frail mind was hard to find, or it was considered respect and mercy to put them out of their misery. Even the Malcavians of Rome believed that anyone who was consumed with madness and did not to some extent control it, was a burden for the gens and themselves, and had to be put down. Often, but not always, the case of "less is more" is appropriate. Also, some who have derangements *know* that they suffer from it, and they often have personal problems with their inability to be normal. Some of them crave normality so much that they would do anything to rid them self of their condition. Others consider themselves sub par, and probably a high number of Romans with this hampering disability has ended their life to preserve at least some honor.

Sample Derangements

Dissociative identity disorder, formerly multiple personalities, is a condition when the player will assume different personalities, who might even respond to different names, under certain situations. Often when stressed or depressed, the personality change occurs. Normally, this is the result of a traumatic experience. The two personalities do not have different abilities, but most often different Demeanors, and maybe also Natures.

- | **Acute Stress Disorder** is a disorder that resulted from a horrific experience, such as a life-threatening situation where a case of helplessness occurred. The victim often reacts to this by becoming emotionally detached or numb; being in a "daze" of her surroundings; derealization; depersonalization; unable to recall an important aspects of the trauma. In either case, images, smells, thoughts, dreams and other associations with the traumatic event haunt the victim. If these triggers intensify, the victim will become irritated, angry, depressed or in other ways react stressfully to the situation and avoid things that remind her of the occasion (e.g. dark and narrow streets).
- | **Agoraphobia** means anxiety for open places, especially crowded, where it would be especially awkward and embarrassing to suffer a panic attack. The phobia is self-serving, large crowds often create an anxiety which is the source of the fear of an oncoming panic attack. The victim often avoids these situations by staying much at home, avoiding travel unless with a companion. Prolonged time in a crowded space might easily trigger panic attacks, which is not a far cry off Frenzy.
- | **Brief Psychotic Disorder** means that the victim suffers from delusions, hallucinations, disorganized speech (e.g., frequent derailment or incoherence) or grossly disorganized or catatonic behavior. Duration of an episode of the disturbance is at least 1 day but less than 1 month, with eventual full return to premorbid level of functioning. As such this disorder cannot be chosen by Malcavians, as their disorders are permanent.
- | **Delusional Disorder** is a derangement that leads the victim into believing that probable, but not factual, situations occur. For example, the victim can believe that their best friend is working for the enemy or one close to them is about to die. The delusions can often be proved wrong, even by the victim. For humans, this does not need to have a marked impairment in their daily functioning, but vampires, most of whom are as good as clinically paranoid, suffer difficulties in what to believe and what to believe was put into their brain by other vampires.
- | **Delusions of Grandeur** means that the victim believes to be far better and greater than she really is. Perhaps she believes herself to be a Princeps or the child of the Emperor or even a god. By imagining herself above and safe from that which she fears, she avoids the terror which looms so near.
- | **Depersonalization Disorder** means a detachment from one's mind or body, almost in dreamlike sequences. When this detachment occurs varies, but it leads to social difficulty as one is often not capable in these reveries of communicating or even taking an active part. This is a difficult disorder to play well, and the Storyteller and the player should agree on how it is best played out.
- | **Exhibitionism** includes recurrent, intense sexually arousing fantasies, sexual urges, or behaviors involving the exposure of one's genitals to an unsuspecting stranger. Other variants of sexual fantasies exist as well, but this disorder should focus on the uncontrollable rather than a nymphomania idea.
- | **Gender Identity Disorder** is a strong and persistent cross-gender identification which means that the victim wants to be of the other sex. The victim can talk about it, pass as the other sex and live or be treated as the other sex. This can be obsessive, and the victim can complain of his or her own sex or act as he or she understands the other sex to act. Of course, with the primitive surgery methods and the lack of Tzimisce, this will remain a dream.
- | **Intermittent Explosive Disorder**
Several discrete episodes of failure to resist aggressive impulses that result in serious

assaultive acts or destruction of property. The degree of aggressiveness expressed during the episodes is grossly out of proportion to any precipitating stimuli.

- | **Kleptomania** is simply put the desire to steal objects that are not needed for personal use or for their monetary value. Increasing sense of tension immediately before committing the theft or pleasure, gratification, or relief at the time of committing the theft are reasons.
- | **Panic Disorder** means that the victim feels that terror will strike suddenly and repeatedly with no warning. This worry can be quite consuming, and it can lead to intervals of attacks with a continuous lingering fear connecting them. When these panic attacks strike, the victims is weak, faint, dizzy, and the body temperature seems to drastically change. The victim might feel as if she is in mortal peril. The victim can be so fearful that she prefers company at any longer trips, or even at any movement outside the domus. It is not uncommon that victims of panic disorder develop agoraphobia or social phobia.
- | **Posttraumatic Stress Disorder** is most likely a widespread malaise, even if it has not been recognized as such. It is a debilitating condition that follows a terrifying event, where thoughts and memories of their ordeal haunt them in nightmares and visions. Such experiences are probably very common among soldiers, but other maladies, such as natural disasters, could also trigger them. The reactions are similar to the Active Stress disorder, but the victim here relives the happenings on irregular intervals during which time they are lost to the outside world. Even when not triggered, the victim can be irritable, numb, detached or even enter a fugue as a result of exhaustion, lack of sleep or stress.
- | **Schizophrenia** is a disorder that causes the character to "hear" or "see" something that essentially only goes on in his or her mind, such as "voices" telling her what to do or illusions showing him things (or even both). Often the voices can be orders or delusions associated with the character. If the character was a general, the voices might inform him of enemy soldiers trying to attack through poisoning the water or setting fire to their house, if the character is a painter, then it can focus on rivalry with others or ordering the character to perform a magnificent painting, is she conservative, she might attack "loose women". In either case, the character will have an ingoing battle with him- or herself and might to do a number (this is a simplification of the disorder, it is too advanced to be used exactly, also there is no connection between this malady and the former, and this is also the derangement most easily done wrong, so beware of allowing it).
- | **Social Phobia** means the fear of becoming humiliated in social situations, specifically of embarrassing yourself in front of others. The victim tends to think that other people are very much better in public, and small mistakes seem much more exaggerated than they really are. If the phobia is strong enough, she might be afraid of being with people other than those closest to her. Social phobia includes fear of speeches, talking to authorities, talking to the opposite sex (especially in a romantic setting), and in more extreme cases using public lavatories, cauponas or even writing in public. The phobia can mean that a situation where a social participation *might* occur is avoided.
- | **Voyeurism** means recurrent, intense sexually arousing fantasies, sexual urges, or behaviors involving the act of observing an unsuspecting person who is naked, in the process of disrobing, or engaging in sexual activity.

MERITS AND FLAWS

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NATURE AND DEMEANOR

Architect

The Architect has a sense of purpose even greater than herself. She is truly happy only when creating something of lasting value for others. People will always need things, and the Architect strives to provide at least one necessity. Inventors, pioneers, town founders, architects and the like are all Architect Archetypes.

- Regain a point of Willpower whenever you establish something of importance or lasting value.

Autocrat

As the Greeks say, the world is a battle between chaos and cosmos. You despise chaos and welcome the ordered and controllable life. You seek to be in charge, partly for its own reason, partly because you see it necessary to straighten out things for the best. You may genuinely believe others are incompetent, but more likely, you just believe that you are that one notch above them that makes you see the broader picture. Lasombra and Ventrue often choose this way of understanding the world, as do a number of Malcavians. Also gang leaders, bullies, senatorial families, patricians and their ilk are Autocrat archetypes.

- Regain a point of Willpower when you achieve control over a group or organization involving other individuals.

Autist

You hide your secrets from others. Even more importantly, you hide your true self. Anyone who understands you can hurt you, so no one must ever see the real you, or even come close. Give away as little of yourself as possible, adopt a false personality if you like, but just make sure no one discovers the truth about you. Knowledge is power, and those who know you can do anything they like to you.

Regain one Willpower point whenever another character confesses he is unable to understand you, or whenever someone makes a false assumption about you that gives you an advantage.

Barbarian

Civilization is for weaklings. Intrigue is for cowards. You know that the only things that matter are personal strength, honour and bravery, and you live your life by an unshakable code. No one earns your respect unless he's powerful enough to hold his own in a straightforward contest. The weak are fit only to serve the strong. Not to say that you only respect physical violence; you may be very intelligent, caring and merciful. You cannot, however, abide weaklings or craven bastards who hide behind pretty words or others' bodies. A title means nothing unless it is earned through personal valor or wisdom, and an oath means nothing unless the maker will die to uphold it. As for the trappings of civilization, you find them a waste of time. What was good enough for your forefathers is good enough for you. After all, the measure of a man or woman is endurance to hardship and honour in the face of adversity.

- Regain a point of Willpower whenever you or your code of honour clearly triumphs over some overtly "civilized" opponent or situation.

Bon Vivant

The Bon Vivant knows that life - and unlife - is shallow and meaningless. As such, the Bon Vivant decides to enjoy her time on Earth. The Bon Vivant is not necessarily irresponsible. Rather, she is simply predisposed to having a good time along the way. Most Bon Vivants have low Self-Control scores, as they are so given to excess. Hedonists, sybarites and dilettantes are all examples of the largely growing Bon Vivant Archetype.

- Regain a point of Willpower whenever you truly enjoy yourself and can express your exultation. At the Storyteller's option, a particularly fabulous revelry may yield multiple Willpower points.

Bravo

The Bravo is a tough and a bully, and often takes perverse pleasure in tormenting the weak. To the

Bravo's mind, might makes right; power is what matters, and only those with power should be respected. Naturally, physical power is the best kind, but any kind will do. The Bravo sees overt threats as a perfectly reasonable means of gaining cooperation. The Bravo is not incapable of pity or kindness, he just prefers to do things his way. Robbers, bigots, thugs and the insecure are all Bravo Archetypes.

- Regain a point of Willpower any time you achieve your agenda through brutishness or intimidation. This need not be physical, as many Bravos verbally or socially cow their victims.

Caregiver

The Roman Empire is civilized, but it is also harsh. Everyone needs comfort, a shoulder to cry on. A Caregiver takes her comfort in consoling others, and people often come to her with their problems. Vampires with Caregiver Archetypes often attempt, as best they may, to protect the mortals on whom they feed. Surgeons, midwives and temple wardens are examples of potential Caregivers. Salubri often adhere to this point of view, as do some Bruia and Toreador.

- Regain a point of Willpower whenever you successfully protect or nurture someone else.

Celebrant

The Celebrant takes joy in her cause. Whether the character's passion is battle, religious fervor, foiling her rivals or reading fine literature, it gives the Celebrant the strength to withstand adversity. Given the chance, the Celebrant will indulge her passion as deeply as possible. Unlike the Fanatic, the Celebrant pursues her passion not out of duty, but out of enthusiasm. Soldiers, certain freedmen and seekers of beauty are Celebrant Archetypes.

- Regain a point of Willpower whenever you pursue your cause or convert another character to the same passion. Conversely, lose a point of temporary Willpower whenever you are denied your passion or it is badly lost to you.

Child

The Child is still immature in personality and temperament. He wants what he wants NOW, and often prefers someone to give it to him. Although he can typically care for himself, he would rather have a caretaker-type cater to his bratty desires. Some Child Archetypes are actually innocent rather than immature, ignorant of the cold ways of the real world. Children, spoiled individuals and some alcoholics are Child Archetypes.

- Regain a point of Willpower whenever you manage to convince someone to help you with no gain to herself, or to nurture you.

Competitor

The Competitor takes great excitement in the pursuit of victory. To the Competitor, every task is a new challenge to meet and a new contest to win. Indeed, the Competitor sees all inter-actions as some sort of opportunity for her to be the best - the best leader, the most productive, the most valuable or whatever. Lawyers, athletes and politicians are all examples of Competitor Archetypes.

- Regain one point of Willpower whenever you succeed at a test or challenge. Especially difficult victories may, at the Storyteller's discretion, allow you to regain multiple Willpower points.

Confidant

You understand people, and, more importantly, you like them. You are a facilitator who listens and advises. People confess to you and in return you give them advice, most of which is good (though sometimes your advice is more for your own benefit than for that of the recipient). You are very interested in other people, and who and what they are. Personalities fascinate you, as do the sickness and beauty of human nature.

- You regain a point of Willpower whenever someone confides in you on a personal and intimate level.

Conformist

The Conformist is a follower, taking another's lead and finding security in the decisions of others.

She prefers not to take charge, instead seeking to throw in with the rest of the group and lend her own unique aid. The Conformist is drawn to the most dynamic personality or the individual she perceives to be the "best." Being Conformist is not necessarily a bad thing every group needs followers to lend stability to their causes. Third-borns, dedicated clients and "plebs" are Conformist Archetypes.

- Regain a point of Willpower whenever the group achieves one of its goals due to your support.

Conniver

Why work for something when you can trick somebody else into getting it for you? The Conniver always tries to find the easy way, the fast track to success and wealth. Some people call him a thief, a swindler or less pleasant terms, but he knows that everybody in the world would do unto him if they could. He just does it first, and better. Criminals, con artists, urchins and land speculators might be Connivers.

- Regain a point of Willpower whenever you trick someone into doing something for you.

Critic

Nothing in the world should be accepted without thorough scrutiny and examination. Nothing is ever perfect, and the blemishes must be pointed out in order for the good to be truly known. Your standards are high for everything, and you insist on their being met. You encourage the same ideals in others, because laxity and low standards reduce the quality of life for everyone. Others will thank you later, once they discover the purity of your perspective. You seek out and expose the imperfections in every person or thing you encounter. You are never satisfied with anything that is less than perfect, unless it is within yourself (after all, you're not a perfectionist).

- Regain one Willpower point whenever you are able to discover a significant imperfection that has escaped the attention of others.

Curmudgeon

A Curmudgeon is bitter and cynical, finding flaws in everything and seeing little humor in life or unlife. He is often fatalistic or pessimistic, and has very little esteem for others. To the Curmudgeon, the glass is always half-full, though it may be damn near empty when other people are involved.

Many elder vampires and lower class citizens are Curmudgeons.

- Regain a point of Willpower whenever someone does something stupid, just like you said they would. You must predict this failure aloud (though you may simply whisper it to the Storyteller if you wish).

Defender

Even in the Roman Empire, not everyone is a soldier. You are there for these people. You defend those who cannot, and who deserve a chance, through law, warfare, medicine, faith or whatever your expert field may be. Perhaps you have been in the army, lawyer in a far off city or a surgeon. You choose your patron (or client, depending on the situation) to protect, and your own reasons for doing so. It could be the throne against attacks from others, it could be the weak from exploitation or it could in theory be anyone. Judges, idealists and philosophers are Defender Archetypes.

- Regain a point of Willpower any time you defend someone against the odds.

Deviant

You are a freak, ostracized from society by unique tastes (which takes some doing in the Roman Empire) that place you outside the mainstream. Deviants are not indolent rebels or shiftless "unrecognized geniuses"; rather, they are independent thinkers who don't quite fit in the status quo. Deviant Archetypes often feel that the world stands against them, and as such reject traditional morality. Some have bizarre tastes, preferences and ideologies. Extremists, decadent nobles and straight-out weirdoes are Deviant Archetypes.

- Regain a point of Willpower any time you are able to flout social mores without retribution.

Dictator

You are the best to lead. Others either make a mess out of things or do nothing, leaving things for you to fix. You must watch over and take care of those you care about lest they foul up things, and you do this with whatever means necessary, including force. Others may certainly present their opinion, and you might even listen to it, but at the greater scheme of things, you take control. It is up to the individual whether or not they desire complete control over the germanicus or even the city, but in either case, the dictator has a strong hold on his retainers and ghouls. You might not be liked, but in the end, you keep people from making a mess out of everything.

- Regain a point of Willpower any time you are able to flout social mores without retribution.

Fanatic

The Fanatic has a purpose, and that purpose consumes his existence. The Fanatic pours himself into his cause; indeed, he may feel guilty for undertaking any objective that deviates from his higher goal. To the Fanatic, the end justifies the means - the cause is more important than those who serve it. Players who choose Fanatic Archetypes must select a cause for their character to further. Rebels (for example supporters of the Republic), zealots and sincere firebrands are all examples of Fanatic Archetypes.

- Regain a point of Willpower whenever you accomplish some task that directly relates to your cause.

Gallant

(Un)life is nothing without style. The Roman Empire has signs of beauty and greatness as well as the muddy streets, and you gladly embrace the beautiful and elegant. You are a flamboyant soul, always seeking attention and the chance to be the brightest star. You live for romance as well, and you love the chase and the courtship - even if you rarely take things seriously. You have made many broken hearts and some enemies with you romantic simplicity, but you prefer to think that you have gained more friends, either by sharing your conquests, or perhaps helping those in the dark, or by your general charm. Aside from romance, any manner of creating attention towards oneself within the confines of your personality and Via is acceptable. Nothing excites you so much as a new audience to woo and win. Performers, gladiators, only children and those with low self-esteem are often Gallant Archetypes.

- Regain a Willpower point whenever you successfully impress another person. Ultimately, the Storyteller is the arbiter of when you dazzle someone, even in the case of other players' characters.

Hero

You are as bold, intrepid, valiant and fearless as you need to be to complete your duty. You are the hero who tries to live up to glorious ideals and codes of justice. By protecting that which is good, you seek to preserve the society that made you what you are. If your Nature is Cavalier, and your Humanity ever falls below four, you have to choose a new Nature. You probably hate Deviants, though you may not always recognize them.

- Regain three Willpower points when you manage to accomplish a significant task that positively affects the group to which you belong.

Jester

You are the fool, idiot, quipster, clown or comedian, forever making fun of both yourself and others. You constantly seek the humor in any situation, and strive always to battle the tides of depression inside yourself. You hate sorrow and pain, and constantly try to take others' minds off the dark side of life. Sometimes you'll do nearly anything to forget pain exists. Your particular brand of humor might not always impress your friends, but it makes you feel better. Some Jesters manage to escape pain and are truly happy, but most never find release.

Regain Willpower when you raise the spirits of those around you through the device of humor, especially when you are able to escape your own pain in the process.

Jobsworth

You are dedicated to the unbroken routine of your existence, and refuse to do anything that compromises your routine and established practices. No matter how urgent or deserving an individual case may be, the preservation of established practices and routines is more important. Individual decisions and considerations are fallible, whereas routines and established procedures are the distilled wisdom of years or decades of decision-making. Routines are what separates order from chaos. Make an exception once, and it sets a dangerous precedent; make an exception twice, and the door to anarchy is opened.

Regain a Willpower point each time you are able to preserve your routine, and each time you avoid reevaluating anything or making a decision about a situation based on its individual merits. At the Storyteller's option, more points may be awarded for truly impressive feats of generalization.

Judge

The Judge perpetually seeks to improve the system. A Judge takes pleasure in her rational nature and ability to draw the right conclusion when presented with facts. The Judge respects justice, as it is the most efficient model for resolving issues. Judges, while they pursue the "streamlining" of problems, are rarely visionary, as they prefer proven models to insight. Engineers, lawyers and physicians are often Judge Archetypes.

- Regain a point of Willpower whenever you correctly deduce a mystery by assembling the clues presented, or when one of your arguments unites dissenting parties.

Loner

Even in a crowd, the Loner sticks out, because he so obviously does not belong. Others view Loners as pariahs, remote and isolated, but in truth, the Loner prefers his own company to that of others. For whatever reason, the Loner simply disdains others, and this feeling is often reciprocated. Criminals and free thinkers are Loner Archetypes.

- Regain a point of Willpower when you accomplish something by yourself, yet which still benefits the coterie in some way. For truly impressive success, or achievement in spite of strong opposition, the Storyteller may choose to let you regain two Willpower points.

Manipulator

You have always been fascinated by others. Why do people behave as they do? What thoughts and emotions affect their actions? The thinking that influences the choices people make intrigue you. Sometimes just asking people questions about their actions can yield important information, but often people do not truly understand their own motivations and concerns. In these cases, it is far easier to set up situations, experiments, if you will, to see how people behave. You attempt to manipulate these situations for your personal advantage, in order to discover more information about your chosen subjects. Some might call these experiments cruel, but to you it is mere scientific necessity.

- Regain Willpower whenever you manage to set up an incident or situation that allows you to gain new insight into your subject's mind.

Martyr

The Martyr suffers for his cause, enduring his trials out of the belief that his discomfort will ultimately improve others' lot. Some Martyrs simply want the attention or sympathy their ordeals engender, while others are sincere in their cause, greeting their opposition with unfaltering faith in their own beliefs. Many Inquisitors, staunch idealists and outcasts are Martyr Archetypes.

- Regain a point of Willpower when you sacrifice yourself or your comfort for your ideals or another's immediate gain.

Masochist

The Masochist exists to test his limits, to see how much pain he can tolerate before he collapses. He gains satisfaction in humiliation, suffering, denial and even physical pain. The Masochist defines

who he is by his capacity to feel discomfort - he rises each night only to greet a new pain. Certain extreme athletes, gladiators and depressed exemplify the Masochist Archetype.

- Regain two points of Willpower whenever you experience pain in a way you never have before.

Mediator

The world is full of people who want things; sometimes people want the exact same things. Some people have what other people want and would be willing to talk about working out a deal, but just don't know how to start. These people often have immense trouble finding and communicating with each other. That is where you come in. You are dedicated to mediating between people, fulfilling needs; smoothing over disputes, and generally helping people talk to one another. You are the diplomat, the middle child, the perpetual person in the middle.

- Regain one point of Willpower whenever you are able to act as a go-between between two individuals or groups, and regain another point if you bring things to a satisfactory conclusion. The Storyteller may award more points for particularly outstanding mediation.

Monster

The Monster knows she is a creature of darkness and acts like it. Evil and suffering are the Monster's tools, and she uses them wherever she goes. No villainy is below her; no hurt goes uninflicted and no lie remains untold. The Monster does not commit evil for its own sake, but rather as a means to understand what she has become. Many degenerate Vampire elders, ex-soldiers and unstable individuals display characteristics of the Monster Archetype.

- Malignant deeds reinforce the Monster's sense of purpose. Monster characters should pick a specific atrocity, regaining Willpower whenever they indulge that urge. For example, a tempter regains Willpower for luring someone into wickedness, while an apostate earns back Willpower for causing another to doubt her faith. Pick a destiny and fulfil it.

Optimist

"Everything always turns out for the best." That is the motto of your life, and you know if you can just stay cheerful and stop worrying, your problems will never be with you forever. Some call you a fool, but even they have to admit you're happier than they are. Certainly you'll encounter difficulties from time to time, but there's no sense in worrying yourself to death in advance.

-Regain a Willpower point whenever things turn out for the best, just like you said they would. You must predict such an outcome, either out loud to the other characters or to yourself (tell the Storyteller).

Pedagogue

The Pedagogue knows it all, and desperately wants to inform others. Whether through a sense of purpose or a genuine desire to help others, the Pedagogue makes sure his message is heard - at length, if necessary. Pedagogue Archetypes may range from well-meaning mentors to verbose blow-hards who love to hear themselves talk. Instructors, the overeducated and "veterans of their field" are all examples of Pedagogue Archetypes.

- Regain one point of Willpower whenever you see or learn of someone who has benefitted from the wisdom you shared with them.

Perfectionist

Perfectionist Archetypes simply demand the best. A half-hearted job gives the Perfectionist no satisfaction, and she expects the same degree of commitment and attention to detail from others that she demands from herself. Although the Perfectionist may be strict and exacting, the achievement of the end goal drives her - and often those for whom she is responsible. Centurions, artists and teachers exemplify the Perfectionist Archetype.

- Regain a point of Willpower whenever you accomplish your goal without any demonstrable flaw or impediment.

Plotter

Everything you do is planned. Very little springs from you spontaneously. Your plans are often long and involved, sometimes extending beyond the lives of the mortals involved in them. Details must be exact, for you believe any deviation could bring ruin. You try to plan everything in your life; each thing you do must accomplish something in the greater scheme. Deviation from routine, however, is bothersome, not traumatic. You are organized, not deranged. You tend to be neat and precise in everything you do.

- You regain three points of Willpower when one of your plots comes to fruition in the exact manner you planned.

Poltroon

Meeting trouble (or anything else) head-on is the tactic of fools and optimists. The sensible way to deal with trouble is to deny it a target. While some people might accuse you of sticking your head in the sand, they do have to admit that it has remained on your shoulders for quite some time, and looks like it will continue to do so indefinitely. You never confront what you can evade, and never face anything unless there is no other option. Courage is not high on your list of virtues, but then the line between courage and folly is virtually nonexistent to your eyes.

- Regain one point of Willpower whenever you are able to avoid a problem or situation without dealing with it.

Rebel

The Rebel is a malcontent, never satisfied with the status quo or the system as it is. He hates authority and does everything in his power to challenge and undermine it. Perhaps the Rebel truly believes in his ideals, but it is just as likely that he bears authority figures some ill will over a misunderstanding or "wrong" done to him in the past. Teenagers, insurrectionists and nonconformists all exemplify the Rebel Archetype.

- Regain a point of Willpower whenever your actions adversely affect your chosen opposition. Rebels may oppose the government, the court of laws, a vampire prince, whatever. The player should choose whom or what his character rebels against when he adopts this Archetype.

Rogue

Only one thing matters to the Rogue: herself. To each his own, and if others cannot protect their claims, they have no right to them. The Rogue is not necessarily a thug or bully, however. She simply refuses to succumb to the whims of others. Rogues almost universally possess a sense of self-sufficiency. They have their own best interests in mind at all times. Prostitutes, freedmen (especially engaging in commerce) and criminals all embody the Rogue Archetype.

- Regain a point of Willpower when your self-centered disposition leads you to profit, materially or otherwise. At the Storyteller's discretion, accumulating gain without exposing your own weaknesses may let you regain two points of Willpower.

Soldier

You have been brought up in the army way of thinking. There everyone knew one's place, and there was not much room for mistakes. You knew your enemy, and you did not take prisoners. This has not changed. You believe that your leader is above you, your enemies beneath you and the rest are to be regarded with healthy scepticism. You represent Rome, and you defend its values and the Roman civilization and beauty against all enemies, within or without. You believe in the cardinal virtues of valour in battle, justice in action, clemency when needed and piety in appearance and resources. Unlike the barbarian, you do believe strongly in civilization and loyalty towards one's elders, and unlike the conformist, you are independent, responsible and clear in your opinion. Soldiers and idealists may be Soldier Archetypes, and this mentality is especially popular among Ventrue and some Bruia.

- Regain one point of Willpower your soldier's logic has thwarted the plot of an enemy, convoluted or not.

Stoic

You have a moderate temperament, and refrain at all cost from telling lies, being emotionally moved and stealing from others. You were brought up to live in harmony with the virtues and of the sound law system of Rome. You have lived your life (and unlfe) by these simple truths ever since. You are not a dogmatist and do not insist that others live as you do, nor have you constructed a complicated set of rules for yourself, even if you enjoy the teachings of philosophers. You are flexible in your behavior, but always carefully evaluate your actions against your beliefs. You regain five points of Willpower if your rejection towards giving in to baser feelings harms you or your friends in some way, but later turns out to help you. In other words, your stoic mindset turns out to have been the proper way to do things, even from a pragmatic point of view. **Survivor**

No matter what happens, no matter the odds or opposition, the Survivor always manages to pull through. Whether alone or with a group, the Survivor's utter refusal to accept defeat often makes the difference between success and failure. Survivors are frustrated by others' acceptance of "what fate has in store" or willingness to withstand less than what they can achieve. Outcasts, street folk and idealists may well be Survivor Archetypes.

- Regain one point of Willpower whenever you survive a threatening situation through tenacity, or when another persists in spite of opposition due to your counsel.

Sycophant

In the grand scheme of things, you are small and weak and unfit for survival. Your best hope is to find someone who is more powerful than you are and persuade him to take care of you. In return you will serve, admire and follow him. You will do anything he says, unless it puts you in great risk. In any type of uncertain situation, you will attach yourself to the strongest-seeming person, siding with him, performing various barely necessary services and generally trying to ingratiate yourself. Thereby you hope to earn some kind of protection. There is no limit to the depths to which you will lower yourself in order to be accepted, and you have no pride.

- Regain one Willpower point whenever a stronger character to whom you have attached yourself acts in your defense, be it siding with you in an argument or protecting you from physical harm.

Thrill-Seeker

The Thrill-Seeker lives for the rush brought on by danger. Unlike those of arguably saner disposition, the Thrill-Seeker actively pursues hazardous and possibly deadly situations. The Thrill-Seeker is not consciously suicidal or self-destructive - he simply seeks the stimulation of imminent disaster. Gladiators, charioteers and petty thieves are all examples of the Thrill-Seeker Archetype.

- Regain a point of Willpower any time you succeed at a dangerous task that you have deliberately undertaken. Thrill-Seekers are not stupid, however, and the Storyteller may choose not to reward a player who heedlessly sends her character into danger for the sole intent of harvesting Willpower.

Traditionalist

The orthodox ways satisfy the Traditionalist, who prefers to accomplish her goals with time-tested methods. Why vary your course when what has worked in the past is good enough? The Traditionalist finds the status quo acceptable, even preferable, to a change that might yield unpredictable results. Conservatives, patricians and authority figures are all examples of Traditionalist Archetypes.

- Regain a point of Willpower any time the proven ways turn out to be the best. Also, regain a point of Willpower any time you successfully resist change for its own sake.

Trickster

The Trickster finds the absurd in everything. No matter how grim life (or unlfe) may become, the Trickster always uncovers a kernel of humor within it. Tricksters cannot abide sorrow or pain, and so they strive to lighten the spirits of those around them. Some Tricksters have even higher ideals, challenging static dogma by exposing its failures in humorous ways. Comedy actors, satirists and social critics are examples of Trickster Archetypes.

- Regain a point of Willpower any time you manage to lift others' spirits, especially if you are able to deny your own pain in the process.

Visionary

The Visionary is strong enough to look beyond the mundane and perceive the truly wondrous.

Visionaries test accepted societal limits, and seek what few others have the courage to imagine. The Visionary rarely takes satisfaction in what society has to offer; she prefers to encourage society to offer what it could instead of what it does. Typically, society responds poorly to Visionaries, though it is they who are responsible for bringing about progress and change. Philosophers, inventors and the most inspired artists often have Visionary Archetypes.

- Regain a point of willpower each time you are able to convince others to have faith in your dreams and follow the course of action dictated by your vision.

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Secondary Abilities

Secondary abilities are the kind of abilities which either are not quite covered by the primary abilities, or are a specialization of the primary abilities, in case the character, say, knows his Homeric knowledge but little else. Secondary abilities are usually subcategories of these primary abilities, which are listed as requirements. Unlike primary abilities, the secondary abilities rarely go over 5, above that they are part of the primary abilities.

Some of the traditional abilities have been skipped, either because they are too specific ("hunting" and "tracking" in the Roman age is much the same) or because they make little sense (any smithwork would put the vampire in lethal danger, to say the least) and others again make fine specialties within a primary ability (such as "scan" and "interrogation" which fit better within the collective "Investigation").

Blind-fighting (Alertness 1, Brawl 1)

Patricius had spotted his would-be assailants, and he knew they would catch up with him soon. He knew it was a matter of moments, but he needed to get to the alley in time. Just when they were about to catch up with him, he jumped into the alley and ran into the empty house. The assailants ran after him, but soon lost heart; it was pitch dark, and this was his territory. For all the lack of virtue it entailed, Patricius delivered two quick blows to the groin of two of them. The others, sensing the danger, drew sword. This was what Patricius had been waiting for. He jumped between two of them, pushing both enough to get attention. Predictably, they slashed at each other. This started a brawl the assailants in-between, which gave Patricius ample time to get away unharmed. This simple act would make them too scared to approach him a second time.

Blind-fighting is the art of fighting without seeing your opponents. This often means fighting in the dark. Blind-fighting does not necessarily make the subject good at fighting or alertness, only reasonable good in both. Given the superstitious nature of the Romans, fighting well in the dark can also give a strong bonus in intimidation against the assailants at the storyteller's discretion.

- * Novice: You have a vague idea of where your opponents are.
- ** Practiced: You can avoid some punches and land some as well.
- *** Competent: You can sense when your opponents are near, and defend yourself well.

Homeric Knowledge (Academics 1)

Few things impress a hardened politician or a socialite more than someone who masters the Iliad or the Odyssey enough to come up with a good comment on a situation. It can lighten the social difference, strengthen an argument in a debate and generally improve the standing of whoever delivers the quote, and it strikes a chord among everyone with at least some schooling.

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Dabbler: You know the most famous passages, but you know them to the letter.

Student:

Learned:

Sophist:

Master:

Visionary:

Hero:

Demigod: Homer

Diplomacy (Politics 1, Etiquette, Subterfuge or Leadership 1 advised)

In a violent world, it can prove important to be able to have the ability of preventing violence and still getting your way. You have that ability. Even when handling touchy subjects, you are able to get results without ruffling too many feathers.

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Dabbler: Novice: You can iron out bar fights unless they are too drunk.

Student: Friends ask you to take care of situations.

Learned: You have quelled angry mobs.

**** Expert: If you and your opponents are both blindfighting, you rarely get hit.

***** Master: You rarely get hit even if your opponents can see you.

***** Legend: Only cats could hope to best you.

Swimming (Athletics 1)

Swimming is the art of moving relatively gracefully in water. It encompasses the art of moving with stealth, speed and stamina within water. As vampires do not drown, the art of swimming is often overlooked by most of them, which is a great disadvantage for them should they find themselves in water. As this is also true for most humans, swimming is excellent for getting away from trouble or sneaking up on unsuspecting prey.

* Novice: You manage to keep afloat. Just.

** Practiced: You can swim without too much attention being drawn towards you.

*** Competent: You are quick and relatively silent.

**** Expert: You can outswim most others, and you are difficult to spot even for the most experienced guard.

***** Master: You are known as "The Dolphin" among friends and "The Shark" among enemies for a reason

Singing (Performance 1)

You can sing over a a wide range, with a variety of styles and techniques. In these days, singing is often performed, byt most performers lack talent, so as a good singer you will attract attention.

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Intrigue

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Seduction

You know how to lure, attract and command the attention of others in a sexual manner. By the way you hold yourself, how you look at someone and even by the tone of your voice, you are able to arouse and excite those upon whom you practice your wiles. Once you have fully seduced someone, he will be willing to do nearly anything for you.

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Poetic Expression (Expression 1)

You are able to craft words in ways that evoke thoughts, emotions and reactions from those who read them. Be it poetry or stories of gods

Sophist: The Princeps wants you to work for her

Master: You have prevented assassinations and barbarian attacks.

Visionary: You could make a Bruia, an Assamite, a Gangrel and a Ventrue cooperate well.

Hero: You have talked a vampire out of Frenzy.

Demigod: You have prevented werewolf attacks.

Dabbler:

Student:

Learned:

Sophist:

Master:

Visionary:

Hero:

Demigod:

Teenager

The "older woman"

You only rarely pay for anything.

You could make a Senator (or his wife) go out of his or her way for a night alone with you.

Ovid

Legend: Young girls threaten with suicide if they cannot have you.

Hero: You hardly need Presence

Dancing (Performance 1)

Dancing is an important part of culture, seduction, entertainment or aesthetics, and whoever masters this masters a bit of all the aforementioned skills. You are a proficient dancer, and may perform socially or for the entertainment of others. Your type of dance can vary from the sensual to the cultural or even religious, but you specialise in one of them.

* Novice: You can dance passably at social gatherings.
 ** Practiced: You draw envious glances when you dance in parties, and you could perform on the local stages.
 *** Competent: You could dance for the factions of the races or at the important city rituals should you choose to.
 **** Expert: When you dance, people grow silent in awe.
 ***** Master: Your muscular control and suave elegance could entrance a Toreador.

Seafaring

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Cooking

"You are in luck, duumvir, I am serving you your favourite: honey-covered duck with a laurel sauce and the best Tarraconian garum, with only the best Campanian wine", Caecilia smiled and said. She knew he would come, as he did the first time she served him, memory serving her right, sole with lemon and a variety of spices. He was only an aedile by then, but she saw his talent. He

and men, you have the talent for putting down in words the hopes, dreams and dispairs of the citizen, patron and client alike. It is rare for one person to be skilled at more than one specialty at one time, so choose carefully.

* Novice: Your graffiti is the most impressive in town.
 ** Practiced: Your poems are occasionally repeated in your neighbourhood.
 *** Competent: Your poems or stories cause a stir of emotions among the lower classes, and recognition among the well-read.
 **** Expert: You can move many people to tears with your poems, and even vampires can stop and think of happier days.
 ***** Master: Petronius or Martial
 ***** Legend: You are the new Vergil, only better.
 ***** Hero: Some of your poems were given as a peace offering to the nearby barbarian, who now considers converting
 ***** Demigod: Homer.

Oration (Expression 1, Academics 1 is strongly recommended)

You are able to mold the emotions of a crowd by making a speech. This might be at a political rally, in a courtroom, at a lecture or even at the barricades once the revolution is underway. In these ages, such a feat is not insignificant, and a good orator can become powerful. This is also why oratory is a field of study for the better Romans.

* Dabbler: You can ad lib a decent speech.
 ** Student: You can rally a mob.
 *** Learned: You could run for aedil at the very least.
 **** Sophist: You are the voice of the people and the generation.
 ***** Master: Your complexity matches Cicero and your use of simple language matches Caesar.
 ***** Legend: Compared to you, Cato the Elder was a novice.

saw in her meals, perhaps a future wife who could produce these dishes at his and his friends' leisure. Perhaps not a bad idea, it would mean less questions. She continued: "It is after all reason to congratulate you on your latest trick with the imperial Quaestor. Very impressive. All that money in your pocket, and you managed to make it look like upkeep for the roads and extensive guard duty because of bandits in the nearby woods. A lie fit for a caesar. Did you enjoy the meal? Of course, you have finished two servings. Splendid, I was so worried that my blood would create a bad aftertaste. Handy things, laurel."

You know how to prepare a variety of meals, and present them in an appealing manner. Although vampires no longer eat, this can be a very useful social Ability, especially if you like to lure potential vessels to your haven with the promise of a candlelit tête-a-tete. Given the importance of food in Roman social life, it is a great advantage even at smaller meetings, as decent cook slaves are very expensive.

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|-------|---|-------|
| * | Novice: You give a reasonable dinner party. | *** |
| ** | Practiced: You give an excellent dinner party. | **** |
| *** | Competent: You could run a decent caupona with ease. | |
| **** | Expert: People far beyond your station want to visit you. | ***** |
| ***** | Master: Appicus | |
| ***** | | |
| ***** | | |
| ***** | | |

Disguise

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Lip Reading

You are able to understand speech without hearing it, just by watching mouth movement. Though you will not pick up on every word, you can usually figure out the gist of a sentence

Hero: Your courtroom appeal could have freed Brutus and Nero, if their case was ever presented.

Demigod: Even a request for more water sounds like a crushing argument.

Sense Deception

Over the years, you have developed the ability to know instinctively when people are not telling you the truth or not telling you the whole truth. There is a way they look, a tone of voice, a movement of the eyes... Note that this ability does not make you good at deception, only at noticing when someone tries deceiving you.

Novice: You know when you are been overcharged by your local tradesman.

Practiced: Only the most experienced traders get you to pay extra.

Competent: You are respected by traders and feared by con artists.

Expert: You could make a good living as a duumvir - or princeps - advisor.

Master: Most vampires whisper about you behind your back, and a good deal of them would like to see you join their germanicus.

Throwing

You know how to throw things in general, and how to use various types of thrown weapons — anything from spears to hatchets to knives to discuses. This will prove to be a dangerous weapon against your foes.

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| * | Novice: You know how to throw a discus. |
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| ** | Practiced: You can aim reasonably well |
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| *** | Competent: You can cause considerable pain with a fig. |
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| **** | Expert: You can hit someone at a hundred paces |
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without too much trouble.

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Novice: If someone talks slowly and clearly, with exaggerated mouth movement.

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Practiced: If someone talks fairly slowly and you concentrate.

Competent: Under most circumstances.

Expert: Even under bad conditions, including foreign languages, bad light and distance.

Master: Under just about any conditions.

Torture

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Architecture

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Vitruvius

Engineering

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Master: Olympic contestant

Legend: The question isn't "Can you hit him" it is "in which eye".

Hero: With the right number of pebbles, you could do well in a fishing boat against a quinquereme.

Climbing (Athletics 1)

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Research (Academics 1)

"So that's the connection between the Princesps and the Assamite! But this means..." Gracchus knew that this information was best kept secret. While vampires were not known for their tendency of keeping written details of their stories, anyone who knew where to look could find it. It was a matter of cross-referencing a couple of names and their mannerisms with some historical notes from relatively obscure historians. The rest of the Nosferatu in the city had been most helpful in acquiring the letters needed, but there was no doubt. This time the Princeps would be hard put not to extend his invitation to the gens indefinitely...

You are highly skilled at finding information from conventional sources. Given time and a good library, you can assemble the sum of human knowledge on almost any topic. This might be valuable in its own right, but history cast long shadows, and some of these shadows include established families or even vampires, in which case research, unlike idle gossip, is dangerous to the victim of it.

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Naturalist (Survival 1)

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Mimicry (Performance 1)

You have a very versatile voice, and can imitate accents, people and sometimes other sounds. While you cannot speak another language, you can imitate their words to perfection. This is a good technique to use when hiding, most inhabitants, human or vampire, are not accustomed to this, and might easily be fooled. Unlike linguistics, however, mimicry does not give an understanding of the language you are mimicking, and new words might easily betray you

* Novice: You can sound like an average Germanian
Practiced: You can sound like any specific Gaul and you do good impressions of most known people in your city and friends in your crowd.
** Competent: You can get quite a crowd when you are doing imitations, and you can, given the right time to prepare yourself, imitate someone well enough to fool most who do not know him well.
*** Expert: You can sound like a number of animals and famous people well enough to fool guards, and you can create an almost flawless accent of choice
**** Master: You can fool even most close friends of the one you are impersonating, and people from far off places believe you are one of them.

Style (Etiquette 1)

Carousing

This is the ability to have a good time at a party or other social occasion, and to make sure others around you also have a good time. Normally, it involves a mixture of eating, drinking and good cheer; For vampires, however, things are a little different. Carousing also includes the ability to appear to eat and drink, normally, without actually doing so.

* Novice: You can plead a small appetite or recent illness.
** Practiced: Perhaps you're watching your diet.
*** Competent: A charming dinner companion/
**** Expert: You obviously enjoyed the food.
***** Master: You even called for seconds.
***** Legendary: You have been to a eating orgy that lasted all night.

Gens impersonation

This is the ability to imitate the characteristics of another gens sufficiently well to be mistaken for a member. It involves changes to behavior, knowledge of gens jargon and politics, and sometimes and element of physical disguise as well. The advisory comments concern the most known gentis, with Gangrel, Disciples of Set and Assamite the Storyteller can consider toning things down, as knowledge about them is limited.

* Novice: Fool anyone who hasn't had direct dealings with the gens
** Practiced: Fool anyone who is slightly familiar with the gens
*** Competent: Fool a gens neonate
**** Expert: Fool a gens ancillae
***** Master: Fool a gens elder
***** Legendary: Fool and impress the most respected members of the gens in an aerea.
***** Hero: Fool and impress the leaders of the gens.

You may not have been born good-looking, or possessed of a natural charm, but you know how to dress and make the most of your appearance. Note that this Talent only applies to people's reactions to your appearance; once you get closer, it's up to you.

* Novice: Good Taste
 ** Practiced: Socialite
 *** Competent: Patrician
 **** Expert: Most Toreador are impressed
 ***** Master: You would impress the emperor's closest circle of friends.

Grace

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Demigod: Be among the voices of power within the gens.

ANIMALISM

Level 1 • Sweet Whispers

Roll: Man. + Animal Ken, difficulty 6

With eye contact, the vampire may communicate with an animal, and request favors... if the animal feels like listening. No roll is needed for communication.

Level 2 • The Beckoning

Roll: Cha. + Survival, difficulty 6

By making an animal call, the vampire can summon animals of a particular species who can hear her call. However, she can only call one species at a time. A call can not be retracted.

1 suc.: One animal responds.

2 suc.: A quarter of the animals in range respond.

3 suc.: Half of the animals in range respond.

4 suc.: Most of the animals in range respond.

5 suc.: All of the animals in range respond.

Level 3 • Song of Serenity

Roll: Man. + Empathy, difficulty 7

Demand: successes = Willpower or more

The vampire may steal the Beast of an animal or mortal, pacifying it. A botch indicates that that target becomes permanently immune to Song of Serenity from that vampire. Someone who has no Beast may not use or regain Willpower, and slowly becomes more and more apathetic and incapable of creative thought, until their Beast is returned.

Level 4 • Sharing of Spirits

Roll: Cha. + Animal Ken, difficulty 8

With eye contact, the vampire may possess an animal, but goes into torpor in so doing. Less than three successes means that willpower points must be spent if an act is against an animal's instincts.

1 suc.: Successful possession of the animal.

2 suc.: As above. Also, Auspex can be used.

3 suc. As above. Also, Presence can be used. **4 suc.** As above. Also, Dominate can be used. **5 suc.** As above. Also, Thaumaturgy can be used. This occasionally leads to the vampire retaining some instincts of the animal; a roll of Wits + Empathy, difficulty 8, may be required for the vampire to reclaim her mind afterward.

Level 5 • Drawing out the Beast

Roll: Man. + Animal Ken, difficulty 8

The vampire may transfer her Beast to someone else, who will frenzy instead of her. **1 suc.** The Beast is transferred to an unintended target. **2 suc.** The Beast is transferred, but the vampire is exhausted, and gets no actions the next turn. **3 suc.** The Beast is transferred to its intended target. If the victim leaves while in frenzy, the vampire's Beast will be left within the victim, and she may have to go to some lengths to regain it. In the meantime, she may not use or regain Willpower, is incapable of frenzy, and slowly becomes more and more apathetic and incapable of creative thought, until she regains her Beast. The victim is affected in the opposite way.

Level 6 • Songs in the Dark

Roll: Cha. + Survival, difficulty 8

The vampire may summon... something. Exactly what is summoned is up to the Storyteller, but the thing should be an impressive, monstrous, large beast that is neither known by humans nor recognized by modern taxonomy. If the roll botches, the thing will be quite hostile to the vampire.

Level 6 • Animal Succulence

All blood that the vampire drinks from animals is doubled before it is added to the her blood pool.

Level 6 • Shared Soul

Roll: Per. + Animal Ken, difficulty 6

By touching an animal, the vampire may share her experiences with an animal, and will learn of the animal's experiences. This power costs one willpower point per turn.

Level 6 • Shepherd's Innocence

Roll: Cha. + Animal Ken, difficulty ???

The vampire may become very attractive to animals, which will trust her and aid her.

Level 6 • Species Speech

Roll: Cha. + Animal Ken, difficulty 8

Like Sweet Whispers, but the vampire may talk with a group of animals if all are of the same species.

Level 6 • Deep Song

Roll: Manipulation + Music, difficulty WP Through the words of a song, a vampire may attempt to sway the passions of his audience. Three successes are required to alter the listener's emotional state as desired. On a botch, the target manifests the desired emotion, but focuses it exclusively on the singer. The effects of the Deep Song last for roughly one hour, or in the case of a botch, the remainder of the night.

Level 7 • Conquer the Beast

Roll: Willpower, difficulty 7

The vampire may enter a frenzy over which she has a significant degree of control. A botch means that an uncontrolled frenzy was achieved. This power costs one willpower point per turn.

Level 7 • Master's Voice

As Species Speech, but the group of animals may be of several species.

Level 8 • Mass Summons

Roll: Man. + Leadership, difficulty 7

The vampire may summon all animals, or all animals of a specific kind, in a given area. Two successes are required to summon an animal given contrary orders, four successes are required to summon ghouls that were not created by the vampire, and five successes are required to summon animals that would endanger themselves by responding to the summons.

1 suc.: All animals within a block in the city, or half a mile in the wilderness, will respond.

- 2 suc.:** All animals within two blocks in the city, or a mile in the wilderness, will respond.
- 3 suc.:** All animals within five blocks in the city, or five miles in the wilderness, will respond.
- 4 suc.:** All animals within half a mile in the city, or seven miles in the wilderness, will respond.
- 5 suc.:** All animals within a mile in the city, or ten miles in the wilderness, will respond.

Level 8 • Twin Spirits

Roll: Man. + Intimidation, difficulty 6

The vampire may control an animal as if she was inside it, but also may act in her own body. When the vampire is split up like this, all rolls she makes in either body are increased in difficulty by one.

This power lasts for the following time periods:

- 1 suc.:** one hour.
- 2 suc.:** six hours.
- 3 suc.:** one day.
- 4 suc.:** one week.
- 5 suc.:** indefinitely.

AUSPEX

Level 1 • Heightened Senses

Secret Roll: Auspex, difficulty at the Storyteller's discretion

The vampire can sharpen any or all of her senses, at will, for as long as she wants. However, traumas caused by sensory overload (IE very bright lights, loud noises, etc) while in this state last much longer. How this comes into play is decided by the Storyteller, who may describe details more fully. The vampire will also sense things that she would otherwise not sense, that might be important. How this danger sense is used is up to Storyteller whim.

Level 2 • Aura Perception

Roll: Per. + Empathy, difficulty 8

The vampire may read the aura of another. If the vampire attempts a second reading on anyone, treat any failure as a botch (a wildly inaccurate reading). Conditions contributing to aura colors, and their corresponding effects, are in the chart below.

1 suc.: The vampire can tell if the aura is pale or bright, IE vampire or otherwise.

2 suc.: The predominant color can be distinguished.

3 suc.: Patterns can be recognized.

4 suc.: Shifts in color or pattern can be detected.

5 suc.: All aspects of the aura can be read.

| Condition | Aura Colors |
|---------------------|---|
| Afraid | Orange |
| Aggressive | Purple |
| Angry | Red |
| Bitter | Brown |
| Calm | Light Blue |
| Compassionate | Pink |
| Confused | Mottled shifting Colors |
| Conservative | Lavender |
| Daemon | Aura in Flames |
| Daydreaming | Sharp flickering Colors |
| Dead | Lack of Color |
| Depressed | Gray |
| Desirous or Lustful | Deep Red |
| Despair | Crimson slashed through with Blazing Orange and Gray |
| Diabolist | Black stripes in aura |
| Disassociated | A Prussian shade overshadows all other Colors, making them seem faded |
| Disgust | Purple and Red snake-like patterns melding and turning Black |
| Distrustful | Light Green |
| Dying | Swirling fading Yellow |
| Enraged | Crimson |
| Envious | Dark Green |
| Excited | Violet |
| Faerie-blooded | Sparkles in Aura |
| Fanatic | Various Colors criss-crossed with Green and Purple |

| | |
|-----------------------|---|
| Fear | Sickly Yellow |
| Frenzied | Rapidly rippling Colors |
| Frustrated | Red dissolving into spots of Flickering Yellow and mottled Orange |
| Furious | Dark Red with ripples of Black |
| Generous | Rose |
| Greed | Pulsating Purple |
| Happy | Vermilion |
| Hateful | Black |
| Hazy | A white-grayish fog lies dominant over all other Colors |
| Idealistic | Blazing Yellow |
| Innocent | White |
| Insane | Hypnotic swirling Color |
| Intellect-driven | Prussian changing to cornflower |
| Joy | Golden |
| Love | Brilliant Rose |
| Lupus Garou | Black shifting to Red |
| Magick User | Myriad sparkles... (see below) |
| Hedgewizard | ...arranged in a flowing pattern like a grass-field |
| Kindred Magus | ...arranged in a strict pattern of circles encircling circles |
| Murderous | Rage Black rippling with Crimson |
| Obsessed | Green |
| Pain | Red with stripes of white moving across the aura in an electric pattern |
| Perverse | Dark Lavender |
| Possessed by Daemon | Aura flickers slightly; like a dying fire |
| Psychotic | Pulsating Blue blending with Green, creating pulsating spots of wild colors |
| Resolution | Pulsating Blue |
| Sad | Silver |
| Skin-ridden by Wraith | Aura shifts between Lack of Color, and being complete Violet |
| Spiritual | Gold |
| Superior | Glowing crimson |
| Suspicious | Dark Blue |
| Terrified | Blazing Orange |
| Thoughtful | Sharp Colors in slowly moving patterns -- like a jigsaw puzzle |
| Uncertain | Flickering Yellow |
| Unseelie | Purple-Black-Dark Gray stripes |
| Vampire | Appropriate Color is pale |
| Vengeful | Pulsating Purple criss-crossed with Black and Pulsating Blue |
| Wondering | Dark Blue changing between being mottled and sharp |

Level 3 • The Spirit's Touch

Roll: Per. + Empathy, difficulty at the storyteller's discretion The vampire may touch an object, and get psychic impressions of the last one who touched it.

Level 4 • Telepathy

Roll: Int. + Subterfuge, difficulty Willpower

The vampire may read a target's mind. If the target is a vampire, a willpower point must also be spent. The thoughts perceived are in a stream-of-consciousness form, which reflects that reading minds is usually easier than understanding what is being read.

Level 5 • Psychic Projection

Roll: Per. + Occult, difficulty at the storyteller's discretion

The vampire may leave her body, and travel in astral form. In this state, she may travel up to 500 miles per hour, connected to her physical body by a silver cord. The integrity of this cord is reflected by the number of willpower points she has; if she goes down to zero willpower points, this cord breaks, stranding her in the astral plane.

In this state, the vampire may use mental disciplines, but may not interact with physical reality, except that she may manifest as a ghostly form for one turn by spending a willpower point.

Otherwise, she is nearly imperceptible in physical reality (except to those with Auspex, Mind 2, etc.). Due to the lack of a physical body, Wits replaces Dexterity, Manipulation replaces Strength, and Intelligence replaces Stamina. All damage causes loss of willpower points, rather than Health levels.

Level 6 • Babble

Roll: Cha. + Empathy, difficulty Willpower This ability is almost exclusively used by the Malkavians. The vampire can converse with a number of other targets up to her Willpower rating, and a number of additional Malkavians (or similarly deranged individuals) up to her Empathy rating, at any distance. However, all such communications must be spoken aloud, at the same volume as would be necessary to be heard if the speaker was in the same setting as the listener. No roll is needed for a willing target.

Level 6 • Clairvoyance

Roll: Per. + Empathy, difficulty 6 The vampire may see and hear events in a distant place of her choice. She may also use other Auspex powers in conjunction with this one, but each such use is rolled separately.

Level 6 • The Dreaming

Roll: Wits + Empathy, difficulty 7

The vampire may dream about her surroundings, or any circumstances that might affect her, when in torpor or asleep.

Level 6 • Eagle's Sight

The vampire may psychically scan a bird's eye view of an area of a radius of two miles, from an apparent view of about 250 feet up. If she also has Clairvoyance, she may close in on a smaller area.

Level 6 • Insight of the Talespinner

This ability is mainly used by Toreadors. By spending a blood point, the vampire can tell a story off the top of her head, entrancing others who can hear it, as per the Toreador clan weakness -- even non-Toreadors. Others so afflicted may roll Wits + Empathy, difficulty 8, but must listen until the story is finished if they score less than three successes. This power also grants a -3 difficulty modifier to all storytelling-related rolls.

Level 6 • Prediction

Roll: Per. + Empathy, difficulty Willpower By spending a blood point, the vampire may predict a target's next comment. With three successes, she may predict the target's next action. Each success gives the vampire a one-die bonus to all Social rolls directed at the target, and each success beyond the second imposes a one-die penalty to all rolls directed against the vampire.

Level 6 • Sense Emotion

Roll: Per. + Empathy, difficulty 7

The vampire may sense the auras and general moods of everyone within a ten foot radius. She may also pinpoint instigators of these emotions.

Level 6 • Telepathic Communication

Roll: Cha. + Empathy, difficulty Willpower

The vampire can converse psychically with a target in line-of-sight, project images, transmit sensory input, etc. No roll is needed for a willing target.

Level 6 • What People Want to Hear

Resist: Willpower, difficulty 7 By spending a blood point, the vampire can know exactly what to say to get a desired response from another. If the target of this power believes the vampire's statement to be fundamentally wrong, she may resist, as above. This power usually doesn't permanently change a person's viewpoint, but it can.

Level 7 • Melange

The vampire can see an alternate view of reality, gaining whatever insights can be gained from the Storyteller's descriptions, which should be confusing, gibberish, and/or bullshit. While using this power, the vampire loses half of all of her dice pools (rounding down the loss), and is susceptible to missing details in the "real world".

Level 7 • Personality Metamorph

By spending two blood points, the vampire may create a personality, and adopt it as her own. This personality has its own Nature, Demeanor, abilities, mental and social attributes, Willpower, and Humanity. Sometimes, the new personality will even have a different set of disciplines, or a different Path of Enlightenment. Usually, physical attributes and Appearance remain unchanged. This power lasts for one scene, though the vampire may pay one blood per scene to extend its effects.

Level 7 • Soul Scan

Roll: Per. + Investigation, difficulty 6

The vampire may locate a target, anywhere in the world. The difficulty to use this power is 8 if the target has Obfuscate.

Level 7 • Spirit Link

Roll: Wits + Etiquette, difficulty 6

The vampire may telepathically link one person to herself for each success. All targets so linked will also hear each other. This power does not facilitate mind-reading.

Level 8 • Psychic Assault

Roll: Man. + Intimidation, difficulty 8

Resist: Willpower, difficulty 8

The vampire may do psychic damage to a target. If the target is a vampire, a willpower point must also be spent. If this assault reduces the target to zero willpower points, the target is rendered unconscious; with three or more successes, if the target is rendered unconscious, she awakens with a derangement. This power does damage as follows:

Botch: The target is immune to all further such assaults from the vampire for the rest of the night.

Failure: The target is unharmed, and may roll Perception + Occult, difficulty 6, to perceive the attack.

1 suc.: The target loses a willpower point. Also, a Courage roll may be required, at the option of the Storyteller.

2 suc.: The target loses 3 willpower points. A Courage roll is required, difficulty Auspex.

3 suc.: The target loses 6 willpower points. A Courage roll is required, difficulty Auspex.

4 suc.: The target loses all willpower points. Her Willpower is permanently halved.

5 suc.: The target rolls Willpower, and dies if the roll fails. If successful, effect is that of four successes.

Level 8 • Omniscience

Roll: Per. + Empathy, difficulty 6

The vampire may perceive anything the Storyteller feels like telling her. She may learn about events, or individuals, and there is no limit to how much can be learned, except for how successful she is on the roll. Individuals with Obfuscate 8 or higher can not be detected or studied in this fashion.

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CELERITY

Level 6 • Mercury's Arrow

Enables a vampire to take his preternatural speed and transfer it into something he has thrown, fired, or launched. It requires one blood point, but it is worth it. The celerity invested in the weapon gives it not only speed, but damage. Each dot counts as automatic success on the damage roll.

Level 6 • Precision

This ability grants the vampire the complete control and commanding of its movements while using this level of speed. This involves technical difficulties such as drawing, writing, surgery as well as battle-oriented situations. The vampire is therefore able to complete their work (whatever it may be) 6 times faster than normal, and without any penalty. This ability does not cost anything, but it requires a roll or on the task in question or 1wp to ensure it is complete.

Level 7 • Flower of Death

At the cost of 4 blood points, this ability lets the user manipulate the super-human speed to be applied directly to combat. Each dot in celerity counts as extra in a hand-to-hand combat or melee attack (and only that). This means that a minimum of 7 dies are added to the throw. This ability lasts one scene.

Level 7 • Sanguinary Wind

Using this level, vampires move like whirling dervishes reacting to their enemies' movements before the enemy has moved. This ability costs 2 blood points to activate. Once activated it remains functional for the duration of the scene. Technically, it means that the player not only wins the initiative, but that everyone tells him what they do and have to stand by it.

Level 8 • Zephyr

At the cost of 1 WP and 1BP, this discipline allows a vampire to increase her speed to the point where she can run across water or up walls. The player using this ability has to concentrate so much that most other actions are impossible to perform, and a Willpower roll (difficulty 8) is needed. The difficulty for the additional action should also be increased. The power is useless in fighting.

DAIMONION

Level 1 • Sense the Sin

Roll: Perception + Empathy, difficulty target's Self-control/Instinct -4

It is said that creature so evil can turn even the most pious man to evil, for does not everyone fear the capacity for sin? This power allows the Baali to see into the soul of his victim, to ferret out her greatest weakness.

Level 2 • Fear the Void below

Roll: (see above) + Wits + Intimidation, difficulty target's Courage + 4

Through the use of this Discipline, the Baali can send those who listen to her into fits of terror at the damnation that awaits them in the afterlife. This power is feared by all, for even the atheistic tremble at the Baali's words. System: The Baali must first use Sense the Sin (above) to discern the tragic flaw of the target. She must then speak to the target, telling him of his inevitable damnation. Three successes causes Red Fear, an additional causes the victim to collapse in panic.

Level 3 • Flames of Baal

Roll: Dexterity + Occult, difficulty depending on range

By using this power, the Baali may hurl blasts of flame at his enemies - making the vampire look like a creature to be feared and the victim suffer aggravated damage. The discipline costs 1 BP per point of aggravated damage with a maximum of five (upon which the ball is so big that the caster might have to throw a courage roll).

Level 4 • Smash the shattered mind

Roll: none, the victim must throw the weakest virtue at difficulty 8

The Baali is able to summon the Beast in an individual. After using Sense the Sin (above) to discern weakness, the Baali can actually coax the Beast to the surface. The victim must fight off their own Beast (see Roll), or fly into a frenzy; any Derangements possessed by the victim will be in evidence.

Level •

Roll: , difficulty

Level •

Roll: , difficulty

Level •

Roll: , difficulty

Level •

Roll: , difficulty

Level •

Roll: , difficulty

DEMENTATION

Level 1 • Passion

Roll: Charisma + Empathy (difficulty of the victim's Humanity or Path of Enlightenment score).

This power makes the victim feel more emotional about everything. Whatever the victim currently feels is doubled or tripled in intensity. The vampire has no control over exactly what the person feels. This power may even work on other vampires.

System: The duration of the power is based upon the number of successes:

- | 1 success: One Turn
- | 2 successes: One Hour
- | 3 successes: One Night
- | 4 successes: One Week
- | 5 successes: One Month

Level 2 • Mind Tricks

Roll: Manipulation + Subterfuge (difficulty equal to the victim's Perception + [Self-Control or Instincts]).

The vampire is able to induce hallucinations within the victim's peripheral vision. The images appear to be fully real, but they can only be seen for a second or out of the corner of the eye. The victim will have a hard time convincing others of what she sees. The vampire causing this effect has no control over what the victim sees. The unnerving effects from the use of this power can last from one night to months. The effects occur sporadically but mostly at night, and usually when the person is alone. They usually take the form of the victim's subconscious fears, but the Storyteller should let his imagination run free when describing them.

System: The duration of the power is based upon the number of successes:

- | 1 success: One Night
- | 2 successes: Two Nights
- | 3 successes: One Week
- | 4 successes: One Month
- | 5 successes: Three Months

Level 3 • Eyes of Chaos

Roll: Perception + Medicine roll (difficulty based on the intricacy of the pattern).

This unusual power allows the vampire to see patterns, often in other people's minds (including their Nature), by studying a series of events somehow connected with each other or even pebbles in the road. This gift has been especially important to the Malcavians in their understanding of the art of prophecy.

Unfortunately, the sights give no clear message, so it is up to the individual to interpret (Storytellers are advised to only provide small hints at a time). Skilled Malcavians use this discipline often simply to stay in practice with it, and they can learn a lot from a person from just a moment's study. When dealing with unstable people, this power also gives the user warnings on where not to tread, and was vital in surviving Caligula and his henchmen. **System:** The Malcavian will somehow get impulses (varying from visions to what appear as simple conclusions. The clarity of the visions depend on the successes:

- | 1 success: Basic: The killer is driven by fear
- | 2 successes: Intermediate: The Curia leader suffers from mild paranoia, and strongly dislikes

arguments. Probably an Autocrat.

- | 3 successes: Advanced: A disaster will strike one of the buildings in the city, probably a temple. It can be prevented, but do not look outwards to find your enemy.
- | 4 successes: Complex: This is the start of an advanced plot by someone who is highly educated, cunning, power hungry and without moral, most likely one of only two vampires. More interestingly, the vampire is controlled by someone who is probably motivated by strong emotional ties.
- | 5 successes: Clairvoyance: The pebbles on the beach reveal that something is about to happen to the priest of Bacchus at the ides of September, five hours after sunset, by the basilica, probably involving knives.

Level 4 • Confusion

Roll: Automatic for one turn, Manipulation + Intimidation ratings (difficulty equal to the target's Perception + [Self-Control or Instincts] for longer.

The vampire can make her victim feel totally disoriented just by looking him in the eye and talking to him. The victim will be aware of only bits and pieces of his memories. He will constantly feel confused and wander around in a daze. The victim must spend a point of Willpower to break out of the daze and perform any coherent action for a turn (including, but not limited to, any action employing a Dice Pool).

System:

1 success One Turn 2 successes One Hour 3 successes One Night 4 successes One Week 5 successes One Month

Unfortunately, the sights give no clear message, so it is up to the individual to interpret (Storytellers are advised to only provide small hints at a time). Skilled Malcavians use this discipline often simply to stay in practice with it, and they can learn a lot from a person from just a moment's study. When dealing with unstable people, this power also gives the user warnings on where not to tread, and was vital in surviving Caligula and his henchmen. **System:** The Malcavian will somehow get impulses (varying from visions to what appear as simple conclusions. The clarity of the visions depend on the successes:

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- | 5 successes: Clairvoyance: The pebbles on the beach reveal that something is about to happen to the priest of Bacchus at the ides of September, five hours after sunset, by the basilica, probably involving knives.

Level 4 • Confusion Level 5 • Total Insanity This power allows the vampire to drive her victim (mortal or vampire) insane. The victim completely loses her sanity, taking on five Derangements of the Storyteller's choice. The victim must be completely focused on the vampire for this power to have any effect. System: The number of successes the vampire scores on a Manipulation + Intimidation roll (difficulty equal to the victim's Willpower rating) determines how long the effects last. 1 success One Turn 2 successes One Night 3 successes One Week 4 successes One Month 5 successes One Year Level 6 • Derange This power allows the vampire to grant her victim one

permanent Derangement which may never be removed. The vampire must look her victim in the eye and describe his new Derangement to him. The vampire may choose the Derangement. System: The vampire must roll at least two successes using her Manipulation + Empathy against the victim's Willpower rating. Level 6 • Kindred Spirits The vampire can manipulate another's mind and force the victim's personality to become exactly the same as his own. The victim also gains any Derangements or other mental problems the vampire possesses. This does not give the vampire any real control over the victim, and should not be considered the same as the Dominate power Puppet Master. The vampire should also be ready to learn just how much he hates himself. The vampire must make physical contact (skin to skin) for this power to take effect. System: The duration of the effect is based on the number of successes the vampire rolls using Charisma + Subterfuge (difficulty of the victim's Intelligence + [Self-Control or Instincts]). 1 success One Night 2 successes One Week 3 successes One Month 4 successes Six Months 5 successes One Year 6 or more Permanently Level 7 • Mind of a Child This power allows the vampire to reduce the victim's total Mental Attributes by up to seven points, as long as the person is left with at least one point in each of the three Attributes. The victim also becomes very childlike in manner, acting both gullible and playful. The vampire must make eye contact with the victim in order for the power to take hold. Vampires as well as mortals are affected by this power. The only way to avoid it is to avoid making eye contact with the vampire. System: A roll is required using the vampire's own Intelligence + Empathy (difficulty equal to the victim's Wits + [Self-Control or Instincts]). 1 success One Turn 2 successes One Night 3 successes One Week 4 successes One Month 5 successes One Year Level 7 • Mind of a Killer This power allows the vampire to alter the mind of the victim, making her a cold-blooded killer who places no value on life. If the victim is offended in any way by anyone, even loved ones, the victim murders that individual, whether with a complex plan or simply a machete. Once the victim of this power has killed, the effect of this power ends and the person reverts back to normal, unsure of why she did such a heinous thing. The power works on both mortals and vampires, and requires the vampire to kiss the victim. System: Successfully employing this power requires at least three successes on a Charisma + Subterfuge roll (difficulty equal to the victim's Charisma + [Courage or Morale]). Level 7 • Wave of Insanity The vampire using this power can cause the same effect as Total Insanity in a large number of mortals or vampires. If more subjects are present than the vampire can affect, the Storyteller chooses whom this power affects. System: The vampire must make a roll using his Charisma + Empathy (difficulty 7) to see how many are affected. The vampire is capable of affecting one individual for every success. However, after the potential number of victims is determined, the vampire must roll a resisted roll for each individual to ascertain if the power works on that person, just as if he used Total Insanity. The vampire causes this effect by speaking to the victims in a peculiar way. Level 8 • Coma This power allows the vampire to shock a person's mind until it shuts down all non-vital functions and goes into a coma. The method by which this power is carried out is unknown. The vampire simply concentrates and the victim goes first into convulsions and then a coma. System: The vampire must make a roll using his Charisma + Intimidation (difficulty equal to the victim's Wits + [Courage or Morale]). The length of the coma is based upon the number of successes: 1 success One Week 2 successes One Month 3 successes Six Months 4 successes One Year 5 successes 10 Years Level 8 • Minds of the Children This power has the same affect as Mind of a Child, except that it can effect a larger number of targets. If more potential victims are present than the vampire can effect, the Storyteller may choose whom this power effects. System: The number of subjects potentially affected by the use of this power equals the number of successes made on a Charisma + Subterfuge roll (difficulty 7). Each individual case must then be handled just as it would be for Mind of a Child to determine if or how long the victim is affected. Level 9 • Blessing of Chaos The vampire who possesses this power is immune to others' Dementation, Dominate, Presence and Chimerstry. However, the Blessing of Chaos is not without its price. The vampire gains one additional Derangement that she can never remove. In addition, the vampire will occasionally suffer from Mind Tricks (as the Level Two Dementation power); however, due to the nature of this Discipline, she will be able to cope more readily with these delusions. It is up to the Storyteller to decide when and how these Mind Tricks affect the vampire. Level 9 • Mass Coma This power allows the vampire to use Coma on a number of targets. If more subjects are present than the vampire can affect, the Storyteller chooses who will be affected. System: To determine the number of individuals potentially affected by this power, the vampire must roll his

Willpower (difficulty 7). The number of successes equals the number of individuals subject to the effects of this power. To determine whether each victim is actually affected, check for each using the method described under the Coma power. 1 success One Day 2 successes One Week 3 successes One Month 4 successes One Year 5 successes Permanent, unless the victim can somehow escape
Level 1 •

Roll: + , difficulty target's Self-control/Instinct -4

Level 2 • Fear the Void below

Roll: (see above) + Wits + Intimidation, difficulty target's Courage + 4

Through the use of this Discipline, the Baali can send those who listen to her into fits of terror at the damnation that awaits them in the afterlife. This power is feared by all, for even the atheistic tremble at the Baali's words. System: The Baali must first use Sense the Sin (above) to discern the tragic flaw of the target. She must then speak to the target, telling him of his inevitable damnation. Three successes causes Red Fear, an additional causes the victim to collapse in panic.

Level 3 • Flames of Baal

Roll: Dexterity + Occult, difficulty depending on range

By using this power, the Baali may hurl blasts of flame at his enemies - making the vampire look like a creature to be feared and the victim suffer aggravated damage. The discipline costs 1 BP per point of aggravated damage with a maximum of five (upon which the ball is so big that the caster might have to throw a courage roll).

Level 4 • Smash the shattered mind

Roll: none, the victim must throw the weakest virtue at difficulty 8

The Baali is able to summon the Beast in an individual. After using Sense the Sin (above) to discern weakness, the Baali can actually coax the Beast to the surface. The victim must fight off their own Beast (see Roll), or fly into a frenzy; any Derangements possessed by the victim will be in evidence.

Level •

Roll: , difficulty

Level •

Roll: , difficulty

Level •

Roll: , difficulty

Level •

Roll: , difficulty

Level •

Roll: , difficulty

MORTIS

The discipline of Mortis is really a combination of powers, themselves divided into individual paths, that involve different aspects of death. The paths are divided into three, like the clan itself.

Ars Belli

This path is the main path of the Cappadocian, and it is unusual that the members do not have at least some knowledge in this path.

Level 1 • Masque of Death

Roll: No roll necessary, costs 1 BP/on others: Stamina + Medicine (difficulty equal to the victim's Stamina + 3). This power allows the vampire or a chosen subject to assume a visage of death. Flesh becomes taut and sallow, and joints grow rigid and stiff. Assuming the appearance of a corpse colic he quite useful-if a hunter searches a mortuary for a vampire, he would be likely to ignore one under the effects of this power. The Discipline may also be used as a dreadful curse, causing another to appear as the walking dead.

If attempting to use the power on another, the intended victim must be touched. The effects of this power last until the next dawn or dusk. Characters under the influence of this power subtract two from their Dexterity and Appearance ratings (minimum of 1). A vampire affected by this power may spend two Blood Points to remove its effects.

Level 2 • Blight

Roll: Manipulation + Medicine difficulty of the opponent's Willpower) + 1 WP

This power allows the character to cause rapid aging in an opponent. The victim begins to suffer the effects of old age: skin becomes pallid and thin, bones become brittle, and the victim may even begin to experience advanced effects of arthritis or other ailments of the elderly.

This power requires the character to touch his opponent. Use of this ability causes the victim to suffer the effects of extreme old age (subtract three from all Physical Attributes, down to minimums of 1). A mortal who undertakes strenuous activity while under the effects of this power risks heart failure. For each round the mortal maintains such activity, she must make a Stamina roll (difficulty 6), or suffer a heart attack. Cainites are affected by this power just as mortals are; it is as if they were Embraced at a later age, though blood can still be spent to increase Attributes. The effects of this power last until the following dawn or dusk.

Level 3 • Awaken

Roll: Willpower (difficulty 10 - target's Via rating), costs 2 WP

A character who possesses this power can pry himself from death's grip. The character can awaken himself or another vampire who is in torpor (the latter requires touch). If the subject of this power was driven into torpor due to blood loss, she awakens with one Blood Point.

Level 4 • Death's Whisper

Roll: No roll, 2BP to awaken from the condition.

For a brief time the character sloughs off Caine's curse. While the character is under the influence of this power, she is not affected by any of the traditional banes against vampires. Her body is not burned by sunlight, and holy water does not harm her in any way; however, her body becomes nothing more than a corpse. A character who is staked through the heart while under this power is still paralyzed once the power's effects wear off. This state is beyond that of even torpor; the

character cannot use Disciplines of any kind, and is unaware of anything that transpires around him. For the duration of the power, he is truly dead.

Level 5 • Black Death

Roll: Stamina + Occult (difficulty equal to the target's Willpower) plus 2 WP

By touching an individual, the character can cause the victim to experience an early death (or, in the case of vampires to enter torpor). The victim, if mortal, begins to exhibit signs of plague: sunken and hollowed eyes, swollen lymphs and a sickly pallor of the skin. Within one day, all bodily functions cease. Cainite victims of this power enter torpor immediately.

Level 6 •

Level 7 •

Level 7 •

Roll:

Level 7 •

Roll:

Level 8 •

Roll:

Ars Moriendi

This path is that of the scientific Cappadocian. The path focuses on the study of death in a human body, and is involved with Roman medicine and pathology. Cappadocians who choose this path often consider themselves true Cappadocians and the only ones keeping the legacy of their forefather intact. The path is often associated with the understanding of the Four Humors, and that the balance between them was vital for the health of the individual (here yellow gall is replaced with lymph).

Level 1 • Truth of the humors

Roll: Perception + Medicine (difficulty depending on the state of the corpse).

The character gains control of a body's four humors (blood, water, lymph and gall), and through them can estimate cause of death, prior illnesses, age of the deceased and time of death. The answers are never certain, as the humors might not reveal all, but they can give a good indication. If the control over the humors is good enough (3 succ.), the character can feed up to 2 blood points off the body later (making it useless for others to study accordingly).

Level 2 • Mock Death

Roll: No roll, 2 BP

By spending 2 blood points on a body, the character can get it to go through its death throes again, creating a unique opportunity for the character to study the difference in weight, loss of liquids, change in the body (for example when death was forced by a weapon) and eventual departure of a spirit (sometimes a dark shadow leaves the corpse, and it has been suggested that this is a replica of the soul leaving the body).

Level 3 • Release the humors

Roll: Intelligence + Medicine, difficulty 6, plus 1 BP

By concentrating and spending one blood point, the character can reduce a body to its humors and to dust. The humors crystalize into four crystals in the colour of the humours (red for blood, yellow for lymph, white for phlegm and black for gall). With the expenditure of another two blood points, the vampire can reproduce the body. At this stage, this cannot be done on a living being.

Level 4 • Reawaken

Roll: Stamina + Medicine, difficulty 8, plus 1 BP per hour the body is awake

By using this power, a character can reawaken a body for a time equaling the blood points spent (up to 10 hours). The body is confused, slow and has difficulty talking, but can communicate slowly. This can only work if the deceased's spirit is willing. By starting the process, the deceased's spirit is immediately contacted, and its willingness is vital for the success of the awakening.

Level 5 • Gift of Life

Roll: Intelligence + Medicine, difficulty 8 plus 12 BP

Understanding death without understanding life is impossible for the studious branch of the Cappadocian. By using this ability, the character can experience the best and most positive things about being alive. The body is altered to create a mock human body, and the overwhelming hunger for blood temporarily abates. This means that the character can eat and drink (and enjoy it) and enjoy sexual activities. The sun has no effect on the character, and fire is no more damaging to them than to other humans. The effect lasts until the first midnight after the character uses the power. The character's blood remains vitae, not human blood. She can still be staked and is vulnerable to holy artifacts. Her Beast exacts a dangerous retribution when her day of "life" is done, as difficulty to resist frenzy is tripled the following 5 days. In some cases, the vampire suffers narcolepsia mixed with nightmares for this period.

Ars Spiriti

Level 1 • Feel the Spirit

Roll: Perception + Occult, difficulty 6, requires touch.

Through this power, the vampire can feel the spirit inside a human and see things of great importance to it (in cases of lemures, the vampire can roll an Empathy + Occult to discover the fetish of the lemure). It appears as if the spirit is covering the human, and not vice versa. Unlike Aura readings, it cannot reveal shifting emotions or type of creature. The vampire is also able to sense the spirit disappearing at the moment of death. This can be used on vampires with the expenditure of 1 willpower point. It is said that it can be used to contact diablerized vampiric souls.

Level 2 • Linger

Roll: Manipulation + Medicine

This ability is considered particularly cruel by others. Through the abilities of Linger, a vampire can prolong the death of a human, and even refuse the human death. This has no other use than scientific, the soul or spirit is trapped within the body, which is beyond help. It is said that the pain the spirit goes through is so horrible that using it will surely result in the hatred from all spirits around.

Level 3 • Depression

Roll: Manipulation + Occult, willpower + 2

With this power, the vampire is able to spread the depression and fear of death to others. By manipulating their spirits, the vampire can make the victim apathetic and unable to take any action. It has proven useful on many occasions, turning the toughest opponent into a nervous wreck. Cappadocians have been able to use it on their or another vampire's Beast to prevent Frenzy. In this state, the vampires cannot use blood as long as the effect lasts.

System: The power takes two turns to take full effect, and requires eye contact. The number of successes equals either the intensity or the length, but not both.

One success: Lasts one scene and gives the victim feelings of depression.

Two successes: Lasts two scenes or gives feelings of grave depression.

Three successes: Last an hour or gives feelings of deep depression and detachment

Four successes: Lasts two hours or gives feelings of depression so deep that most activities are useless.

Five successes: The effect lasts until morning or reduces it to a quivering nervous wreck.

For vampires, the effect is a watered-down version. If the discipline is used directly on the Beast, it requires three successes, and it can only be applied when the Beast is active, for example when the vampire is near Frenzy or Rotschreck or when the vampire is feeding.

Level 4 • Death Mask

Roll: Intelligence + Occult, difficulty 6, 1BP

With this power, the vampire can make a "death mask" of the deceased and see through it. By using this mask, the vampire can perceive things as the deceased human's spirit would. The world will look as grim and decayed as it does through the eyes of a lemure, and the emotions of the lemure are also added. This is much like "riding" a lemure, but it is dangerous. Unless the vampire is careful, the lemure can take over, and control the vampire until the vampire manages to break contact (Intelligence + Occult, difficulty opponent's willpower). This can lead to depressions or temporary derangements.

Level 5 • Genius form

Roll: Stamina + Occult, difficulty 6 + 2 BP

At this level, the vampire can take the form of a ghost of someone deceased for a number of rounds equal to her successes x2 (at a maximum of 10 rounds). She will appear as the deceased, but transparent and glowing. The vampire can walk through walls and other objects, and control the brightness of the glow. As a Genius, the vampire cannot be harmed, but she cannot harm either. She cannot carry any items she did not already bring, and she cannot have contact with any inanimate objects. Any social roll except Intimidation rolls are at half the dices, and most disciplines do not work (Auspex does, however). Moving from Genius form back to vampiric form takes one round.

Rituals

Level one

Renew the burning fire

This ritual is the basis for many other rituals. It requires only one practitioner, and is basic for all occult Cappadocians. By using it, the Cappadocian is able to make the blood run in a corpse. The

blood can give nourishment, even though it is foul, and few practitioners can press down more than 3 blood points of a maximum of 5. Naturally, this only works once per corpse.

Level two

Level three

Relive the First Death

This ritual is often performed at Cappadocians when they have reached a certain level. It can be performed by only two, but works best with more participants. It requires at least 2 blood points of the target of the ritual. If performed correctly, the target will relive the moment she was Embraced. This means that the body will start breathing again, the heart will beat and the body will warm. This echo of a human is beyond the control of the target. The target will then live her own death down to the very last detail. It will feel as if the blood disappears from her body and the life force gives up. From there, unlike the Embrace, the target will be numb until the blood slowly returns to its original state. This ritual is vital for the belonging of the Cappadocian to the group, and almost all have experienced it at some time.

Level four

Friendship of Hypnos

This ritual makes the Cappadocian able to control his own torpor. He can go into torpor when he pleases, and he can go out at it without having lost his blood. This might seem like a good way of avoiding penalties in sleeping, but there are no known instances of anyone having awoken earlier than one year after the ritual is cast.

Level five

VALEREN

Path of Healing

Level 1 • Panacea

Roll: No roll, 1BP per level

By licking a target's wound, and spending blood, the vampire may heal a level of damage for each blood point spent.

Level 2 • Tranquil Touch

Roll: Willpower, difficulty Willpower

By touching a target, the vampire may numb and paralyze her. This power lasts for the following time periods:

- 1 success: one turn.
- 2 successes: two turns.
- 3 successes: five turns.
- 4 successes: one hour.
- 5 successes: one day.

Level 3 • Neutral Guard

Roll: Willpower, difficulty 6. For the target: Willpower, difficulty 6 to resist

By spending two willpower points, the vampire may create a protective barrier. No one who is further than ten feet from the vampire may come closer than ten feet away from her. Those who try must roll as above. If the vampire gets three successes, the intruder is paralyzed for five turns.

Level 4 • Treat the Sick Mind

Roll: Perception + Empathy, difficulty 7 to sense; Charisma + Medicine, difficulty Willpower + 3 to heal

The vampire may sense and heal a derangement of a target. When the vampire uses this power, her third eye and the target both glow in gold light. If she first made a roll to sense the derangement, each success on that roll grants an extra die on the roll to cure the derangement. When the vampire uses this power, her third eye and the target both glow in gold light.

Level 5 • Unburdening of the Bestial Soul

Roll: Willpower, difficulty 6 (Demands 3 successes or more, Resist for target: Willpower, difficulty 6)

The vampire takes the target's soul into their body. Target's body becomes mindless, and will obey simple commands from the vampire. The vampire may spend 1 Permanent Willpower to restore for each point of Humanity she wishes to restore to the target, up to her own Empathy score. No roll is needed for a willing target. This can only be performed once per target.

Level 6 • Renewed Vigor

Roll: No roll

By touching a target's skin and spending a willpower point, the vampire may heal all of the target's wounds, including aggravated wounds.

Level 6 • Pain for Pleasure

Roll: Roll: Willpower, difficulty 8

The vampire may cancel all of a target's wound penalties, and this target will feel pleasure instead of pain. This might lead to the target's self-endangerment, or even self-mutilation.

Level 7 • Repulsion

Roll: No roll

The vampire may alter her spirit to make others avoid her, without realizing what they are doing. This power draws no attention to the vampire.

Level 8 • Vitae Block

Roll: Roll: Intelligence + Occult, difficulty equals blood pool, to a maximum of 8

The vampire may make one point of a victim's blood pool unusable for each success. The victim must spend a number of willpower points equal to the number of blood points that are blocked in this manner. This blood must be freed in its entirety before any of it can be used.

Path of the warrior

Level 1 • Sense Vitality

Roll: Perception + Empathy, difficulty 7, requires touch

This level informs vampire of targets type, health, blood pool and diseases depending upon successes. It can also reveal how the target got in their current state.

Level 2 • Morpheus' touch

Roll: Willpower, difficulty 6, + 1 BP

By using this power, the Salubri can block out the pain from any wounds or diseases. It works only on mortals, not on vampires or on oneself (even if the practitioner is a Salubri ghoul). The wound penalties are gone at 1 round per success. It can be used several times. A mortal can also be put to sleep with this power, and will sleep a normal cycle, as if it were night.

Level •

Roll:

Level •

Roll:

Level •

Roll:

Level •

Roll:

Level •

Roll:

MERITS AND FLAWS

All the merits and flaws in this list have a guideline price/bonus. It is, of course, possible to add or subtract on the merits and flaws to emphasize or minimize them. For example, the number of points a deformity gives, adds to the drawbacks in dexterity, appearance and general inconvenience. Much of the Merits and Flaws are the same as in Vampire: The Dark Ages. Some new ones are added, mainly through my own idea. I'm not sure if they actually work, so please let me know. Some, such as "illiterate" are left out, as they make little sense.

| Practical | Physical | Mental | | Social | Supernatural | Kindred Ties |
|---|--|---|---|---|---|--|
| Pitiable Racing hero Bruiser Eat Food Natural linguist Daredevil Jack-Of- All-Trades Impatient Dyslectic Loose tounge Spender Curiosity No Sense of Direction Coward Inept Uneducated Unskilled | Acute Sense Double Jointed Ambidextrous Baby face Misplaced heart Efficient digestion Huge size Allergic Monstrous Permanent fangs Colour Blindness Hard of Hearing Short Disfigured Bad Sight Child Deformity Lame One arm Mute Deaf Blind Paraplegic | Common Sense Concentration Arithmetic Genius Code of Honour Higher purpose Time Sense Eidetic Memory Light Sleeper Berserker Dual Nature Calm Heart Self- Confident Compulsion Black and White Dark Secret Intolerance Nightmares Phobia (mild) Flashbacks | Prey Exclusion Overconfident Shy Soft-Hearted Speech- impediment Deep Sleeper Amnesia Confused Weak-Willed Low Self- image Short Fuse Territorial Vengeance Absent- Minded Life Saver Driving Goal Hatred Phobia (severe) | Judicial ties Villa Town crier friendship Temple ties Army ties Political ties Lowlife ties Culturally Adept Well- Traveled Non Grata Slave Blind Ward | Inoffensive to animals True Love Medium Special gift Honeyed Tounge Danger sense Occult library Cult leader Spirit mentor Unboundable Lucky Destiny Charmed existence Guardian Angel Cassandra's tounge Cursed Demeter's Curse Repulsed by garlic Haunted Can't cross running water Dark Fate Light sensitive Cursed by Deity Victim of Hospitality Citizen of Necropolis | Boon Sanctuary Prestigious Sire Reputation Favourable signs Gens friendship Pawn Umbral Sight Local deity Hero worship Enemy Infamous sire Insane sire Mistaken identity Sire's resentment Gens emnity Notoriety |

PRACTICAL

Pitiable - 1 pt merit

There is something about you that others pity. This causes them to care for you as if you were a Child (see the Archetypes section). Some Natures will not be affected by this Merit (Autocrat, Deviant, Fanatic, Sycophant), and some Demeanors may pretend they are not. You need to decide what it is about you that attracts such pity, and how much (or how little) you like it.

Racing hero - 1 pt merit

You have a natural affinity with horses, either riding them with saddle, bareback or even with wagons. The difficulties of all rolls requiring risky or especially difficult horse racing maneuvers are two less.

Bruiser - 1 pt merit

It's not that you look big or ugly, you just look like you are aggressive and willing to pick a fight and keep fighting until you are a pool of blood. This violent-looking trait inspires fear or at least disquiet in those who see you. Even those who are physically your superior think twice about going into fight with you, as it seems you have nothing to lose and will stop at nothing. You are at -1 difficulty on Intimidation to all who have not gone into fight with you and won.

Eat Food - 1 pt Merit

You can still eat food, an aptitude you picked up early in your undead existence. Although your peers may find this disgusting, you can pass for living with much greater ease. In an age of orgies, this could come in handy.

Natural linguist - 2 pt Merit

You have a flair for languages. This Merit does not allow you to learn more languages than are permitted by your Linguistics score, but you may add three dice to any Dice Pool involving languages, both written and spoken. You also have an ear for the tone of the language, and with little effort you sound like a native.

Daredevil - 3 pt Merit

You are good at taking risks, and are even better at surviving them. All difficulties are one less whenever you try something particularly dangerous, and you can ignore one botch result when you roll "ones" on such actions (you can cancel a single "one" that is rolled, as if you had an extra success).

Jack-Of-All-Trades - 5 pt Merit

You have a large pool of miscellaneous skills and knowledge obtained through your extensive travels, the jobs you've held, or just all-around know-how. You automatically have one dot in all Skill and Knowledge Dice Pools. This is an illusory level, used only to simulate a wide range of abilities. If the character trains or spends experience in the Skill or Knowledge, he must first buy one dot, then two, etc. as if he had no dot in it.

Impatient - 1 pt flaw

You do not like standing around and waiting. You want to *do things*, and you want to do it *now*. Every time you have to wait instead of acting, and this includes social gatherings, you are forced to throw a self control to prevent you from going about your business.

Dyslectic - 1 pt flaw

You suffer from a severe form of dyslexia. Rather than reading the occasional word wrong, you have trouble reading, and you read slow and often wrong. You have a hard time remembering long texts, and your writing is neither pretty nor grammatically correct. Unlike "Illiterate", "Dyslectic" requires an Academics 1.

Loose tongue - 1-2 pt flaw

For whatever reason, you have difficulty keeping to the rule, "If you can't say anything nice, don't say it at all." 1 point makes you talkative and a bit blunt; 2 points makes you a social disaster. While this flaw can have drawbacks in a number of social interactions, it is perfectly acceptable to have this flaw and etiquette, however it should stop at four.

Spender - 1-3 pt flaw

You have no sense of saving. If you have money, you spend it on whatever you need. For one point, you can have money given to you at a monthly basis, and you waste them as soon as you get them. For three points, you have no one but yourself to control your savings, and you owe money to a number of craftsmen and shops.

Curiosity - 2 pt flaw

Your incredible curiosity often overrides your common sense. Resisting temptation requires a successful Wits roll, difficulty depending on the situation. A very bad flaw to take with certain evil sadistic Storytellers. A 3-point version makes you obsessed with any mystery you come across, and you'll do anything to solve it.

No Sense of Direction - 2 pt flaw

You couldn't find your way out of your own domus - let alone a city. You cannot remember where you just went, and you often guess where you're supposed to go - and you guess wrong. When you are going to follow directions or retrace your steps, you will most likely fail (at the Storyteller's discretion, you can use a Willpower point and Throw a Wits + Survival (difficulty 8)).

Coward - 2 pt flaw

"It could be dangerous - you go first" is your motto. If you can avoid being set in a situation wherein you might be in danger, you will. While you might come across as a hard case, this is only when you know that you are in control, such as bullying a weakling with at least two bodyguards with you. You do not accept your cowardice, and might even frenzy should someone address you as such, but you would rather sit at home and sip wine in the comfort of heated floors than do anything even remotely dangerous. Every time you have to do something that seems dangerous, you must make a willpower roll (difficulty at the Storyteller's discretion). Failure means that you will try to reason yourself out of the situation, botch indicates that you run away.

Inept - 5 pt Flaw

You are not attuned to your natural aptitudes, and therefore have five fewer points to spend on your Talents (so the greatest number of points you can spend on your Talents at the beginning of play would be eight, and the fewest would be zero). Of course, you can still spend freebie points to buy Talents. However, at the beginning of the game, you cannot have more than three dots in any Talent.

Uneducated - 2 pt Flaw

Same as "Inept", but regarding Knowledges

Unskilled - 5 pt Flaw

Same as "Inept, but regarding skills.

PHYSICAL**Acute Sense - 1 pt Merit**

You have one exceptionally keen sense. Be it eyesight, smell, taste, touch or hearing, the difficulties of all dice rolls relating to that sense (e.g., a Perception roll to spot a clue, or Wits + Alertness to taste a type of human poison) are reduced by one. Combined with Heightened Senses (Level One Auspex), this Merit can provide superhuman senses which would even impress most vampires.

Double Jointed - 1 pt merit

You are unusually supple. Reduce the difficulty of any Dexterity roll involving body flexibility by two. Squeezing through a tiny space is one example of a use for this Merit.

Ambidextrous - 1 pt Merit

You have a high degree of off-hand dexterity and can perform tasks with the 'wrong' hand at no penalty. The normal penalty for using both hands at once to perform different tasks (such as fighting with a weapon in each hand) at +1 for your preferred hand and +3 for your "wrong hand", is ignored.

Baby face - 2 pt merit

You look more human than other vampires, enabling you to fit in the human world much more easily. Your skin is pink, you never really stopped breathing (even though you don't need to), and even sneezing comes naturally. You can make your heart beat as long as you have at least one Blood Point. This Merit cannot be taken by Nosferatu.

Misplaced heart - 2 pt merit

Your heart has actually moved within your body, though no more than two feet from its original position near the middle of your chest. Those who attempt to stake you find it very difficult to find the right location (which should be your most tightly guarded secret). At the storyteller's discretion, this can have given you a reputation for being extra tough.

Efficient digestion - 3 pt merit

You are able to draw more than the usual amount of nourishment from blood. Every two Blood Points ingested increase your Blood Pool by three. Round down so leftover 'halves' are ignored. For instance, taking four Blood Points raises the Blood Pool by six, and so does taking five Blood Points.

Huge size - 4 pt Merit

You are abnormally large in size, possibly over seven feet tall and 400 pounds in weight. You therefore have one additional Health Level, and are able to suffer more harm before you are incapacitated. Treat this as an extra Health level with no penalties to rolls. At the storyteller's discretion, you can have -1 difficulty on most intimidation rolls.

Allergic - 1-3 pt flaw

You are allergic to some substance, in a manner not unlike mortal allergies. However, you do not get hives or sneeze, but are actually incapacitated by your reaction. If the substance was in the blood you drank, the reaction will be very strong, though touch alone is enough to disturb you. If it was in the blood, you will have five fewer dice on all your Dice Pools for 10 minutes - if you just touched it, the penalty is reduced to two dice. Choose from the list below or make up the substance to which you are allergic.

- | Citrus fruits: 1 pt
- | Alcohol: 2 pt
- | Metal: 3 pt

Monstrous - 3 pt flaw

There is something wholly monstrous about you, something that makes you even more hideous than a Nosferatu. You scarcely look human, but the manner in which you differ is up to you. Perhaps you have grown scales or warts all over your body, or perhaps the scream you issued when you died has been permanently frozen on your face. Not only is your Appearance a zero, but you make even the Nosferatu uneasy. Nosferatu may take this Flaw, but only gain one point for it.

Permanent fangs - 3 pt Flaw

Your teeth cannot be retracted, making it impossible to pose as a normal human being. While some can believe that you were born with this "deformity", suspicion will arise, and you can be confronted with this either by those who want to use you or kill you. In either case, you are limited to Appearance 3 at most.

Colour Blindness - 1-2 pt Flaw

You have an impaired colour vision. At one point, you have trouble between green and red, and often mix the two. This can create a number of misunderstandings, but will not create problems in a grand scale (except that you might mix the aura for anger, distrustful, lustful and envious). For 2 points, you have a monochrome vision, and only see in black and white. Color means nothing to you, though you are sensitive to color density, which you perceive as shades of gray. This makes it impossible to use the Level Two Auspex power of Aura Perception.

Hard of Hearing - 1 pt Flaw

Your hearing is defective. The difficulties of all dice rolls related to hearing are increased by two. You may not take Acute Hearing if you take this Flaw.

Short - 1 pt Flaw

You are well below average height, and have trouble seeing over high objects and moving quickly. You suffer a two dice penalty to all pursuit rolls, and you and the Storyteller should make sure your height is taken into account in all situations. In some circumstances, this will give you a concealment bonus.

Disfigured - 2 pt Flaw

A hideous disfigurement makes you ugly and easy to notice or remember, you therefore have a zero

Appearance.

Bad Sight - 2 pt Flaw

Your sight is defective. The difficulties of all dice rolls related to vision are increased by two. This Flaw is neither nearsightedness nor farsightedness; it is a minor form of blindness, and is not correctable. You may not take Acute Vision if you take this Flaw.

Child - 3 pt Flaw

You were a small child at the time of your Embrace. You may be precocious, but you're still just a kid. You have the Flaw: Short (see above), and find it difficult to be taken seriously by others (two dice penalty to all relevant rolls). Additionally, you may be subject to parental control, curfews and child labor and truancy laws.

Deformity - 3 pt Flaw

You have some kind of deformity - a misshapen limb, a hunchback or whatever- that affects your interactions with others and may inconvenience you physically. The difficulties of all dice rolls related to physical appearance are raised by two. Your deformity will also raise the difficulty of some Dexterity rolls by two, depending on the type of deformity you possess.

Lame - 3 pt Flaw

Your legs are injured or otherwise prevented from working effectively. You suffer a two dice penalty to all dice rolls related to movement. A character may not take this flaw along with the Merit: Double-jointed.

One arm - 3 pt flaw

You have only one arm. Choose which one, or determine randomly at character creation. This could be a battle scar, birth defect or other form of injury. It is assumed that you are accustomed to using your remaining hand, so you suffer no off hand penalty. However, you do suffer a two dice penalty to any Dice Pool where two hands would normally be needed to perform the task. A character may not take this Flaw along with the Merit: Ambidextrous.

Mute - 4 pt Flaw

Your vocal apparatus does not function, and you cannot speak at all. You can communicate through other means— typically writing or signing.

Deaf - 4 pt Merit

You cannot hear sound, and automatically fail any rolls that require hearing.

Blind - 5 pt Merit

You automatically fail all dice rolls involving vision. You cannot see-the world of color and light is lost to you.

Paraplegic - 6 pt Flaw

You can hardly move without assistance, such as a pair of crutches or a wheelcart. Even then it can be painful and cumbersome to do so. The storyteller and you should take care to role-play this flaw

correctly, no matter how difficult it makes things. A character may not take this Flaw along with the Merit: Double-jointed.

MENTAL

Common Sense - 1 pt Merit

You have a significant amount of practical, everyday wisdom. Whenever you are about to do something contrary to common sense, the Storyteller should alert you to how, your potential action might violate practicality. This is an ideal Merit if you are a novice player because it allows you to receive advice from the Storyteller concerning what you can and cannot do, and (even more importantly) what you should and should not do.

Concentration - 1 pt Merit

You have the ability to focus your mind and shut out any distractions or annoyances. Any penalty to a difficulty or Dice Pool arising from a distraction or other inauspicious circumstance is limited to two, though no extra benefits are gained if only one penalty die is imposed.

Arithmetic genius - 1 pt Merit

You have a natural affinity with numbers and a talent for mental arithmetic, making you a natural at commerce and engineering. The difficulties of all relevant rolls are decreased by two. Another possible use for this ability, assuming you have numbers on which to base your conclusions, is the ability to calculate the difficulty of certain tasks (without becoming a Roman Spock). In appropriate situations, you may ask the Storyteller the difficulty rating of a task you are about to perform.

Code of Honour - 1 pt merit

You have a personal code of ethics to which you strictly adhere. Even when you are in frenzy, you will attempt to obey it (and thus get three extra dice to your Self-Control rolls when in danger of violating your code). You can automatically resist most temptations that would bring you in conflict with your code. When battling supernatural persuasion that would make you violate your code, you either gain three extra dice to resist supernatural persuasions, or the opponent's difficulties are increased by two (Storyteller's choice). You must construct your own personal code of honor in as much detail as you can, outlining the general rules of conduct by which you abide.

Higher purpose - 1 pt merit

You have a goal that drives and directs you in every thing. You do not concern yourself with petty matters and casual concerns, because your higher purpose is everything. Though you may sometimes be driven by this purpose and find yourself forced to behave in ways contrary to the need of personal survival, it can also grant you great persona strength. You gain two extra dice on all rolls that have anything to do with this higher purpose. You need to decide what your higher purpose is. Make sure you talk it over with the Storyteller first. (If you have the Flaw Driving Goal below you cannot take this Merit)

Time Sense - 1 pt Merit

You have an innate sense of time and are able to estimate the passage of time accurately, a great help in a time of day where sun dials are useless. You can accomplish this whether you are concentrating or not. You can estimate the time of day to within a minute or two, and the passage of time with the same accuracy.

Eidetic Memory - 2 pt Merit

You can remember things seen and heard with perfect detail. By gaining at least one success on an Intelligence + Alertness roll, you can recall any desired sight or sound accurately, even if you heard it or glanced at it only once (though the difficulty of such a feat would be high). Five successes enable you to recall an event perfectly: the Storyteller relates to you exactly what was seen or heard.

Light Sleeper - 2 pt Merit

You can awaken instantly at any sign of trouble or danger, and do so without any sleepiness or hesitation. The rules regarding how Humanity restricts the number of dice usable during the day are waived.

Berserker - 2 pt merit

The Beast is in you, but you know how to direct and make use of it. You have the capacity to frenzy at will, and are thus able to ignore your wound penalties. However, you must pay the consequences of your actions while in frenzy just as you normally would. Your chance of entering an unwilling frenzy is also unaffected.

Dual Nature - 2 pt merit

You have two distinct Natures, both of which have an influence on your personality and behavior. When you pick these Natures, be careful to choose Archetypes that are somewhat compatible. Dual Nature does not mean schizophrenia (that is a Derangement). This Merit allows you to regain Willpower using both Natures. You may still choose a Demeanor, and it can be as different from the character's Natures as the player desires.

Calm Heart - 3 pt Merit

You are naturally calm and well-composed, and do not easily fly off the handle. Raise the difficulties of all your frenzy rolls by two, no matter how the incident is provoked.

Self-Confident - 5 pt Merit

When you spend a point of Willpower to gain an automatic success, your self-confidence may allow you to gain the benefit of that expenditure without actually losing the Willpower point. You do not lose the point when you spend it, unless you end the roll with only one success, i.e. you do not gain any additional successes from the dice you roll. This Merit may only be used when you need confidence in your abilities in order to succeed. This means you can use it only when the difficulty of your roll is six or higher. You may spend Willpower at other times; however, if the difficulty is five or less, the Willpower will be spent no matter what you roll.

Compulsion - 1 pt flaw

You have a psychological compulsion of some sort which can cause you a number of different problems. Your compulsion may be for cleanliness, perfection, bragging, stealing, gaming, exaggeration or just talking. A compulsion can be temporarily avoided at the cost of a Willpower point, but is in effect at all other times.

Black and White - 1 pt flaw

You see all situations in black and white, good and evil, chaos and cosmos. In situations where this

limited, judgmental way of thinking may hinder your reaction to something or cause you to act socially inappropriate, add a +1 difficulty to social or whatever rolls.

Dark Secret - 1 pt flaw

You have some sort of secret that, if uncovered, would be of immense embarrassment to you and would make you a pariah in the Kindred community. This can be anything from having murdered an elder to having once been a member of the Sabbat. While this secret weighs on you mind at all times, it will only surface in occasional stories. Otherwise, it will begin to lose its impact.

Intolerance - 1 pt flaw

You have an unreasoning dislike of a certain thing. This may be an animal, a class of person, a colour, a situation, or just about anything at all. The difficulties of all dice roll involving the subject are increased by two. Note that some dislikes may be too trivial to be reflected here - a dislike of *garum* or hippopotami, for instance, will have little effect on play in most chronicles. The Storyteller is the final arbiter on what you can pick to dislike.

Nightmares - 1 pt flaw

You experience horrendous nightmares (daymares?) every time you sleep, and memories of them haunt you during your waking hours. Sometimes the nightmares are so bad they cause you to lose one die on all your actions for the next night (Storyteller's discretion). Some of the nightmares may be so intense that you mistake them for reality. A crafty Storyteller will be quick to take advantage of this.

Phobia (mild) - 1 pt flaw

You have an overpowering fear of something. You instinctively and illogically retreat from and avoid the object of your fear. Common objects of phobias include certain animals, insects, crowds, open spaces, confined spaces and heights. You must make a Courage roll whenever you encounter the object of your fear. The difficulty of this roll is determined by the Storyteller. If you fail the roll, you must retreat from the object.

Flashbacks - 3 pt flaw

When under pressure and/or in the presence of something which reminds you of something unpleasant in your past, you flashback to that past event. Whilst in a flashback, everything to you is as it was then.

Prey Exclusion - 1 pt flaw

You refuse to hunt a certain class of prey. For instance an animal-lover might decide to hunt only humans, or a character might decide to spare a class of person she particularly admires: police, teachers, medical professionals, clergy, peace activists and so on. You are disturbed when others feed from this type of prey, and could possibly enter a frenzy (Storyteller's discretion). If you accidentally feed upon this class of prey yourself, you will automatically frenzy and will need to make a roll for Humanity loss (difficulty 8 or greater). Note: This is not as restrictive as the Ventrue limitation, which limits a vampire to a certain class of prey (therefore Ventrue cannot take this Flaw).

Overconfident - 1 pt flaw

You have an exaggerated and unshakable opinion of your own worth and capabilities-you never

hesitate to trust your abilities, even in situations where you risk defeat. Because your abilities may not be enough, such overconfidence can be very dangerous. When you do fail, you quickly find someone or something else to blame. If you are convincing enough, you can infect others with your overconfidence.

Shy - 1 pt flaw

You are distinctly ill at ease when dealing with people and try to avoid social situations whenever possible. The difficulties of all rolls concerned with social dealings are increased by one; the difficulties of any rolls made while you are the center of attention are increased by two. Don't expect such a character to make a public speech.

Soft-Hearted - 1 pt flaw

You cannot stand to watch others suffer-not necessarily because you care about what happens to them, but simply because you dislike the intensity of emotion. If you are the direct cause of suffering, and you witness it, you will experience nights of nausea and days of sleepless grief. You avoid situations where you might have to witness suffering and will do anything you can to protect others from it. Whenever you must witness suffering, difficulties of all rolls are increased by two for the next hour.

Speech-impediment - 1 pt flaw

You have a stammer or some other speech impediment which hampers verbal communication. The difficulties of all relevant rolls are increased by two. Do not feel obliged to roleplay this impediment all the time, but in times of duress or when dealing with outsiders, you should attempt to simulate it.

Deep Sleeper - 1 pt Flaw

When you sleep, it is very difficult for you to awaken. Raise the difficulty by two on any such roll, and roleplay how you never seem to be on time when you have an appointment early in the evening.

Amnesia - 2 pt Flaw

You are unable to remember anything about your past, yourself or your family. Your life is a blank slate. However, your past may someday come back to haunt you. (You can, if you wish, take up to five points of other Flaws without specifying what they are, and leave it to the Storyteller to detail them. Over the course of the chronicle, you and your character will slowly discover them.)

Confused - 2 pt Flaw

You are often confused, and the world seems to be a very distorted and twisted place. Sometimes you are simply unable to make sense of things. You need to roleplay this behavior all the time to a small degree, but your confusion becomes especially strong whenever stimuli surround you (such as when a number of different people talk all at once, or you enter a nightclub with loud pounding music). You may spend Willpower to override the effects of your confusion, but only temporarily.

Weak-Willed - 2 pt Flaw

You are highly susceptible to Dominate and intimidation by others; you are, in fact, unable to use your Willpower freely. You can employ your Willpower only when survival is at stake or it is appropriate to your Nature.

Low Self-image - 2 pt flaw

You lack self-confidence and don't believe in yourself. You have two fewer dice in situations where you don't expect to succeed (at the Storyteller's discretion, though the penalty might be limited to one die if you help the Storyteller by pointing out times when this Flaw might affect you). At the Storyteller's option, you may be required to make Willpower rolls to do things that require self-confidence, or even to use a Willpower point when others would not be obliged to do so.

Short Fuse - 2 pt flaw

You are easily angered. The difficulties of rolls to avoid frenzy are always two less, no matter how you were provoked. This is a dangerous Flaw; don't choose it without careful thought, especially if you are a Bruia.

Territorial - 2 pt flaw

You are extremely territorial. You do not like to leave your territory, nor do you like to have strangers enter it. In fact, you get so nervous and disoriented while outside your territory that the difficulties of all your rolls are increased by one. In addition, you must make a frenzy roll when other vampires enter your territory, unless they obtain your permission to pass through.

Vengeance - 2 pt flaw

You have a score to settle. This score may be from either your mortal or vampiric days. Either way, you are obsessed with wreaking vengeance on an individual (or perhaps an entire group), and make revenge your first priority in all situations. The need for vengeance can only be overcome by spending Willpower points, and even then it only temporarily subsides. Someday you may have your revenge, but the Storyteller won't make it easy.

Absent-Minded - 3 pt Flaw

This Flaw may not be taken with the Merit Concentration. Though you do not forget such things as Knowledges or Skills, you do forget names, addresses, and when you last ate. In order to remember anything more than your own name and the location of your haven, you need to make a Wits roll or, as a last resort, spend a Willpower point.

Life saver - 3 pt Flaw

You revere all life and will not risk killing someone at all costs. Unfortunately, in the World of Darkness, this can sometimes be a problem.

Driving Goal - 3 pt flaw

You have a personal goal, which sometimes compels and directs you in startling ways. The goal is always limitless in depth, and you can never truly achieve it. It could be to eradicate the Sabbat or achieve Golconda.. Because you must work toward your goal throughout the chronicle (though you can avoid it for short periods by spending Willpower), it will get you into trouble and may jeopardize other actions. Choose your driving goal carefully, as it will direct and focus everything your character does.

Hatred - 3 pt flaw

You have an unreasoning hatred of a certain thing. This hate is total and largely uncontrollable. You may hate species of animal, a class of person, a color, a situation- anything. You must make a frenzy roll whenever faced with the object of your hatred. You constantly pursue opportunities to harm the

hated object or to gain Dower over it.

Phobia (severe) - 3 pt flaw

You have an overpowering fear of something. Common objects of fear include certain animals, insects, crowds, open spaces, confined spaces, heights, and so on. You must make a Courage roll not to enter Rotschreck when faced with the object of your fear. The difficulty depends on the circumstances. If you fail the roll, you must retreat in terror from the object of fear. If you score fewer than three successes, you will not approach it. The Storyteller has final say over which phobias are allowed in a chronicle.

SOCIAL

Judicial ties - 1 pt merit

You have both influence over and contacts in the justice system. You know most of the judges as well as some of the best lawyers in town, and can affect the progress of various cases and trials with limited difficulty. Though it is difficult to intervene in a case, you can influence it in one direction or another. These ties can also make it easy to gain boons from other vampires.

Villa - 2 pt merit

You own a large villa with 30 or more rooms as well as the surrounding lands. The slaves, if you have any, are provided for if you choose this Merit, though they cannot be used as Herd or Retainers unless you purchase the appropriate Background. The villa is assumed to be modern in design and the slaves fairly versed in routines to shut off unwanted visitors. While the mansion can be in as poor or as good shape as you wish, the more inhabited it appears to be, the more attention it will garner. This might be a good reason to have a shadow owner of the villa by day, which requires a dot in Retainer.

Town crier friendship - 2 pt merit

The town crier, always informing the people of the fair city of the news, decrees and other information, is a friend of yours. This means that he occasionally can suppress certain information and create attention towards information not meant for the public ear. Using him well, such a man could create a nice scandal.

Temple ties - 3 pt merit

You have influence and contacts in a local temple, and have the means to create protest rallies and raise money. The more you use your ties, of course, the greater your risk of being found out.

Army ties - 3 pt merit

You have both influence over and contacts in the local upholders of the law - the nearest army. You can, by going about it the right way, use them to create a diversion in the form of a house search or even an arrest. However, the more often you use your ties, the weaker they become, and the more attention you attract toward yourself. Your influence is not solid (that can be achieved only through game play), and can let you down at times.

Political ties - 3 pt merit

You have both influence over and contacts among the politicians and bureaucrats of the city. In times of need, you can shut off the water to a building or neighborhood, and can unleash many different means of harassment against your enemies. The more you use your political ties, the weaker they become. Total control can only be achieved through game play.

Lowlife ties - 3 pt merit

You have both influence over and contacts in the local organized crime/extortion/loan shark groups. This provides you with limited access to large numbers of brutes, often ex-soldiers, as well as some links to the underworld of crime. The more often you use your ties with the criminal element, the weaker they grow. This should not be understood as a Roman "mafia", but more as a number of less organized groups with a leader. The different groups might cooperate, but they might as easily not do so. On the other hand, the criminals have freer hands, as the law enforcers are specialized in punishing, not catching, criminals.

Culturally adept - 3 pt merit

You have a knack for fitting in wherever you are, and though you may not know them beforehand, you pick up on customs quickly. In appropriate situations, your social difficulties may be lowered, or you may be able to recover from a botched roll with another roll at normal difficulty.

Well-Traveled - 3 pt merit

The Roman Empire is vast, and few have seen much outside their home town. You, however, are knowledgeable of the ways of the world from your travels and studies. Your knowledge can come in handy in several occasions, and once per game session, you can gain an automatic success on a non-discipline roll to gain a piece of information..

Hero worship - 1 pt flaw

You absolutely idolize someone, perhaps your ex-Centurion, your patron, your Princeps or even an actor. Disobeying them requires an effort of will (spending Willpower or succeeding a Willpower roll at 5+ difficulty). You also are at +2 difficulty to any roll that may force you to admit/realize that your hero may be in the wrong.

Non Grata - 2 pt Flaw

Some time in your past you did something bad in another city. Maybe you're running away from murder, or you could have plotted against the elected or appointed leaders. Nevertheless, you are branded in a city as a troublemaker. Going back to the city is out of the question, and should anyone from the city tell about your action, you are likely to be put under suspicion or even thrown out of town.

Slave Blind - 3 pt flaw

You are so used to having slaves around that you never even notice them. Not only do you tell your confidants your secrets with the slaves there, you even forget looking at them. Slaves are so indifferent to you that you have to spend a willpower point and throw a Perception + Alertness (difficulty 8) to notice them, even when starving.

Ward - 4 pt flaw

You are devoted to the protection of a mortal. You may describe your ward, though the Storyteller will actually create her. This character may be a friend or relative from your pre-Embrace days, or

simply a mortal you admire and consider important. Wards have a way of getting caught up in the action of stories, and are frequent targets of a character's enemies.

SUPERNATURAL

These Merits and Flaws are different kinds of supernatural benefits or detriments. They are highly abnormal, and not at all common. Because of the potential of these particular Traits, and the liberal way in which they deal with the "laws of reality," the Storyteller may not allow you to choose from this category - ask before you choose one. Furthermore, you should not select such Traits unless they firmly fit your character concept, and you can explain why your character possesses them. In general, we do not recommend that anyone have more than one or two supernatural Merits or Flaws - they should be strictly controlled by the Storyteller.

Some of the traditional merits and flaws have been omitted - others have undergone change. Among the omitted are "True Faith" (which does not make as much sense), "Faerie Affinity" (which does not make sense), "magical resistance/susceptibility" (without thaumaturgy it is less sensible), "Werewolf companion" (unthinkable in these times) and "Repelled by crosses" (they were hardly used, and the religion was weak).

Inoffensive to animals - 1 pt merit

Animals do not fear or distrust you the way they do most vampires. They treat you as they would any mortal and do not shy from your touch.

True Love - 1 pt merit

You have discovered, but may have lost (at least temporarily) a true love. Nonetheless, this love provides joy in a torrid existence usually devoid of such enlightened emotions. Whenever you are suffering, in danger or dejected, the thought of your true love is enough to give you the strength to persevere. In game terms, this love allows you to succeed automatically on any Willpower roll, but only when you are actively striving to protect or come closer to your true love. Also, the power of your love may be powerful enough to protect you from other supernatural forces (Storyteller's discretion) or aid you in your attempt not to lose humanity. However, your true love may also be a hindrance, and require aid (or even rescue) from time to time. Be forewarned: this is a most exacting Merit to play over the course of a chronicle.

Medium - 1 pt merit

You possess the natural affinity to sense and hear spirits, lemures and shades. Though you cannot see them, you feel their presence and are able to speak with them when they are in the vicinity. It is even possible for you to summon them (through pleading and cajoling) to your presence. The lemures will not simply aid you or give you advice unconditionally - they will always want something in return.

Special gift - 1-3 pt merit

Your sire gave you a valuable gift after the Embrace. The Storyteller should create something suitable, or you can 'suggest' something. Some ideas include a special dagger coated with Assamite blood, a chariot so light that you will outrun most others, a secret chamber in your (his old) house or even an ancient library. The Storyteller will decide how much a particular item is worth.

Honeyed Tongue - 1-3 pt merit

"Yes' sir, the finest Tarraconian *garum*. You have made an excellent deal, you shall not regret it". You have a skill for talking people into most things. All subterfuge attempts gain one automatic success.

Danger sense - 2 pt merit

You have a sixth sense that warns you of danger. When you are in danger, the Storyteller should make a secret roll against your Perception + Alertness; the difficulty depends on the remoteness of the danger. If the roll succeeds, the Storyteller tells you that you have a sense of foreboding. Multiple successes may refine the feeling and give an indication of direction, distance or nature. This Merit is more reliable and specific than the Level One Auspex power; the two can be combined to create an even more potent warning system.

Occult library - 2 pt merit

You possess a library of occult materials, (perhaps a gnostic version of the somewhat bizarre *Book of Nod*, passages from *Gilgamesh* believed omitted, Babylonian tales or mystic Greek text saved from the Great Library). You are not necessarily familiar with the contents of these volumes of knowledge (perhaps they are in a strange language), but in time of need your library can be an invaluable source for research.

Cult leader - 2 to 5 pt Merit

You are the leader of a mystic cult of 10 - 15 citizens. As a leader, it is up to you what rituals are arranged. For two points, this is a Herd you can extract 1 BP per night, and it contains 2 citizens of medium influence (Influence 2) in the city. For 5 points, the cult is devoted to you, and you can extract 3 BP per night. One of the members is very influential in the city (Influence 4), and two have some say (Influence 2). The members are loyal to one another, and you might hide one night at each member's house.

Spirit mentor - 3 pt merit

You have a ghostly companion and guide. This spirit is able to employ a number of minor powers when it really struggles to exert itself (see Haunted, below), but for the most part its benefit to you is through the advice it can give. This ghost is the incorporeal spirit of someone who was once living, perhaps even someone particularly famous or wise. The Storyteller will create the ghost character, but will not reveal to you its full powers and potencies.

Unboundable - 3 pt merit

You are immune to being Blood Bound. No matter how much blood you drink from other vampires, you will never be Bound to them.

Lucky - 3-5 pt merit

You were born under Fortuna's smile. For three points, you can repeat three failed rolls per story. Only one repeat attempt may be made on any single roll. For five points you will addition notice that small things will work out in your favour (guards being delayed, you missing the squeaky step in the staircase and such). When luck strikes, however, can never be counted on.

Destiny -4 pt merit

You have a great destiny, though you may well not realize it. Your destiny will become more and

more apparent as the chronicle continues. Prophecies, augurs and dreams guide your way, and grant you clues to your ultimate goal. The sense of direction and security granted by this feeling of destiny helps you overcome fear, depression and discouragement caused by anything not relevant to your destiny. Until your destiny is fulfilled, you may suffer setbacks, but nothing will thwart you permanently. How this is played is up to the Storyteller.

Charmed existence - 5 pt merit

Your unlife is somehow protected, and you do not face the perils that others must. It could be that you are simply lucky. Whatever the reason, you may ignore a single "one" on every roll you make. This makes it far less likely that you will ever botch, and grants you more successes than others obtain.

Guardian Angel - 6 pt merit

Someone or something watches over you and protects you from harm. You have no idea who or what it is, but you have an idea that someone is looking out for you. In times of great need you may be supernaturally protected. However, one can never count upon a guardian angel. The Storyteller must decide why you are being watched over, and by what (not necessarily an angel, despite the name).

Cassandra's Tongue - 1 pt flaw

Cursed - 1-5 pt flaw

You have been cursed by someone or something with supernatural or magical powers. This curse is specific and detailed, it cannot be dispelled without extreme effort, and it can be life-threatening. Some examples follow:

If you pass on a secret that was told to you, your betrayal will later harm you in some way. (1 pt)

You stutter uncontrollably when you try to describe what you have seen or heard. (2 pt)

Tools often break or malfunction when you attempt to use them. (3 pt)

You are doomed to make enemies of those to whom you become most attached (so whatever you do, don't get too close to the other characters!). (4 pt)

Every one of your accomplishments or achievements will eventually, inevitably, become soiled and fail in some way. (5 pt)

Demeter's Curse - 1 pt flaw

Plants wither when you approach, and will die if you touch them. Sometimes even your presence can harm, if not kill, them. You are unable to keep a peristyle, much less a villa with any plants.

Repulsed by garlic - 1 pt flaw

You cannot abide the smell of garlic, and the smallest taint of its scent will drive you from a room. The full force of its pungent odor will bring bloody tears to your face and render you nearly blind, while its touch can cause boils and even open wounds. In these times, garlic is not associated with vampires in any way, but it is often used both as medicine and food among humans, so it may easily become a problem.

Cursed by Deity - 2-4 pt Flaw

For some reason, a deity makes you uneasy. Maybe the god/godess has considered you a nuisance, or maybe you have neglected her, in either way you cannot enter her temple, you feel uneasy in houses with paintings of her and you try to keep away from her most ardent admirers. For 2 points, this is a smaller god/godess (Titan, Chthonic, Nymph...). For 4 points, it is one of the Olympians. This is a grave flaw, the temples are vital and the statues and paintings are many. Choosing this weakness could be the start of a long and beautiful friendship with paranoia and fear.

Haunted - 3 pt flaw

You are haunted by a ghost that only you (and Mediums) can see and hear. It actively dislikes you and enjoys making your life miserable by insulting, berating and distracting you - especially when you need to keep your cool. It also has a number of minor powers it can use against you (once per story for each power): hide small objects; bring a "chill" over others, making them very ill at ease with you; cause a loud buzzing in your ear or the ears of others; move a small object such as a knife or pen; break a fragile item such as a bottle or mirror; trip you; or make eerie noises such as chains rattling. Yelling at the ghost can sometimes drive it away, but it will confuse those who are around you. The Storyteller will likely personify the ghost in order to make things all the more frustrating for you.

Victim of Hospitality - 3 pt Flaw

You cannot enter a private dwelling without the invitation of a resident of that dwelling. This does not apply to public buildings, such as basilicae, the tabernae or the temples. In the case of certain private houses, the Kindred can roam in the atrium freely - but access to the individual rooms or flats cannot be achieved without permission.

Citizen of Necropolis - 3 to 5 pt Flaw

For some reason, you are drawn to the Necropolis. Maybe it is the fact that you are dead, maybe you feel drawn to the area as a place of mystique or maybe you simply expect that this is the place for you to be. For three points, the weakness makes you annoyed and not up to par if you have not visited the Necropolis at least three times a week, but preferably once a day (half an hour will do). For 5 points, you simply have to sleep there. No house will do. For both, the penalty of not heeding the call is 1 willpower point per day until you have 3 willpower points (naturally, anyone having Willpower 3 can not have this flaw).

Can't cross running water - 4 pt flaw

You cannot cross running water unless you are at least 50 feet above it. "Running water" is any body of water more than two feet wide in any direction and not completely stagnant. As almost all cities are founded by or on both sides of a river, this could be a large problem. Even your weakest enemies can taunt you from the other bank with you powerless to stop it. If you are carried over in your sleep, you will suffer a +2 difficulty on everything you do the first night.

Dark Fate - 5 pt flaw

You are doomed to experience a most horrible demise or, worse, suffer eternal agony. No matter what you do, someday you will be out of the picture. In the end, all your efforts, your struggles, and your dreams will come to naught. Your fate is certain and there is nothing you can do about it. Even more ghastly, you have partial knowledge of this, for you occasionally have visions of your fate - and they are most disturbing. The malaise these visions inspire in you can only be overcome through the use of Willpower, and will return after each vision. At some point in the chronicle, you will indeed face your fate, but when and how is completely up to the Storyteller. Though you can't do anything about your fate, you can still attempt to reach some goal before it occurs, or at least try to

make sure that your friends are not destroyed as well. This is a difficult Flaw to roleplay; though it may seem as if it takes away all free will, we have found that, ironically, it grants freedom.

Light sensitive - 5 pt flaw

You are even more sensitive to sunlight than other vampires are. Sunlight causes double normal damage, and even moonlight (which is, after all, the reflected light of the sun) harms you. Indeed, even bright torchlights can be painful, but that pain can be mitigated by wearing sunglasses. When the moon is shining, the light it casts will cause wounds in the same way sunlight does for normal individuals. However, the wounds caused by the moon are not aggravated, and can be healed normally. Remember, even on nights when the moon is full, it may have already set when you venture outside, or be obscured by the clouds. You have, after some time, learned to avoid moonlight, at great hindrance to your nightly unlife. Needless to say, this flaw is only 3 points to a Setite, and the chances of being confused by one by the learned vampires is great.

KINDRED TIES

Boon - 1 pt merit

An elder owes you a favor because of something either you or your sire once did for him. The extent of the boon owed to you depends on how many points you spend. One point would indicate a relatively minor boon, while three points would indicate that the elder probably owes you his unlife.

Sanctuary - 1 pt merit

Another vampire has promised you protection from all harm should you come to her for sanctuary. This may be a mentor, a sire, or someone who owes you a boon. The vampire has the power to protect you from most threats

Prestigious Sire - 1 pt merit

Your Sire had or has great Status, and this has accorded you a peculiar honor. Most treat you respectfully as a result, while some have only contempt for you, believing you to be nothing compared to them. This prestige could greatly aid you when dealing with elders acquainted with your sire. Indeed, your sire's contacts may actually approach you at some point offering aid. Though your sire may no longer have contact with you, the simple fact of your ancestry has marked you forever.

Reputation - 2 pt merit

You have a good reputation among the Vampires of your chosen city. This may be your own reputation, or it may be derived from your sire. Add three dice to all Dice Pools for social dealings with the city's vampires. A character with this Merit may not take the Flaw of Notoriety.

Favourable signs - 2 pt Merit

When you were Embraced, the chickens, the stars, the crescent moon, the grains all showed favourable signs. There was even a meteor visible at the night - all of this has made a good number of vampire sure that you are destined for something great. Among them is at least one powerful vampire in the city, who occasionally can help you or at least guide you in the right direction.

Gens friendship - 2 pt merit

For any number of different reasons; appearance, bearing, background or demeanor, something about you appeals to members of a gens other than your own (your choice, within reason). The difficulties of all rolls related to social dealings with members of this gens are two less. This can be a two-edged sword; you are also marked by others as a sympathizer with that gens, whether you like it (or deny it!) or not.

Pawn - 3 pt merit

You can manipulate and have some control over another vampire, one of higher generation than you. Your hold was likely formed through Blood Bond, but can also come from a variety of other sources, such as blackmail, bribes or threats; you make it up. The pawn does not necessarily know that it is being controlled.

Umbral Sight - 4 pt Merit

These are times of wonder. Some, only some, have gained the ability to see glimpses into the Umbra. You are one of these special beings, and even more special, you kept your gift after your Embrace. While you cannot enter the Umbra, you can see what goes on in there if you look carefully. At the storyteller's discretion, you can gaze into the Umbra at faerie lands, Lupines in their quests and the odd Mage gone awry. You cannot choose when to look into the Umbra or for how long, the visions are mere glimpses, but you can definately make out what you see. This Merit demands that the player has Auspex 1.

Local deity - 5 pt Merit

A small following consider you a god, or at least a follower of one. They worship you and come to you in need, and in return they would do all that they can for you. In effect this means that they will hide you or your friends, let you drink of them (at maximum 2 BP per night) and ask small sums of them. Your followers live in a village a bit out of the way from the nearest city, and they are never learned, lest they could lose belief in you.

Enemy - 1-5 pt flaw

You have an enemy, or perhaps a group of enemies, who seek to harm you. The value of the Flaw determines how powerful these enemies are. The most powerful enemies (Methuselahs or the Emperor's friends) would be five-point Flaws, while someone nearer to your own power would be worth only one point. You must decide who your enemy is and how you became enemies in the first place.

Infamous sire - 1 pt flaw

Your sire was, and perhaps still is, distrusted and disliked by many of the vampires in the city. As a result, you are distrusted and disliked as well. This is a heavy load, and one not easily shed.

Insane sire - 1 pt flaw

Your sire has completely lost his grip on reality, and has become dangerously insane. Any wrong committed by your sire may affect your standing, and some of your sire's dangerous schemes may somehow involve you. While some consider their sires are already assumed to be insane, Malcavians are specifically edgy on this, and might easily strike harder than necessary to avoid association with strong cases of insanity. Therefore, Malcavians choosing this flaw have it at 2 points, and are also prone to gain an enemy (no points given) for it.

Mistaken identity - 1 pt flaw

You look similar to another vampire, and are mistaken for her, much to your chagrin. This individual's allies will approach you and tell you things you do not want to hear, her enemies will attempt to do away with you, and others will treat you in odd ways. Ultimately you might be able to sort out things, but it will take tremendous effort.

Sire's resentment - 1 pt flaw

Your sire dislikes you and wishes you ill. Given the smallest opportunity, your sire will seek to do you harm, and may even attack you if provoked. Your sire's friends will also work against you, and many elders will thus resent you.

Gens emnity - 2 pt flaw

For some reason, something about you inspires contempt or hatred in members of a gens other than your own. There is a two-dice penalty to all rolls for social dealings with members of this other gens. Select the 'enemy' gens randomly or choose.

Notoriety - 3 pt flaw

You have a bad reputation among the Kindred of your chosen city. This may be your own reputation, or it may be derived from your sire. There is a two-dice penalty to all dice rolls for social dealings with the city's Kindred. A character with this Flaw may not take the Merit of Reputation.

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VI STORYTELLING

Putting your story together

In the Golden Age of Rome, there are endless lists of topics to choose from to base your story on. The age brings together the superstition of the Dark Ages and the knowledge of centuries later, not to mention any lost knowledge that even has not resurfaced today. The Roman Empire is vast and full of different areas suited for different settings, it is filled with different people, tribes, cultures, languages and knowledges. The Roman Army might not be far off, or it can be days away. The city might be grandiose or small, it can be lead by a benign Princeps or an evil tyrant.

In short, there are a couple of key decisions that have to be made. Putting them in order, it would probably look something like this:

- | **Conceptualize:** This means focusing on what story you want to tell. This is really easy in the beginning, but it can get tricky after a while. You have to think of what kind of campaign you are planning on. Does it involve intrigues with the Senate and Princeps, a social play where the players are pressed into a plot or simply an action-packed adventure? Is the plot being pressed on the players, will it just slowly evolve in the background or is it perhaps superfluous? Are the players involved with the important NPCs, or do they do things their own way?
- | **Flesh out** When you have your story ready, you should start thinking about NPCs. Which familia, which gens and which titles are in your city? Which *is* your city?

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Chronicle

Combat

This cannot be stressed too much. Do not make combats take over your game! Vampires prefer eternity to glorious death, and they would rather run if they felt inferior or had little to gain to fight. Also, if fights seem to take too long, make up your mind; is it better that the players win? Is it likely that they will? Then twist the fight to your liking. It's better than going on for a long time with dice-throwing.

Story Concepts

The die is cast:

Gold diggers: The characters are treasure hunters, used to raid Egyptian and ancient Greek tombs of valuables. In one of the tombs an ancient vampire has just awoken from torpor, and gives the players an ultimatum as a punishment for their crime. Either help to overthrow the nearby Roman government or the Prince of the city, or fear the consequences of the Titan's fury. The players are of course entitled to run away from this mighty vampire, but at their own risk. Should they choose to help the vampire, betray her or set the Prince and the ancient vampire against one another.

Greek bringing gifts: The Prince of your Domain got to his throne by guile and strength, but most of all as a result of being there when the Roman Army captured the city. The former Prince was killed after accusations of him being anti-Roman and against the Senate. This is now ancient history had it not been for one thing: the Greek Brujah residing in this domain gave the Prince a gift in the shape of a box. The seemingly harmless box has caught the attention of both Baali and Salubri, both threatening and coaxing in order to get it. The Prince cares little for either sect, but knows that choosing one will mean the wrath of the other.

The players, unaware of this story, are indebted to a member of the local vampiric aristocracy, and she instructs them to steal the box, which works out surprisingly easy, and take it to a certain point safely. The players will have to face all kinds of occultist vampires on their quest to get to their destination.

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VII ALLIES AND ANTAGONISTS

Ghouls

In the Roman ages, it's cool to be ghoul. The shops are not the only things that close at dark, practically most of the city does. This means that the vampires are in a disadvantage in actually changing decisions. In a time where oratorical skills are of great importance and having someone to back you up is equally important, a ghoul has many advantages. A skilled ghoul would probably be treated very well by her donor, and the vampire will make sure no one hurts her, as long as she does her job.

In an age of slaves, ghouls doing lesser jobs, such as tidying and keeping the books in order, are of lesser demand. As the cities are smaller than modern da cities and rumours fly, it is also important that there are few ghouls around. Therefore the Prince might even demand that no one is an accepted ghoul until they have been given acceptance by him.

Playing a ghoul where ghouls are fewer, of greater importance, and maybe able to learn quite a few disciplines up to higher levels than before, and in a time when the vampires depend on you, is much more liberating. On the other hand, one must be smart to survive as a ghoul. Mistakes are not often repeated, for no vampire needs pointless ghouls.

Sample Ghoul

Remember that donors of 7th generation and above might have ghouls with a higher discipline limit.

Bodyguard ghoul

Attributes: *Strength 4, Dexterity 3, Stamina 4, Charisma 2, Manipulation 2, Appearance 2, Perception 4, Intelligence 2, Wits 3*

Abilities: *Athletics 3, Brawl 3, Dodge 3, Intimidation 3, Melee 2, Stealth 1*

Vampires

Vampires are each others' greatest enemies by far. While the third generation vampires are mainly either in torpor or disinterested in vampiric activities in Rome, there are a number of dangerous fourth generation. Most of them, however, will have no contact whatsoever with the players. The few who do should be made quite tough, even for a coterie of 5th generation vampires to take on.

Among the more "normal" opponents, the most feared ones are the Clan of the Hunt and the Clan of the Beast. They both are feared fighters, and they can fight their enemies viciously. Neither care much for the Roman Empire, and while the Clan of the Hunt is sophisticated enough to separate an individual vampire from the empire, the Clan of the Beast aren't, or if they do, they don't care.

Disciplines: *Potence 1, Fortitude 1, Celerity 1*

Political ghoul

Attributes: *Strength 2, Dexterity 2, Stamina 2, Charisma 3, Manipulation 3, Appearance 2, Perception 3, Intelligence 4, Wits 4*

Abilities: *Empathy 2, Leadership 2, Etiquette 2, Academics 2, Law 3, Politics 3, Seneschal 1*

Disciplines: *Dominate 1, Presence 1*

Lupines

Lupines exist and thrive in the Roman Empire. Or, more accurately, in the time of the Roman Empire. They have been pushed back to some degree by the Roman armies, but they still hold enormous lands sacred to only themselves, and unpenetrable by even the mighty Romans.

This does not mean that vampires within the empire are safe. Not recognizing or even caring about the borders of the empire, quite a few Lupines venture into it in human or wolfish guise. They hate vampires with passion, and rarely give any mercy. Even when allowing for the average generation being much lower than later, the Lupines are very dangerous, maybe even the most dangerous enemies of the Vampires. Some of them even enter cities, and there are rumours that even Rome is not safe from them.

The Lupines are, however, ambiguous about the Roman Empire. Some mean it is their greatest foe and the Wyrms' greatest achievement, others see it as a sign of alliance with humans, as Romulus, the progenitor of Rome, was suckled and bred by a she-wolf. There are even those who consider Romulus being suckled by a wolf as a sign of the Lupines' right to cull humans again, through the Roman state.

Lupines in the Roman Empire

On several accounts, including the popular *Satyricon* and Pliny's *Natural History*, stories tell of humans changing into wolves, and the popular goddess Diana was known to, among

The Tribes

Of the 13 tribes of werewolves, only a few are represented in what is to be Europe, and even fewer are within the borders of the Roman Empire. Most of the tribes have subtribes, named houses or clans, who play important roles in inter-lupine politics. The Lupine septs (local group of Lupines) have vast areas that they call their own, but as a rule, others can pass through them, as long as that is what they do. Most septs are composed of one tribe, and the internal logic of that tribe, and often the leading house of that tribe, is the law:

Black Furies are often found around the Mediterranean. Both Greece and parts of North Africa have fair representation of these Lupines of the not-so-fair sex. In an age of total male dominance, ignoring the use of guile and corruption, these Lupines are always on edge, ready to attack. Where the Greek went, they followed, and the kingdom of Alexander the Great is seasoned with Black Furies.

Bone Gnawers are found everywhere, but they are strong in North Africa and the Italian peninsula, where some of the largest cities lie. They are dogs more than wolves, so mixed and ill-bred that they have little honour in the Lupine world. Not that they care all that much either. They are often found among the thieves, rouges, soldiers and ex-soldiers, paupers and beggars and even actors.

Children of Gaia prefer the places of learning. They often identify with the Romans because of their stoic nature and because of the Pax Romana. As this is not accepted everywhere, Children are often found where tribes or peoples fight for dominance, such as between Gaul and Germania, or between the

others, befriend wolves. Even so, knowledge about werewolves is scarce, and few, including vampires, either know or care. The greatest source of information would be the Gangrel, however they very rarely ever communicate in friendly terms with other vampires. It would probably not make sense that the players know more than necessary, that is, what is written above, about werewolves.

Storytellers whose troupe knows too much about Lupines should consider removing tribes, splitting them up or combining them at will (did the Fenrir come from the Fianna? Are the Silver Fangs courts so divided they count as separate tribes?), and informing players that this is the case. Besides, knowledge about werewolves is miniscule for the simple reason that no one survives an encounter with them, unless they are extremely lucky.

Scythians and the Armenians. The Children are still relatively well-liked, although their almost pacifist (at list in comparison) manners arouse suspicion. Children of Gaia have almost all of the Metis-born werewolves, as the practice of killing a metis-born and its parents is hardly ever broken.

Fenrir, the most brutal and violent of all lupine tribes, are rarely ever found within the Roman Empire. Both the North and the East has a fair representation of these beasts, whose worship of the blood god and total non-acceptance towards surrender make them deadlier enemies than most other creatures.



Fianna have felt the power of Rome strongly. The celts, with whom they roam and identify, have been severely beaten. This does not mean that the Celts are worse off, setting aside their mauled pride. Fianna are boisterous, imaginative and

creative, they tell long tales of pride, even in these days (apparently, all Fianna were in that battle where the Romans were defeated, and none in Alesia). On the other hand, they are brutal and remorseless towards their enemies, and they are stubborn on what they believe in. Fianna look after their Celtic people with passion. They are easily angered and easier satisfied; sometimes mead will do, other times an entire amphora of Campanian wine must sate their anger.

Red Talons are omnipresent wherever civilization has not strangled nature. This includes a vast part of the empire. This leaves them free to roam the wild and to attack helpless Kindred and Kine alike.

Shadowlords are mainly in areas in Asia and Cappadocia, as well as warring with Fenrir in Scythia. Some have ventured into Dalmatia, where then can be found making shady deals with vampires against even worse creatures. Many other Lupines fear that the warnings of the corruption of a tribe points to them.

Silent Striders are Egyptian-bound, but they are not able to enter their homeland. This grieves them, and their attitude is often that "as long as it isn't Egypt, it doesn't matter where we are". They are often found on the African part of the Mediterranean, though, acting as messengers and hunting down the Followers of Set and their ilk.

Silver Fangs are the patriatchs, patrons and patricians of the Lupines. They rule, not by election, but by Right and Might. They are fierce and dangerous foes, equaling Fianna and even at times Fenrir and White Howlers. Most of them, however, are far off in the mountains of Sarmatia, fighting each others and their tribes.

Warders of Men are probably the most numerous of werewolves in the Roman cities. They prefer bigger cities, but they all have a soft spot for Syracuse, the home of the now centuries dead Archimedes, and Alexandria, where they often try to invoke the spirits to seek the lost information.

White Howlers are fierce and violent, matching the Fenrir in evry aspect. They mainly stay in Caledonia, where they fight the Romans, visiting Fenrir and Fianna with the same fervor. Only rarely does ever a vampire pass the newly built wall of Hadrian to these land.

The Spirit World

The world was once whole, spirit and matter as one. No longer. Spirits has been divided from matter, and now exist in a world of their own, beyond a wall called the Veil. The passing through the wall is called the Gauntlet, mainly because it is not without pain. The Gauntlet is also used when describing the thickness of the Veil.

Lupines believe in three cosmic entities: the Weaver (pattern and order), the Wyld (creation and chaos) and the Wyrn (once balance and entropy, now corruption). They believe that the Weaver went mad and drove the Wyrn to madness with her, dividing the worlds and bringing corruption and evil to them. The Lupines blame humans for much of this disaster.

The Gauntlet is thicker in the larger cities, such as Rome, Lutetia and Lepcis Magna, than in the smaller villages and the wilderness. In these areas, the gauntlet is so low that Spirits can go in and out through the Veil, even possessing humans and animals.

Mages

The Magi are powerful creatures, knowing the secret of bending and twisting the world to their pleasure. Most vampires speak of them in whispers, fearing their abilities.

In reality, however, vampires and Mages rarely cross roads. They have mutual respect and dislike for each other, and neither cares to try their luck against the other. Besides, Mages are more concerned with each other, for, like all other supernatural creatures, they are consumed by hubris and greed.

Mages often find that tradition fights tradition and house fights house. This is the Golden Age of Magic, but it is rotting slowly from within.

There are several magicians, some of whom have loose confederations, called traditions, most of whom have houses or other special groups among them. They practice magic in their own way, and often despise each others as meddling with powers they do not comprehend, despicable and barbaric practice or simple primitivism. The strong traditions are:

- | **Order of Hermes** - is by far the largest of the traditions. They are so radically different that it is hard to find any common factor except that they have a bureaucratic connection. Most, however, use letters, words or names intertwined as a focus for their magic. and the large houses are at least as powerful as any of the other traditions.
The twelve houses are
Bonisagus - the masters of magickal knowledge and theory;
Flambeau - a fanatical house of Zoroastrian riits, students of the magick of warfare and the potent use of mystickal forces;
Quaesitori or Guernicus, the judges and lawmakers of the Order;
Tytalus a house that strives to improve itself through conflict, deeply in touch with Greek philosophy;
Verditus, who has taken to mechanics as the focus of their magic, and use tools and creations to carry out their magic;
Bjornaer - a Germanic house practicing shapeshifting and focusing on sepf perfection;
Diedne - A Celtic house of druids, the sorce of their magic is not known to outsiders;
Mercere - the messengers of the Order, experts in Politics and conspiracy;
Tremere - a political House, preferring guile to pure magic, generally mistrusted.
Criamon - this is a respected house of seers, augurs, Cryptic, prophets and oracles.
Jerbiton - Philosophers, doctors, scribes and other wise men, a number of whom are Patricians. They are, with the Quaesitori, often the official representatives of the Order of Hermes.
Merinita - these are secret students of Fae.
- | **Ahl-i-Bathin** - This Tradition deals in spirits, the *djinn* as they say in their tounge.
- | **Euthanatos** are mages of death. That is, they see life and death as a cycle, therefore death is change, not the end. The death of some people is needed, maybe because they hinder the natural flow of things, maybe because they are stuck in a difficult situation (e.g. bound by madness) and needs release. Naturally, these death-seeking creatures are considered gruesome by many, who avoid them as unclean.
- | **Spirit Talkers**
- | **The Old Faith**
- | **Valdaermen**
- | **Messanic Voices** are a small devoutly religious group of only a small followers. They believe they carry out the wishes of their one, true god.
- | **Nephandi** - are generally considered bad by other Mages. They seek the powers of the creatures of the Netherworld, and it is said that they might have connections with Baali. While the practice of Nephandi is considered evil and worthy of destruction by most Mages, most vampires (Salubri a noteworthy exception) do not see it like this; to each creature their god.

Wraiths

The forefathers are a vital part of Roman life, an almost all Romans, and most vampires, honour them. The restless spirits among the forefathers are the Wraiths. Wraiths are largely divided in the Roman world into the good (the Lares), the bad (the Larvae) and those in between (Manes).

Sometimes this is definite, other times it can depend on the person (one man's lair can be another man's larva).

Both respected and feared, the Wraiths are in their Golden Age, gaining respect and belief, and easily manipulating believing humans.

The World of Wraiths

Any child can tell you that the dead travel to Hades, a world dark and gloomy, where Hades punish the wicked and leave the rest to wallow in misery in a decayed world. This is not far from the truth. Wraiths does live in a shadowy version of the world of men (often called the Skinlands). Wraiths may pierce through the Veil, seeing the human standing faintly in their world.

Wraith society is not homogenous. The centre of Hades (or, the Shadowlands, as it is also called), is the city of Dis, made from bricks of Athens, Byzantium, Thebes, Persepolis, Damascus and Babylon, all important and old cities. It is run with an iron fist by Charon.

Cumae

Probably because of the Sibyl of Cumae and the great respect given to Pluto, the god of death and the afterlife, the area around Cumae has such a low gauntlet that getting through is very easy, even for the inexperienced wraiths. Cumae is a good way to get fetters through to the other side for humans, and it is an excellent way for ghosts to say their goodbyes to their loved ones.

The area stretches only a certain distance (roughly two sq kilometres), beyond that there is a new gauntlet at least as thick as would be expected there. This enclave is frequently visited by wraiths, who see it as their task to keep it as it is. This means that the Sibyl of Cumae is protected by at any given time at least ten wraiths, and that whoever harms her can expect the fury of legions of undead. As Cumae is a strong potential Node and Caern alike, several Mages and Lupines have encountered the wraiths in an unfriendly manner, and no Silent Strider will go near the place. Vampires wisely keep their distance, only a few Cappadocians, always observing custom and decorum, enter at their own will.

Faeries

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VIII THE ROMAN W

Playing Vampire in a Roman city is different from playing in, say, the Dark Ages in many respects, but then again, it is not *completely* different. Unlike the Dark Ages cities, the Roman cities are bigger, cleaner (if only slightly), more organized (to an extent) and better connected to other cities. Rome is the natural centre of the known world, and a good relationship with Rome is inevitable.

Still, you could get away with making a city much like a Dark Ages city with some important changes. First, God, now called IHHW (the Romans had neither J nor Y), is unimportant for most people. The important deities are Jupiter, Juno and Minerva, followed by Neptune, Venus, Mars, Apollo, Ceres, Diana, Mercurius, Bacchus, Vulcan, Isis and Pluto. Second, large Gothic cathedrals do not exist, in stead there are fairly large marbled temples. There are at least as many priests, but no one claims that their is the right religion and that others are heretics. Nor are there castles around, but the feudalist ways exist, only under the name of patronage.

Playing a Roman

The Romans were at once more modern and more primitive than one would expect. This is much due to education and to finance. While education is considered a necessity, the quality of it varies. The knowledges, especially academics, medicine and science, are scarce, and in their place, superstition flourishes. The fortune of any man or woman depends on the gods and the ancestors, rain is far from mechanic, but rather the result of Aquarius, the cup-bearer of the gods. The changing of the seasons are the works of the gods, and bad seasons are the result of angry gods. Even the most educated men fear the wrath of the gods, and certainly no vampire will ever dare ridicule them, save some Malcavians and Bruia, often shunned by their gens.

On the other hand, Romans are not necessarily as picky as one would believe. Prostitution, at least among men, is usual. Having lovers is, in a world of arranged marriages, not such a big thing. While the higher classes, such as equiis and beyond, have a moral obligation to their clients, this is less important for those less fortunate in birth. Brutality is another aspect that must be counted on. Brutal muggings are commonplace in shadier parts of town, especially from impoverished former soldiers. As such, any Roman must either avoid certain areas, go with bodyguards or be ready to defend himself.

Latin

"What's this, then? "Romanes eunt domus"? People called Romanes, they go, the house?"

Life of Brian

Using Latin in a game where Latin is the language everyone speaks can create difficulties. Not only can it lead to bad latin, it can also lead to confusion and annoyance among the players when a game that is otherwise played in English is interrupted with a latin quote. Certainly, the temptation to comment "Iala Acta Est" when someone has botched can be too much for anyone, and occasional Latin expressions that everyone are safe with are good. As a whole, however, the game will probably be best in English. Names, places and certain sects might cry out for Latin, and they have also been included in this page. Every player is of course free to choose a different name, but scrutiny must be observed, or names like Sillius Sodus and Naughtius Maximus are just begging to appear. Such joke names are funny once, maybe twice, but not through a campaign.

Homer

The importance of this blind mythical poet cannot be overstated. In the Roman age, everyone was supposed to know the *Iliad* and the *Odyssey* well, and referring to it would be considered very impressive (much like quoting Shakespeare and about half the English poets). Anyone with Academics 1 (and most even without) knows the story like this:

Iliad

When Paris, a prince of Troy, is born, an omen is interpreted by the augur to suggest that he will be a storm that will destroy the city. As a precaution his father Priam gives the child to one of his servants, who spares him and then brings him up as a shepherd. Paris is handsome and witty, but not brave, at least according to Homer. Paris is told, somehow, about his heritage, and returns to claim his right as a prince.

The sea-nymph Thetis is married to the king Peleus. All gods are invited, except Eris, the goddess of strife. She revenges herself by throwing a golden apple into the wedding party with the inscription "Kalisti" ("to the most beautiful"). The three main contestants, all goddesses, were Juno, Minerva and Venus. Jupiter rules that the fair (in both senses of the word) Paris should judge which goddess is right, which happens at Mount Ida. All goddesses bribe him; Athena with wisdom, Juno with land and Venus with the most beautiful woman on earth. Paris chooses the latter, and Venus is considered the most beautiful. The most beautiful woman is Helen, who is married to Menelaus of Sparta at the time. Paris steals her away, and Menelaus is infuriated. Agamemnon, his brother and king of the mighty Mycene, finds this a perfect excuse for starting a war. He gets all the important Achaeans (=mainland Greeks) to join in. The greatest warrior, Achilles, takes some persuasion, but later joins in.

The battle itself, delayed because the Achaeans were scattered by sea, and could only continue after the sacrifice of Agamemnon's daughter, Iphigenia, waved back and forth. A number of interventions were made by the gods; Mars, Venus and Apollo on the Trojan side, and Athena on the Achean side. The big heroes were Achilles and the Trojan prince Hector (son of Priam and brother of Paris). Reinforcements kept coming on both sides, and many times the Achaeans were almost defeated. Internal disagreements also occurred, such as when Agamemnon was forced by Apollo to return Apollo's high priestess Chryseis and rather took Achilles' concubine Briseis as his own. Achilles was insulted and refused to fight. After the Trojans pushed the Greeks to the camp by the sea and set fire to the boat, Achilles permitted his closest friend, Patrocles, to use his sword and armour to fight back the Trojans. Patrocles did well, but was later killed by Hector. Achilles, infuriated, gets a new armour from Vulcan and rejoins the fight, mainly to kill Hector. He did so after an epic battle, but his heroic reputation had a serious blow after he tied the body of Hector to his wagon and rode around Troy with it. This was considered so vile that even the gods reacted. Priam manages to go to the Achean camp to claim the body of his son (Hector), which he finally gets. Somewhat later, Paris kills Achilles via a poisoned arrow to Achilles' heel.

The Trojan War ends famously by the building of the Trojan Horse by the Achaeans. It is left by the Achaeans supposedly as an offering to the gods to ensure a safe journey home. The Trojans, despite the warnings of Laocoon (who was killed by serpents), Cassandra (who nobody believed) and Paris (who everybody ignored). At night, the Achaeans sneaked out of the horse and opened the gates to their friends. The unsuspecting Trojans were slaughtered and Troy sacked. The gods, horrified at the brutality of the Achaeans, punish them one by one on their returns from Troy.

Important Heroes and Quotes of the Trojan War

Heroes

- 1 **Achilles** - The bravest of the Achaean warriors.

Believed to have been made immortal except the heel, his only weak spot. His mother, Thetis (the one whose marriage started it all), told him he could choose between a long, peaceful and unimportant life and a short life and to be remembered forever. He was in love with Briseis and some suggest also with Patrcles, his best friend.

- | **Aeneas** - In the Iliad and in other Greek myths about the Trojan war, he is fairly insignificant, only a twice-removed cousin of Hector. He is most famous for carrying his father, Anchesis, out of the burning city of Troy. The Romans, however, hold him in great esteem and he is the hero of Vergil's *Aeneid* and subsequently the father of all Romans. His mother was said to have been Venus.

- | **Agamemnon** - King of Mycenae, and leader of the Achaians. He summoned them and sacrificed his daughter Iphigenia to assure safe passage, after he had gotten the wrath of Diana. He was arrogant, and caused unnecessary trouble by taking Achilles' spoil of war, the beautiful Briseis, from him. He did fight in the war until he was wounded and could not continue. When he returned to Mycenae, he was killed by his wife Clytemnestra, probably as revenge for him killing her first husband and daughter.

- | **Ajax** (Greek: Aias) the Greater - The second best Achaean warrior, the strongest and tallest (but hardly the brightest) of all Achaeans. He was often fighting with a hammer, though he occasionally used a spear. He was never hurt during the war, but after he was denied the dead Achilles' sword and armour and he tried to kill the Achaeans (he ended up killing sheep), he commits suicide.

- | **Ajax** (Greek: Aias) the Lesser - A Achaean warrior; brave, swift and a great spear thrower on one hand, quarrelsome, arrogant and boastful on the other. He is said to have defiled Cassandra, the priestess of Apollo, during the sack of Troy. For this he is killed on his way home by Neptune and Jupiter.

- | **Hector** - Trojan prince and the great hero of the Trojans. He killed Patroclus and fought well against Ajax the Greater. He led an attack which nearly defeated the Greeks, and was a favourite of Jupiter. He is, with Achilles, considered the greatest hero of the war.

- | **Nestor** an old Achaean king, too old to fight,

Quotes

Quoting from the Iliad or the Odessy is especially impressive. It would, however, require a Academics 2 or a Homeric Knowledge 1 to be able to use these quotes:

- | **Anger**"Sing, goddess, of Achilles ruinous anger Which brought ten thousand pains to the Achaeans, And cast the souls of many stalwart heroes To Hades, and their bodies to the dogs And birds of prey." (the beginning of the Iliad, often quoted)
- | **The power of the gods**"Nothing can be revoked or said in vain nor unfulfilled if I should nod my head." (said by Jupiter)
- | **To a womaniser** "Paris, you handsome, woman-mad deceiver, you shouldn't have been born, or killed unmarried. I wish you had-it would have been far better Than having you our shame, whom all suspect" (Hector)
- | **Bravery and glory**"No man, against my fate,

but young enough to lead the troops. He is a wise man and often present advice to the younger warriors. It is hinted that he is long-winded and boring.

| **Odysseus**, see Ulysses

| **Paris** - The one responsible for the war. For most info about him, see the above retelling. Some stories describe him as cunning, and all him as beautiful. His decision on mount Ida to choose beauty over power and wisdom proves that he is certainly not wise.

| **Patroclus** (Greek: Patrocles) - Achilles' best friend, mainly known for the fact that he fought with Achilles' armour and was killed by Hector and that he was considered (among others by the famous poet Ovid) as Achilles' lover.

| **Philoctetes** - Acaean hero, who was only swiftly in the war until he got a festering wound and was sent back to his home isle against his will. It was discovered, however, that the war could not be won without the aid of the bows and arrows of Hercules (who gave them to Philoctetes' father). Philoctetes was asked to rejoin the battle as his wound was healed and he was needed. He did so and killed many Trojans with his bow, including, according to some, Paris.

| **Priam** - King of Troy, and too old to fight. His function is often that of a kind old man, for example when he asks for the return of his son's (Hector) body for proper burial. He was brutally killed by Neoptolemus (often called Phyrrus by the Romans).

| **Ulysses** (Greek: Odysseus) - The most intelligent of the Achaeans. He conjured up the Trojan Horse and managed to get Achilles to join the Achaeans. The Greeks consider him a hero, the Romans a villain ("Cruel Ulysses") in the *Aeneid*.

sends me to Hades". (Said by Hector)

| **Revenge** "I only wish my fury would compel me To cut away your flesh and eat it raw For what you've done." (Achilles to the dead Hector)

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On cities

There are many misconceptions about the Roman city. It is often portrayed as white (or at least marble-coloured), clean and not all that populous. The opposite is often true. The Romans were very fond of colours, as were most others at the time. Statues, columns and walls were painted in strong colours. Interior walls in houses were often painted in beautiful motifs from mythology. Clothes were dyed well, and few wore white (except some togas reserved for formal occasions). In addition to colourful, Roman cities were dirty, filled with graffiti (mainly political) and there were beggars and vagrants en masse. . Muggers and highway robbers, often former soldiers not managing to settle down, were abundant, and often stronger and better trained in killing than most others. The rich would go around with bodyguards, the poor would get mugged. Cities were often overcrowded. In other words, it's a great time to be a vampire.

The average city

Rome is an urban empire. It has cities in many places, and most of them have a strong sense of Romanization, that is to say that Roman architecture and culture is very present. This doesn't mean that all cities look alike, in fact all cities of the Roman Empire are individual, but there are some things that are often found to be the same:

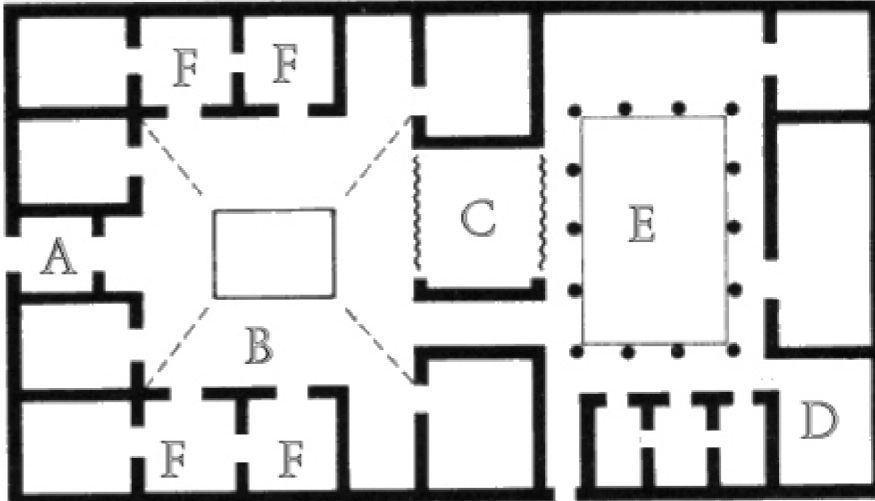
- | The Streets are often very systematic. They are based on the two major roads, who always meet 90 degrees to one another. All other streets are parallel to one of these. There are few curves in a Roman road. Again, exceptions exist, mainly in cities that existed before they were part of the Roman Empire.
- | The Capitol, the Forum and the Basilica are always to be found in a Roman city. It sums up the Roman Society, Capitol is the religious centre, the Forum is where one talks politics and the Basilica is where one trades.
- | Public toilets were everywhere. These were not many booths, but one room with many seats. Political discussions could easily take place while inside a public toilet. The public toilets were so popular that many didn't even have a toilet in their own house.
- | Cisterns were of extreme importance. Their chief functions were to distribute water brought from the aqueducts or rain water fallen in great basins. Cisterns were often visited by the poor (those living in a domus would keep water in their *impluvium* and keep reserves).
- | Taverns were very popular. While the richer would not have been caught dead in one, the less snobbish could easily go there. Taverns were often run by slaves or freedmen, but citizens could also run them.
- | The Lupanare, the Bothels, are many, in average at least about one per 1500 inhabitants. As many marriages are pre-arranged, a Lupanare makes marriage less unbearable for both parts. Going to one is not as unacceptable as nowadays. All prostitutes are slave girls, and they often have "specialities" painted above their room.
- | Circus, theatre and amphitheatre are all arenas of entertainment. The Circus is for racing chariots and running; the theatre, shaped as a semi-circle, is for plays and the amphitheatre is mainly for gladiatorial matches.
- | Baths are very important for Romans. Keeping clean is vital, but equally important is the social gatherings the baths represent. Many meet here to talk and to see new people. Men and women share baths, but are normally dressed when not actually bathing. There are three important pools, each in a different room. The Frigidarium is cold, the Caldarium is very hot and the Tepidarium is luke warm. The idea was to go into all in one order, often starting with the Frigidarium.
- | Temples are omnipresent. The superstition of the Romans cannot be exaggerated, and their belief in the gods is great. Temples for either Apollo, Vesta, Ceres, Juno, Jupiter, Mars, Venus, Diana, Isis, Minerva, the Trinity (Jupiter, Juno, Minerva) to name but a few, are easily seen in a Roman city. It was not unusual to find four or five temples in a city. There are also temples after the emperors; Augustus was particularly popular, as was Trajan, Claudius and Vespasian (Nero, Tiberius and Caligula were among the undeified emperors).
- | A Necropolis is necessary for any city. A Necropolis is much the same as a graveyard, except that it is much more lavishly decorated, often with small shrines and miniature temples one can enter. A Necropolis is always placed outside the city (even by law) as death is considered dirty.

Accommodations

As far as housing is concerned, most people lived in apartments. The appartmens are as they have remained since. To say that they were not connected with status is an understatement. It was often

built in cheap material, the roof could easily leak, the landlord would rarely bother to fix things, tiles could fall down, the risk of fire was always imminent. The living accommodations were not only sub-standard, they could be hazardous as well.

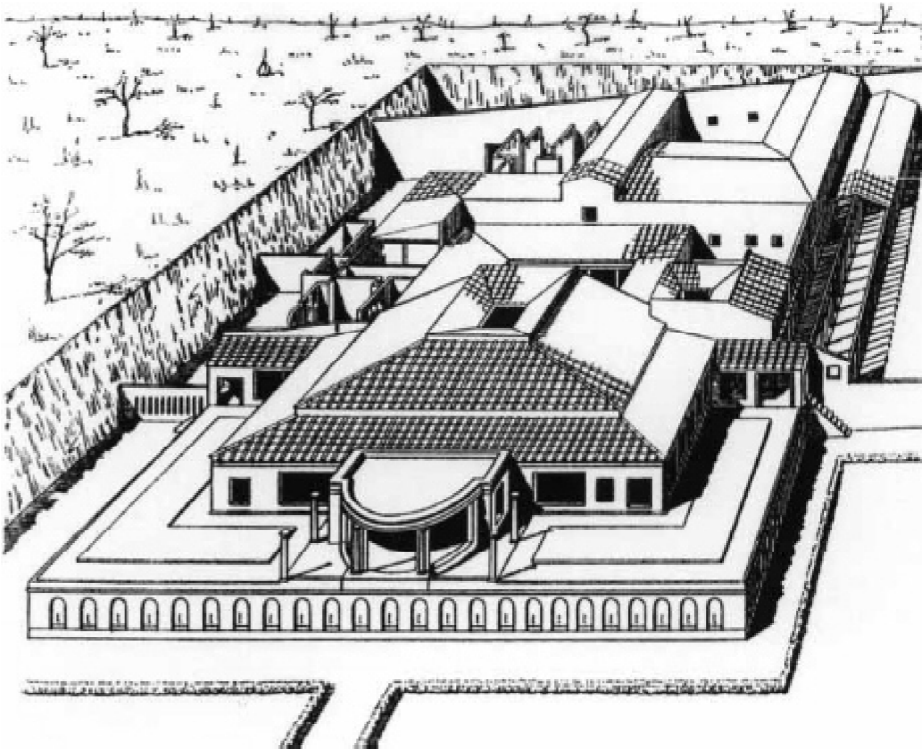
While most Romans would live in apartments, the rich would live in a *domus*, a house. While the houses were semi-detached, they offered a lot more privacy. Most vampires would prefer this accommodation. A domus is normally built with variations over this theme:



One would enter through the Fauces (A) and arrive at the Atrium (B), which had a squared hole in the ceiling, compluvium, and a small pool in the ground, impluvium. This was reserved for rain water. The Clients would meet their patron in the Atrium, others would continue. The Tablinium (C) is where the houseowner conducted his affairs and businesses, and was in many respects his office. The Triclinium (D) was where food was normally eaten, and the Peristyle (E) was a sanctuary in many respects. It most often had colonnades surrounding a small garden with a fountain in the middle. The Cubiculi (F) were bedrooms, often used for very private conversations.

All walls in all rooms (except those assigned to slaves) are painted, often in fine, even ostentatious to some, motifs of Roman history or mythology. The more fashionable have motifs of doors opening into the unknown, "secret passageway"-style. Naturally, most vampires believe that this idea is a cooperation of the mindset of the Moon Clan and the artistic experiments of the Clan of the Rose. More likely it is a whim of a Roman artist that got popular.

As the Romans believed in having an open house, vampires would probably prefer to sleep in the cellar, which was both very private and the only place to avoid sunlight completely.



The very wealthy would have a *villa*, a sort of mansion, a bit away from the cities. The Villa had much the same layout as a *domus*, just bigger, often with two peristyles and a separate garden. Unlike the *domus*, the villa was often very private, but it was often customary to visit one's neighbours.

Death and Taxes... and Fire

The average life of a Roman wasn't high, but statistics lie. If you had made it past ten, your chances were big. If you happened not to be in the army or working as a slave in the mines, your chances of making it past 40 were good. If you had a decent income, chances for living past 60 were good. Most Romans died of diseases that are easily curable today, such a small-pox, gangrene, clamidia or the flu, not to mention infections. Going to baths at least once a day and eating a healthy diet helped against a lot of these dangerous enemies. Death had a double edge. On one hand, it was a transition to becoming a genius, that is an ancestor spirit, a wise thing indeed. On the other, death itself was considered dirty, and all graves were outside the city. The embalmers had to live outside the city because of their involvement with the dead, but they were also appreciated for their good work. They were, of course, allowed inside the city walls, but they could easily be treated with suspicion. Like death, taxes could not be avoided. Taxation varied from place to place, but the norm was that someone was given the responsibility for demanding tax from the citizens of the area. They had to pay the state a certain sum and the surplus, there was always a surplus, was theirs. This does not mean that taxation was too heavy, no one wanted to be responsible for a rebellion against the Romans. Besides, the reputation of a Roman depended in a large degree upon what his subject thought of him, and a seat in the Senate would not be open for a greedy trouble maker. For a civilization of brick houses, the Romans are often haunted by fire. The reason is that most houses and appartments are at least partially built with wooden beams. While it isn't necessary, it is fashion. The main problem is of course not the beams themselves nor careless use of fire, but the fact that all domi (or houses) are semi-detached. If a fire starts, it can take out an entire block

Organization

The Roman cities were divided into those who were considered fully Roman cities and those who had not reached that status. For the former, there were taxation and legal benefits, as well as a well-rounded organization. The latter was often run by the Roman army, and the local Centurion would often act as a mayor and diplomat. In both categories, the armies worked as patrols, and sometimes various other duties (roadbuilders, social workers, construction workers and most other things). The conquered cities were often left with their original manner of ruling, but occasionally the Romans would build, or rename existing buildings, a basilicum, forum, capitol and various other items. It was also customary to build temples, theatres and amphitheatres, aqueducts and other items.

Playing a vampire in the Roman Empire

Playing a vampire in Rome during the Empire is not much different from playing at any time, but there are cultural differences that must be noticed. The mind of a Roman citizen is nothing like the mind of a devout Christian in the Dark Ages or a postmodern Generation X in the early 1990s. A Roman Vampire, however, has much of the same vampiric urges and desires as their counterparts in history. However, the moral and political background human society gives the vampires is as significant for Rome as for the other times.

The major changes lie in honour and hypocrisy. The Roman world is one of both. For the honour part, it means that no vampire, not even the most experimental of the Night Clan or devious of the Snake Clan, takes lightly on their honour. For the hypocrisy part, there is at no time any rule that cannot be twisted and changed, and speaking with two tongues can get you by if you do it good. Said in short, appearance is everything. Who is honourable is up to the public opinion, and if you appear honourable, then you have little to fear. The game of hypocrisy is a difficult one, and even the best can misstep. Therefore the safest thing is to have an honourable reputation. This is not done by being kind or cruel, but by being just and wise. Or at least appearing so.

Living in a Domain

A Domain in the Roman world is normally restricted to a city and the immediate surroundings. Invariably, a Domain is densely populated, and there are often Roman legionaries nearby. While a vampire could do quick work with the odd legionary, 50 of them are too much. Therefore it is understood that the Romans are better left unbothered. This doesn't mean that the silence of the blood is so rigorously enforced as one might think, but it does mean that a vampire should behave with caution.

A Domain is naturally well-organized into a hierarchy. At the top of the hierarchy is the **Prince**, who rules at will. As Princes have learned, however, keeping in contact with one's subject is wise, and few Princes practice as tyrants. Occasionally, the Prince has a council of Elders, called a **Senate**, who work as a broad spectrum of the vampires and keep in touch with the needs of the vampires. These are only used in cities of considerable size.

To keep order, a Prince normally has a **Praetorius**, who acts as the law enforcer. It is within the right of the Praetorius to capture or kill, depending on the crime, any vampire in the domain who has somehow broken the law.

History of Blood

The Ventrue had finally managed to get control over the Senate, and they had rid themselves of Marius and Sulla and things seemed to get back to normal. No one was prepared for the coup by Caesar. It left many Ventrue speechless and some even powerless. There was a great uproar within the gens, and many claimed that they should have listened to the Malkavian oracles. Their only fortune was that many of the Malkavians had not done so either, and as luck would have it, no other clan had taken the opportunity, even though a couple of the gens lunai had increased their power. Ventrue knew only too well that power driving a two-horse chariot, with individuals and institutions forcing each other.

The mad ones

Having mastered the ins and outs of manipulation of the Roman Senate and court, the Ventrue again felt they had control. When the Malkavians asked for their share, they were refused quite abruptly. Some attempts from the Malkavians to seize control were quickly dealt with, others were more successful. But they made little difference to the Ventrue control of Rome. Or so it seemed. After Augustus, Tiberius was somewhat surprisingly appointed heir. His desires to withdraw to Capri was welcome to the Ventrue, but they had not planned ahead. Ignoring the emperor for their own power struggles in Rome, they never took action against his fascination for Caius Germanicus, a boy many times as clever as he appeared. In year 792 (39AD), the gens was completely taken aback as the young man, Caligula to his friends, became emperor. He might have been controlled by the Malkavian, but he was out of control. His paranoia and ruthlessness destroyed much of the power base of the Ventrue, and at a gens meeting, it was accepted that the aid of the Malkavians, who understood the human mind better than anyone, was needed. Together they arranged for his dispatch, Ventrue by planning assassination, Malkavian by favourable signs and by "guiding" the mad emperor.

Together, they ruled well under his follower, the wise and sombre Claudius. However, as he grew older and the question of a follower was raised, rumours had gone round that the Ventrue wanted to reestablish the Republic to avoid unstable rulers and thereby also the Malkavians. The result was another struggle, and through that struggle came Nero. Nero was even worse than Caligula, and his reign was one of horror and chaos. The Malkavians and Ventrue were on the border of a civil war as a result, and only negotiation by prominent Toreador, Brujah and Cappadocians prevented what might be the downfall of both gens. The two agreed to cooperate to stop the mad emperor. When he was dealt with, the agreement of cooperation was considered to be for all time. Under the joint leadership of the two gens, the vampires went into the Golden Age of Rome.

Pompeii

With the exception of the Cumanian sibyl, no one in the vampire world predicted the outburst of the Campanian volcano. In fact, most vampires, like humans, had no idea what a volcano was. The demolition of the city of Pompeii, along with the recreational town of Herculaneum and the suburban Stabia, has, however, spawned a number of rumours. Some claimed it was the curse of one of the gods, of whom Neptune, Pluto, Bacchus and Vulcan are frequently accused. Others believe it was provoked by the Baali or by one of the eldest vampires, while some rant about human-like magicians with immense powers. The common puzzle is that the city in its time never was much important. The Prince was believed to be a henchman for Camillus, and the rest of the vampires had, rumours say, few activities besides the usual bickering.

Civilized monsters - Vampires in the Empire

Prince Marius Tiberius Camillus

The common misunderstanding of many unlearned Vampires is that Camilla has always ruled Rome. This is far from the truth. Not only is Camilla a girl's name, and the Prince would strongly disapprove of anyone calling him by that name, but the misunderstanding is based on the fact that Marius is the second Camillus to be prince. He took the name "Camillus" to honour Publius Julius Camillus who ruled Rome from the beginnings to the time of the downfall of the Republic. Publius Julius Camillus' fall is a bit hazy, some blame the Moon Clan and others Camillus' folly. His vampire brother took over so swiftly that few realized the change before stability was restored. The name change also gave Marius the advantage that many of the former Prince's men kept their allegiance until they noticed the change, upon which they renewed their allegiance to the new prince. Marius Camillus is a shrewd politician, and he has a way of knowing what happens almost before it does. To his aid he has some of the more talented members of the Moon Clan and the Clan of Death. The Prince is strict with ghoulings and Embracing, at least in the higher strata of society. He is a man of examples, and believes that punishment is a good lesson. He does not kill a vampire readily, but a good beating and even scorching is not beneath him.

Mithras

Lysander

Author's Note on Vampira Roma

This site/book is not an official White Wolf book that was hard to find. It is solely fan fiction. I have used the rules and backdrop of the old World of Darkness, and I have tried to recreate some of the atmosphere of it. The recreation of the Roman Empire is facilitated. Is meant available for all, not for a select few who know the ups and downs of Rome. This is also why I have not emphasized the Patron/Client relationship more than I could; it is ultimately up to the Storyteller which of my suggestions that are more appropriate for her or his game.

Rome is mentioned relatively few times in the World of Darkness, and with, as usual, very contrasting information. I have done my best to keep to the established facts when it was at all possible, but sometimes it was problematic at best. As the default setting is AD 150, I have omitted Carthage, that was destroyed 300 years before. The power vampires have over humans is also vague, as different sources claim different things. The "Hall of Fame" of Vampires is also scarce, not that many of them were sired before this age, and of the few, most were a good distance away from the happenings of the Empire or kept a low profile.

On the question of copyright, I would be foolish to leave it reachable on the internet if I did not want people to play it. I would only ask a favour of you if you use this setting; please [report](#) back to me on anything that does or does not work with the system or the page.

Synopsis

Clans

Clans are called by the Latin equivalent, *gens*. Of the clans, three are not active in Ancient Rome. **Ravnos** are too far away and too alien in mind to fit in. **Tzimisce** are too territorial and uninterested in the Roman ways to be of much use. Some can be around in conquered parts of Eastern Europe, but they most likely remain in their havens. **Tremere**, for all their Latin fixations, are not present yet, as they join the vampiric world much later. On the other hand, **Baali** are both active and chiefly ignored, as the world at large pays little attention to the heathen gods they worship or despise.

The remaining clans are also slightly different than their more modern versions in the Dark Ages: **Assamite** have no common religion, but often those who are strong in their belief of almost any religion are preferred. They are under influence from the waning Persian Empire as well as the Semites. They are divided into two, the warriors and the scholars, who often serve as diplomats in Roman cities. Between all, but especially the warriors, there is fierce rivalry and intrigue, and the clan is anything but united.

Clan symbol:

Baali are considered a cult of lesser interest. They are as a rule scorned, but only the elder actually consider them worthy of attention, and only a few of them bother to make the Baali unlife hard. All Salubri hate them, though. The general concept of Baal is not agreed upon by the gens members, and he is portrayed as a phallic character by some, a demon by others, an ancient king (much like the Babylonian kings) by others and so on. This divide creates some rifts within the clan as far as worship and resurrection manner is concerned.

Clan symbol: The same, a pentagram.

Brujah are focused on the strength in body and mind, and neither is neglected. As Carthage fell, the clan has fallen into disrepute, but far from all Brujah were on the side of the Carthaginians. As scholars, they have found a niche in molding the mind of the politicians of tomorrow, and they are

united by necessity, as their strength and wisdom are the two strongest weapons on the road to acceptance.

Clan symbol: A Corinthian helmet, symbolizing Minerva, the goddess of tactics in war and of wisdom.

Cappadocian are interested in many aspects of death, from the transision via the spiritual to the metaphysical. They all belong to some order or other, and often more than one. Their clan leader has little influence, and most of them do as they please. Not all study, however. Some spend their time reminding themselves, and others, that they, having mastered death, are superior, and live in as much luxury as they can.

Clan symbol: A torch facing downwards, symbolizing death.

Followers of Set have been under the rule of the Ptolemaian Greeks and the Romans for so long that their ideology has been mixed with Greek philosophy and Romand gods. This is a mixed blessing for them, as they suffer the for them unbearable Isis-worship, and many of the clan care little for their founder, and choose more philosophical reasons to live a life of no moral boundaries.

Clan symbol: The same, a head of Set.

Gangrel are, by and large, the enemies and the most feared clan of the Roman Empire. Almost all live on the outskirts of the Empire, and only a few make their way into a city, usually at a Prince's calling. They are feared as never before or after.

Clan symbol:

Lasombra are defeated at sea and seek to be strong elsewhere. They are no match for the Ventrue in Rome, and seek in stead to build any alternative base of power. Lasombra in the Roman Empire desire nothing less than being second-in-command. They would rather try their own than be under the leadership of another clan. All Lasombra are drawn towards water as a weaker second weakness.

Clan symbol: a crown that seems like the head of a trident, connecting the desire for sea with the need to rule.

Malkavians are stronger now than they have ever been. They are oracles and soothsayers as well as politicians and lawyers of note. They are all marked by madness, but it is not considered a blessing as much as a tool. Anyone driven by madness is said to be "haunted by Phobos", and is ultimately considered fit for destruction.

Clan symbol:

Nosferatu are often handy scapegoats, and so the part of the clan that seeks civilization and the company of other vampires are often very cooperative. The other part of the clan embraces the monster characterization that they have been given, and can prove to be dangerous opponents indeed.

Clan symbol:

Salubri are the only clan who solely believe in Caine and the damnation. They are Christians or Jews, most often the latter, and they are fanatics. Often they act as judge and executioner, at least if they can get away with it. Those who have been weighed and found too burdened with sin can be helped to stop their evil ways, either by guidance or by death. The clan hates with passion the Baali and allow none of them to live.

Clan symbol: The same, three eyes in a triangle.

Toreador are reasonably strong within the Roman Empire. Here they flourish, but they know the need for protection. Only a strong state can preserve the beautiful items they love and need so much from the battleaxes of the barbarians. As such, a great number of Toreador partake in politics to secure the status quo or to improve it, but at all costs to keep barbarians away.

Clan symbol: A sea shell with a pearl in a bed of laurel, connecting Venus and Apollo and desire for perfection (the pearl).

Ventrue are the strongest, and they rule supreme. That is, with the aid of Malkavian, whose ability for politics the Ventrue will never underestimate again. The Ventrue are by far the most organized, and they are prone to use cameraderie and bribery to keep the clan strong. There is a lot of rivalry within the clan when times are slow, but nothing unites them like a common enemy.

Clan symbol: a *fascies* of lightning bolts, suggesting power directly from Jupiter, tied together by four bonds, representing that the only way to keep power in check is by the four cardinal virtues.

The Clans of the World of Darkness

Essays on the clans

Followers of Set

The extraordinary point of the Followers of Set is that they are bound together as a sect to do vicious things. This is certainly second to none, perhaps excluding Tremere, in loyalty and organization. No other clan is united towards a common goal.

VAMPIRA ROMA

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But wait a minute. The idea that all believe in the great god Set and that they serve his will is in itself possible for some fanatics, but when the clan prefers to drag their members down to downright viciousness and "evil", it is hardly likely that they would care about a god. Certainly no other clan knows better than that friends are pointless and that no one can be trusted. Besides, the thing about vampires is that they all accept evil. It is when the evil is calculated and when it is predictable that they can never be trusted, that they are considered a problem and an anathema. If the Setites went about their own way, they would probably get a lot more things done. It is when they remain united that they are considered a nuisance. Nor does the organized group fit with the god. While Set is the god of chaos, the followers are organized.

Speaking of things that do not fit with Set, the Serpent is often associated with the Followers, but never with Set in Egyptian mythology. He was the aardvark/hipopotamus/occasional hyena god. How does this fit in with the signature discipline? To further complicate, the snake god of Egypt was Apep, an evil god who fought against Ra. According to myth, Set was one of Ra's strongest defenders. He helped defeat Apep, and several Pharaohs used Set as their deity. However, as Set was not popular with everyone, he was associated with Apep by his opponents. But this makes the snake routine *slander* and not fact. He was especially depicted as evil by the Greeks and Romans. He was also associated with the evil gods of other religions as well, among them, and here's a plotline for you, Baal.

ERRATA from Page 12

The Traditions

THE FIRST TRADITION: PROGENY

YOU SHALL NOT EMBRACE WITHOUT PERMISSION FROM YOUR ELDER. YOU SHALL NOT EMBRACE OUT OF LOVE OR HATE. YOU SHALL NOT EMBRACE THE WILD ONES OR THE MOON BEASTS, NOR SHALL YOU EMBRACE THE SHINING ONES.

THE SECOND TRADITION: DESTRUCTION

YOU ARE FORBIDDEN TO DESTROY ANOTHER OF YOUR KIND. YOU SHALL NOT ASSIST IN KILLING UNLESS THE FIRST OF YOUR DOMAIN HAS ORDERED IT SO. THE FIRST OF THE DOMAIN MAY ONLY KILL THOSE WHO HAVE BROKEN THE TRADITIONS. THOSE WHO DRINK THE HEART'S BLOOD OF ANOTHER SHALL BE SLAIN.

THE THIRD TRADITION: ACCOUNTING

THOSE YOU CREATE ARE YOUR OWN CHILDREN. UNTIL YOUR PROGENY SHALL BE RELEASED, YOU SHALL COMMAND THEM IN ALL THINGS. THEIR SINS ARE YOURS TO ENDURE.

THE FOURTH TRADITION: BEING

YOU SHALL NOT DENY YOUR NATURE. YOU SHALL NOT ALTER YOUR NATURE. YOU SHALL NOT BETTER YOUR NATURE. YOU SHALL NOT CLAIM TO BE OTHER THAN WHAT YOU ARE.

THE FIFTH TRADITION: SERVANTS

YOU SHALL PROTECT YOUR SERVANTS. YOUR SERVANTS ARE YOURS TO WATCH OVER. THOSE WHO KILL ANOTHER VAMPIRE'S SERVANTS MUST LOSE ONE OF SERVANT HIMSELF OF THE CHOICE OF THE OFFENDED VAMPIRE. THOSE WHO DO NOT PROTECT OR MALTREAT THE SERVANTS HAS NO RIGHTS TO KEEP THEM.

THE SIXTH TRADITION: GUIDING

YOU ARE NOT PLACED ON EARTH TO RULE OVER THE CHILDREN OF SETH. YOU SHALL GUIDE THEM AND HELP THEM, BUT NEVER RULE THEM AS YOU SEE FIT.

THE SEVENTH TRADITION: DOMAIN

YOUR DOMAIN IS YOUR TO CONCERN. ALL OTHERS OWE YOU RESPECT WHILE IN A DOMAIN. NONE MAY CHALLENGE YOUR WORD WHILE IN YOUR DOMAIN. ALL WHO WISH TO VISIT A DOMAIN SHALL MAKE THEIR PRESENCE KNOWN. IF YOUR DOMAIN IS A CITY, YOU MUST ALLOW ALL OF THE BLOOD TO STAY AT LEAST ONE NIGHT UNLESS THEY ARE WANTED FOR BREAKING THE LAWS.

Progeny The tradition has many interpretations, most based on the part about love and hate. There have been heated discussions on whether an Embrace was made out of love, and many Princes ignore this bit. The punishment for breaking this Tradition is nearly death.