



# **Danse Macabre**

**an OWbN Guide to Sabbat Status**

## QUOTES

Another labor of love from Team Sabbat. This packet in particular was an interesting one to revise. Many people have many different ideas and opinions on status in general (not just Sabbat). We as a Team took a lot of the feedback we received and tried to keep the mood and theme of Sabbat Status in mind when we worked on this project. We know that it won't satisfy everyone; that's impossible. Rather we hope this more simplified and clear packet helps promote the status system within the Sabbat genre. Besides the whole team, I would like to thank Jimmy R and Lex L in development and work on this revision.

~Adam Sartori

2010-2017 Sabbat Coordinator

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# Danse Macarbe

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## THE DANSE MACABRE: SABBAT STATUS

While the Sabbat is quick to espouse the freedom it offers, the sect uses status to delineate the established Elders from the Neonates and shovelheads. It offers those in power a chance to recognize members who excel and punish those who fail. While any Bishop is quick to assure his or her diocese that they are all free Sabbat, with that comes the understanding that there are those who contribute to the cause of freedom more than others.

Sabbat status places more of an emphasis on accomplishments, rather than perception. Unlike Camarilla status, measures of standing based on accomplishment are earned for specific acts, and once awarded, cannot easily be removed.

Status reflects themes of decadence and vanity, which are relevant to Vampire. The rules in this packet should work for you, allowing you to laud your accomplishments, embarrass your enemies, and manipulate others. Deeds should be known, be they great or foolish and the status a PC has reflects what he has done and is known for.

### Base Mechanics

Below is a list of some of the basic mechanics of how Sabbat Status works within OWbN Sabbat genre:

1. You may bid a Status Trait instead of a regular Trait in any applicable social challenge. You **MUST** tell the opposing party that you wish to use your Status Traits in the challenge.
2. Your Status Traits may be used to add to your Social Traits during an applicable social challenge. You **MUST** tell the opposing party that you wish to use your Status Traits in the challenge.
3. If an individual wishes to use their Status Traits in a social challenge, you may choose to ignore their Status. This, of course, prevents you from using your own Status in said challenge. An individual who chooses to select this option will immediately gain the Negative Status Trait *Unworthy*.
4. Status may be added to all Ritae Challenges to perform and execute them. Meaning that you gain a number of Bonus Social Traits equal to your Status in the Static to perform Ritae, **NOT** that all War Parties gain additional bonus traits equal to your status to kill someone. The bonus from Status Traits **ONLY** applies to the Static challenge to perform Ritae.

### Role-Playing Status

It is not enough that Vampires are elevated above the mortals; in the Sword of Caine, there is competition to be the first among equals. Status is observed in many situations, both social and formal, and is often a determining factor in resolving disputes. Consider the following examples, but these scenarios should not be used to limit other equally valid uses:

- When performing Ritae at any gathering with two or more priests, it is expected that the right of first refusal will go to the priest with the most standing. Though it is not uncommon for a well-established priest to defer the honor, performing a Ritae without first offering to one's betters is considered a slap in the face.
- When performing the Vaulderie, it is traditional that the priest offer the chalice first to the highest ranking Cainite. "It is the privilege of the pack leader or vampire of the highest rank to put in the highest number of Traits..." (LotN:R, p. 225). Taking a leading role in the sect's most important ritus allows for a clear demonstration of power, and Cainites with great standing are often motivated to display it.
- In a diocese, packs with more status are within their rights to demand better territory and more favorable roles during warfare than packs whose members lack status.

Status matters in challenges of Monomacy. Cainites who seek to challenge their betters should not always expect those they challenge to condescend to accept.

In the Sabbat, there are no Harpies. It is up to individuals to expect deference from those who hold less standing than they, and to bring disputes to a priest should an issue ensue. While bowing and other displays of obedience are out of place in the Sabbat between those of equal rank, those who carry greater standing walk a little prouder and stand a little taller than those who lack it. After all, they've earned it. Those who have yet to prove themselves are often assigned dangerous or arbitrary tasks such as body disposal, or doing the grunt work to set up Games of Instinct.

Those who enjoy positions in the Sabbat are able to use the status system to great effect, drawing upon tools with which to reward or punish those beneath them. An Archbishop may grant status to establish the pecking order of Bishops who report to him, delineating the chain of command in a clear manner. Those ranking Cainites who have Templars in their employ may do the same for their Templars, establishing a hierarchy among their subordinates.

It is just as important to give respect in order to receive it. Those Brothers and Sisters who are disrespectful of their fellows and social betters can expect to be singled out and made an example of. Cainites are prideful creatures and the threat of humiliation is enough to motivate most Sabbat to adhere to social norms. The Sabbat tends to reward those with a knack for martial prowess but stepping out of line carries the risk of provoking the ire of the powerful.

## Types of Status

*Positional Status Traits* are awarded upon taking a position/office within the Sabbat Hierarchy. The specific Traits awarded are listed below in the "Hierarchy of the Sabbat" section. These traits may never be removed or lost as long as the character holds the position that grants them. Should the character leave the position that granted them Positional Status (but not if they are removed from the position), they may then convert them to Reputational Status Traits instead (however, these cannot exceed the cap on Reputational Status of 5 Maximum).

*Reputational Status* is awarded for acts and efforts made in the Sword of Caine. The Sabbat respect the word-of-mouth reputation of a vampire. As such, Reputational Status may only be gained after the character meets specific criteria. How these status traits are awarded and by whom are listed below. If the character is not being awarded one of the status traits below for their Reputational Status, and is instead making up a new Reputational Status Trait it must be done as follows: Only a Bishop (or higher), or in the case of Nomadic Sabbat, 5 combined Ducti, can award the new Reputational Status. They do this by Spending 1 Temporary Reputational Trait (or 1 each for the 5 Ducti for nomads) to award the character the new Reputational Status Trait. The conditions of how this new trait is awarded and lost should be determined upon creation of the new Reputational Status Trait.

*Negative Status* is placed upon members of the Sabbat for serious misconduct within the sect. This can be anything from acting cowardly to minor infractions against the Sabbat itself. The list of available Negative Status Traits can be found below, as well as how they are earned and removed. If a person wishes to create a new Negative Status Trait, only a Bishop (or Higher) or 5 Ducti (for nomads) may do so. They must set the conditions for the award and removal process, as well, upon making it.

## Gaining Status

Gaining of Status is done differently depending on the type of status being awarded. In the Sabbat, there are three types of Status Traits: Positional Status (which represents any positions held in the Sabbat), Reputational Status (representing the character's reputation to the Sabbat as a whole), and Negative Status (misdeeds or actions in the sect that result in a bad reputation).

There are also some general rules to gaining status in the Sabbat:

- The first Status Trait gained by any Sabbat character must be Initiated (much akin to how the first Status Trait gained by Camarilla characters must be Acknowledged). The Trait of Initiated is the prerequisite for acquiring any and all other Sabbat Status.
- This trait is awarded through the creation ritae or through an initiation Ritae for converts..
- Should a Cainite have his Initiated status removed by a Bishop or higher, that individual is subject to immediate destruction (LotN:S, p. 164). Note that unlike the Camarilla, this does not necessitate the removal of the individual's other status first. This must be done through a sacred Ritae, as presented below.

### *Positional Status*

This Status is gained through service to the sect in some official capacity. It represents the various positions and prestige of those offices within the sect. The number and specifics of Status Traits are based upon position(s) held. The Maximum number of allowed Positional Status Traits is determined by the number of Sabbat Positions the character holds at one time. A Character may only hold 1 sect position and 1 pack position at a time. The only exceptions to this rule are members of the Consistory, Consuls, Faction Leaders, Clan Advantages, and Apostles of Caine.

### *Reputational Status*

Reputational status is gained and lost based upon how others view you, particularly your pack and your diocese. They are earned and lost as others praise your deeds and condemn your mistakes. A Character can have a maximum of 5 Reputational Status that they may claim at any one time. It is expected that replacement of older Reputational Status, and gaining of new, should happen frequently do to the fluid nature of the Sabbat, but regardless of this, the maximum remains 5 for Reputational Status Traits.

### *Negative Status*

These are Traits that represent a failure or shortcoming you possess. They are gained (and removed) based on how others view you. A character may never have more than 2 Negative Status Traits at a time. Any new ones after that simply replace one of the older ones. A Negative Status Trait may be bid against the character by another member of the Sabbat in any Social Challenge, as per a Negative Social Trait. Additionally, while the character suffers from ANY negative Status Traits, they may not call upon their Status Traits as Bonus Traits in any challenge.

This is Negative Status, a stain upon the reputation of a Cainite until such a time as they are able to demonstrate they've learned from their mistakes. Negative status can be earned for a variety of reasons, subject to the specific status. Once incurred, "a Vampire may earn the removal of [a negative status] by twice successfully completing whatever task it was he [or she] failed at to earn the negative Trait in the first place. A failed priest removes Untrustworthy by performing rites correctly twice; a Dangerous vampire goes on two hunts without making trouble for packmates and so on..." (LotN:S, p 160).

## **Losing Status**

Sabbat Status is lost in the following ways:

### *Positional*

The character is removed from the position by which they gained the positional status.

### *Reputational*

In the case of Sabbat Coven Vampires, Reputational Status may be removed in one of two ways. Firstly, the character has acted counter to the status awarded and a Bishop (or higher) may spend 1 temporary status trait to remove a permanent level of Reputational Sabbat Status from those of lower station than himself. The second way in

which a character may lose Reputational Status is if all the Ducti of the packs in the city in which the character resides spend 1 temporary status trait to remove the Reputational Status Trait.

For Nomadic Sabbat vampires, Reputational Status is removed by a group of 5 Nomadic Ducti spending 1 temporary status trait each to remove the Reputational Status trait of another nomadic Sabbat vampire. This is also done when the character has violated or disrespected the means by which he earned the status in the first place.

### **Resting on Your Laurels**

The nature of Status in the Sabbat is that newer deeds replace the old. Those who rest on the deeds of the past are often ridiculed by those who do not. This is the driving dynamic of the aspect of Sabbat genre of Old vs. Young. Use of the Politics ability allows a member of the Sabbat to know when each Status trait was awarded. Reputational Status Trait that is a year or more old may be removed by a Bishop and above, even if the trait could not be normally removed.



# HIERARCHY OF THE SWORD OF CAINE

## Pack and Non-Clergy Sabbat Positions

The positions presented below are either those of new members of the Sabbat, those within the pack, or those who choose to serve members of the clergy in non-clerical roles.

### True Sabbat

All Initiated Cainites are considered True Sabbat. Only True Sabbat can hold positions, participate in Ritae, or gain any of the benefits of status. Cainites are Initiated after undergoing the Creation Rites. This usually happens upon the embrace, but not always. Some Packs require a Cainite to prove a familiarity with the proper behavior during Ritae, with the sect's goals or some other criteria. Often Sect defectors must prove themselves before becoming Initiated.

- The Cainite gains the *Initiated* Status Trait.
- Only a Bishop or higher may remove this Status, and even then, only through the proper Ritae as listed below.

### Abbot

The Abbot is the caretaker of the Pack's communal haven and ensures the Pack has a food source. This is a Pack Position and does not prevent a character from holding other positions within the Sect.

- The Cainite gains the *Loyal* Status. As long as the Cainite holds the position, this Trait cannot be permanently removed.
- The Abbot can ignore one order given by a packmate who directly jeopardizes the haven.
- The Abbot may spend a Status Trait in a Hunting challenge for a retest once per night.

### Pack Priest

The Priest is the Pack's spiritual guide. There may be other Priests within the Pack but it is the task of the Pack Priest to lead the Ritae and chart the spiritual progression of his/her packmates. The Pack Priest also acts as an intermediary between the pack and the Sect. This position does not prevent a character from holding other positions within the Sect.

- The Cainite gains the *Enlightened* Status. As long as the Cainite holds the position, this Trait cannot be permanently removed.
- The Pack Priest can grant and remove the *Blessed* Reputational Status to members of his Pack (at the cost of one temporary Status Trait each). This is done to signify an individual's rise onto a Path of Enlightenment.
- The Pack Priest is responsible for running Pack Ritae. It is their ability to do so that determines the effects of the Ritae. (See page 140 in the MET Sabbat Guide for further details on Ritae.)
- Once per night, a Pack Priest may spend a Status Trait to retest a Ritae challenge.
- A Pack Priest can act as an acolyte and assist a Bishop (or someone ranked higher in the Clergy) to perform Ritae. Each assisting Priest grants 2 bonus traits to the challenge.
- A former Pack Priest is allowed to continue to practice Ritae within the Sect. This position is known as "Ordained Priest." This Status trait must be awarded by a Bishop or higher within the Clergy.
  - An Ordained Priest is allowed to keep his *Enlightened* Status Trait as a Reputational Trait, as well as continue to practice the Ritae (though he/she is not to teach the Ritae to others).
  - Should the Ordained Priest be deemed to have dragged the name of the priesthood through the mud, then 3 or more Pack Priests may come together and spend 1 temporary Status (each) to permanently remove the Enlightened status that marks an Ordained Priest.



- Pack Priests of the Sabbat are the “base level” of the Priesthood. A Priest (either Ordained or Pack) is allowed to learn (and perform) the Ritae without fear of scrutiny from the clergy (i.e., other priests, Bishops, Archbishops, etc.).

### **Ductus**

The Ductus is the Pack leader. This individual may be the strongest or the most charismatic person in the Pack. Most importantly, the Ductus has authority over the Pack. This is a Pack Position and does not prevent a character from holding positions within the sect.

Ducti have the following apply:

- The Cainite gains the *Feared* Status Trait. As long as the Cainite holds the position, this Trait cannot be permanently removed.
- The Ductus can grant and remove permanent Reputational and Negative Status from members of his/her Pack at the cost of one temporary Status Trait each. Any permanent Status Trait, after the third, costs the Ductus a permanent Trait (each). They must also still meet the requirements for the Reputational Status Trait listed below.
- The Ductus appoints all other positions within a Pack.
- A Ductus is awe-inspiring when he/she leads his pack. Once per night, a Ductus may expend a Status Trait to refresh a spent Willpower trait of one of their packmates.

### **Templar**

Templars are the aides, lackeys, and strong-arms of the Sabbat Clergy. Some Bishops prefer their Templars to be called Paladins. While there is no rule against this, it is best that such a Templar not flaunt the title, lest a Cardinal's Paladin take notice. *Templar PCs and NPCs to Cardinals, Prisci, Consistory Members, or the Regent are Sabbat Coordinator Approval.*

Templars have the following apply:

- The Cainite gains the *Respected* and *Ominous* Status Traits. As long as the Cainite holds the position, these Traits cannot be permanently removed.
- The Templar can disobey an order from an officer who is lower-ranked than the one whom the Templar serves, so long as his or her disobedience is “in the line of duty.” For example, if the Templar's liege refuses to support him/her, then normal Sabbat justice takes its course.
- Templars can carry any or all authority and powers of the office they serve as given to them by their liege.

### **Paladin**

Paladin are the elite Templars of the Cardinals. By tradition, for every Cardinal, there are 12 Paladins. This is based on “One for each of Charlemagne's paladins” or “each of the apostles” (depending on whom you ask). These individuals tend to be quite old, and view a mark of dishonor on one Paladin to be a mark on them all. Because of this, Paladins tend to be very protective of their title and do not look highly on Templars who would call themselves Paladins, lest they soil the title for them all. As Paladins are the elite of a Cardinal's Templars, it is possible that a Cardinal may have regular Templars, as well. This Position is Sabbat Coordinator Approval for PCs and NPCs.

Paladin gain all the abilities of a Templar, as well as:

- The Cainite gains the *Proven* Status. As long as the character holds the position, this Trait cannot be permanently removed.

## The Clergy

The Clergy is the leadership of the Sabbat. Bishops report to Archbishops and they report to Cardinals. As you go up in the ranks, more areas are controlled and more underlings are managed. The Clergy has the packs in their areas, Templars and Paladins and even the lower-ranked Clergy to delegate tasks to. However, delegating too much power may be taken as a sign of weakness.

### Bishop

The Bishops are the local leaders of the Sabbat. Often responsible for a medium sized metropolis area, it is possible that a city may have no Archbishop and only several Bishops, or even an Archbishop and several assisting Bishops. Unless directly serving an Archbishop, the Bishops answer directly to a Cardinal.

To become a Bishop, you must be appointed by your area's Archbishop or (in the case of no Archbishop for your area) the Cardinal of your area. This Position is approved In-Character in this manner, as well as through Storyteller permission.

Those who are Bishops have the following apply:

- The Cainite gains the *Feared* and *Proven* Status Traits. As long as they hold the position, these Traits cannot be permanently removed.
- The Bishop can appoint and remove Ducti and Priests for the Packs within their jurisdiction.
- Once a night, a Bishop may expend a Status Trait for a free retest on any one Ritae challenge.
- The Bishop can choose to lead the Ritae in which they participate .
- The Bishop can appoint (and remove) their own Templars.
  - To promote an individual to Templar, the Bishop must spend a temporary Status Trait.
  - The Bishop must likewise spend a temporary Status Trait to dismiss their own Templar.
- A Bishop may strip an individual of their position as True Sabbat. This is done in response to serious violations of the Sabbat's governing code by the individual being stripped of their position, and only through the proper Ritae as listed below.
  - This ability requires the Bishop to spend a temporary Status Trait for anyone below their rank they wish to strip the position from.
  - This ability costs a permanent Status Trait to use on someone of equal rank, as well as needing the approval of a member of the clergy one rank higher.
  - This ability cannot be used on anyone higher than their rank.
  - Using this ability on high-ranking individuals without a VERY good reason may result in dire consequences.
- The Bishop can set the terms by which nomadic Packs may enter his/her jurisdiction, though they cannot refuse passage to a Pack that acknowledges his/her authority and takes part in Ritae. They can restrict a Pack's ability to act independently while residing in the area that is under their jurisdiction.

### Archbishop

Archbishops rule over an entire city and its outlying suburbs. In practice, Archbishops control much larger areas or a large section of the true metropolises of the world. Not often does it happen that an individual becomes an Archbishop without first being a Bishop, and those rare few who do are surely pressured to be trained as a member of the Priesthood. To become an Archbishop you must have the approval of your area's Cardinal. *This Position is approved In-Character in this manner and through Storyteller permission.*

Archbishops gain the abilities of Bishops and also have the following apply:

- The Cainite gains the *Relentless* Status Traits. As long as the Cainite holds the position, this Trait cannot be permanently removed.
- The Archbishop can appoint and remove Bishops within his/her jurisdiction.
- Appointing and removing Templars costs nothing.

- An Archbishop may expend a Status Trait to win a Ritae performance challenge with no test once per night.
- An Archbishop granting or removing reputational Status can do so at no cost for the first three Traits, and a temporary Status Trait for each Trait beyond the third.
- In the case of gross abuses of the Ritae, the Archbishop can Black List the Priest or other participants. No Cainite who has been Black-Listed by Clergy can move up the ranks of the Clergy without getting a member of the Clergy of equal or greater rank to remove them from the Black List. In cases where the Black-Listing Clergy is disgraced, their successor will generally remove the Black Listing upon taking office.

### **Cardinal**

What Archbishops do for cities, Cardinals do for whole states (and sometimes even whole countries). They bear personal responsibility for the crusades in their jurisdiction. These individuals will rarely come to power without first rising through the ranks of the Clergy (should such a thing ever happen, such an individual would ritually be promoted through the ranks of the Clergy before taking the position of Cardinal). *This Position is Sabbat Coordinator NPC only.*

Cardinals gain the following, in addition to all the benefits of being an Archbishop:

- Gain the *Ominous* Status Trait. As long as the Cainite holds the position, this Trait cannot be permanently removed.
- The Cardinal can appoint and remove Archbishops within their jurisdiction. This costs the Cardinal one temporary Status Trait for every Archbishop they wish to remove.
- They can appoint (and remove) their own Paladins and Templars. This costs the cardinal a temporary Status Trait for every Paladin they either appoint or remove.
- A Cardinal may spend a Status trait to win any Ritae performance challenge with no test.
- They can grant the special Trait of *Favored*.
- A Cardinal may strip Reputational status from a True Sabbat at no cost for the first three Traits, and a temporary Status Trait for each beyond the third.
- A Cardinal may simply kill a member of the Sabbat of lower rank than them; they do not need to eject them from the sect first.

### **Priscus**

The Prisci are the advisers to the Regent, Cardinals, Archbishops, and Councils of Bishops (and occasionally others). Generally, these individuals hold vast power in the form of physical prowess, mental acumen, or favors owed. They will, at times, act on their own. In general though, they act as mentors for younger Cainites. *This Position is Sabbat Coordinator Approval for NPCs and not allowed for PCs.*

Prisci have the following apply:

- The Cainite gains the *Confirmed*, *Feared*, and *Infamous* Status Traits. As long as the Cainite holds the position, these Traits cannot be permanently removed.
- Only a Priscus can appoint or remove another vampire as Priscus.
  - This costs the Priscus one temporary Status Trait and usually only happens after all the Prisci in a given area agree to the appointment or removal.
  - Once awarded the position, the new Priscus is assigned to a particular Sabbat leader. This affiliation is not fixed and it can change with time.
- The Priscus can spend a temporary Status Trait to ignore any single order given by any vampire of lower station than the one the Priscus serves.
- Priscus can use their Status Traits for retests in Mental Challenges directly related to advice he's giving to his leader (e.g., testing an infiltration plan, or scouting out a saboteur).
- A Priscus can appoint (and remove) their own Templars. These actions cost the Priscus nothing.
- The Priscus can strip a Sabbat member of one or more permanent Reputational Status Traits for inappropriate performance of the Ritae. This costs the Priscus nothing for the first three Traits, and a temporary Status Trait for each beyond the third.
- In the case of gross abuses of the Ritae, the Priscus can Black List the Priest or other participants.
  - No Cainite who has been Black Listed by a Priscus may move up the ranks of other positions without getting a Cardinal, Priscus, or The Regent to remove them from the Black List.



- o In cases where the Black Listing Prisci is disgraced, their successor will generally remove the Black Listing upon taking office.

### **Consistory**

The Sabbat Consistory is made up of select Prisci, Cardinals, the Regent of the Sabbat, and the Seraphim of the Black Hand. It is the job of the Consistory to appoint a new Regent, as well as decide Sabbat policy and laws. Being a member of the Consistory is an additional position to whatever other position a Cainite may have. Thus, one can be a regular Priscus or a Priscus who is also a member of the Consistory. *This Position is Sabbat Coordinator NPC only.*

Members of the Consistory:

- Members gain the *Devout* Status Trait. As long as the character holds membership, this Trait cannot be permanently removed.
- Only the Consistory may appoint new members to the Consistory. This is done by a vote of the Council.
- The Consistory decides all Sabbat Policy.
- The Regent has the final word on who he makes Cardinals; however, he still requires the support of the Consistory to do so.
- Members of the Consistory can change or alter any Sabbat law, policy, or method on a Sect-wide level by a vote of the Consistory.
- As a whole, the Consistory appoints the Regent of the Sabbat by vote.

### **The Regent**

The Regent has supreme power over the Sect. In practice, subordinates distort or quite simply "lose" orders that they refuse to accept. The result is that the Regent's power depends on his/her personal base of support. The Regent is inevitably an old vampire, who has been selected from within the ranks of the Consistory. With a Sect as large as the Sabbat, power at this level must be delegated for anything to get done. *This position is Sabbat Coordinator NPC only.*

The Regent gains all the powers of a Cardinal and:

- The Cainite gains the *Supreme* Status Trait. As long as the Cainite holds the position, this Trait cannot be permanently removed.
- The Regent can appoint and remove Cardinals. This costs the Regent one temporary Status Trait and also requires the support of the Consistory. They may appoint and remove other (lesser) offices at no cost.
- The Regent can appoint (and remove) their own Templars and Paladins at no cost.
- The Regent can choose to lead the Ritae in which they participate. The Regent wins all Ritae performance challenges without need for a test.
- The Regent can use temporary Status Traits for retests in mental challenges related to his/her role as the Sect's leader (for example, detecting plots against him/her, giving instructions to members of the Sabbat, and so on).
- The Regent's Word is Law in the Sabbat.

### **Special Cases**

The following are "special cases." Each is outside of the normal Sabbat Hierarchy, but are of great power within the Sect.

#### **Inquisitors**

The thirty individuals who run the Sabbat Inquisition are called "Inquisitors." *This position is Sabbat Coordinator Approval for PCs and NPCs.*

Those who are Inquisitors have the following apply:

- The Cainite gains the *Confirmed*, *Feared*, and *Ominous* Status Traits. As long as the character holds the position, these Traits cannot be permanently removed.

- An Inquisitor has the ability to appoint (and dismiss) their own Templars and Paladins at the cost of one temporary Status Trait each.
- An Inquisitor has the authority to move and accuse, as they will.
- *Those who play Inquisitors must talk to the Sabbat Coordinator about specific duties and social obligations*, since Inquisitors have the authority to depose Ducti and Priests alike (even the Archbishops and Cardinals are not safe from the Inquisition).
- Inquisitors may hold no other Sabbat position besides Pack Positions while they serve as Inquisitors.
- An Inquisitor may only be removed from the position by the Grand Inquisitor or the Consistory.

### **Seraphim**

Seraphim are the generals for the Black Hand. While they serve the Regent directly, they also sit on the Consistory with Prisci and Cardinals. *This Position is Sabbat Coordinator NPC only.*

Those who are Seraphim have the following apply:

- Each Seraphim gains the *Branded, Enforced, Engaged, and Feared* Status Traits. As long as the character holds the position, these Traits cannot be permanently removed.
- The Seraphim serve the Regent directly. When on service to the Regent, they may carry any weight or authority given to them by the Regent.
- Seraphim may hold no other Sabbat position besides Pack positions and being members of the Consistory while they serve as Seraphim.

### **Faction Leader**

These are the recognized heads of the Sabbat Factions. While not an official position within the Sect, these Cainites hold a great deal of status and sway within the Sabbat itself. Faction leaders may hold other positions in the sect, and enjoy benefits from both. *This position is Sabbat Coordinator approval.*

Faction Leaders:

- Gains the *Feared* and *Respected* Status Traits. As long as the Cainite holds the position, these Traits cannot be permanently removed.
- Faction Leaders may only hold one other Sabbat position in addition to this one.
- Faction leaders have final say on Faction Policy and direction. Many will listen instead of dictate policy of the faction, but this is not always the case.
  - As such, Faction Leaders may remove any Sabbat Vampire from their respective Faction with the expenditure of a temporary Status Trait. This is usually done only when the vampire has betrayed the Faction, in some way.
  - A vampire so ejected from his Faction may not rejoin his former faction (though he could, in theory, join another) until the Faction Leader allows him to return.

### **Consul**

The position of Consul is a new one to the Sabbat. However, the position itself is not exclusive to the Sabbat. Indeed, the Consul position may be found in all sects of Vampires. It is understood at times there is need for diplomatic relations, even if it is with the enemy. As such, the Consul serves this purpose for the Sabbat. They are expected to be emissaries to outsiders to the sect when called upon to do so by their leaders. (See V20 Companion page 32 for further information.)

Those who are Consuls to the Sabbat have the following apply:

- The Cainite gains the *Diplomatic* Positional Status Trait. As long as the character holds the position, this Trait cannot be permanently removed.
- Only Sabbat Cainites of the positional rank of Archbishop or higher may appoint a Sabbat as Consul. Only one Consul may be appointed by an individual in this manner. Additionally, the Cainite that appointed the Consul may remove them from the position at will.
- Sabbat Consuls enjoy a sort of diplomatic immunity in regards to interactions with vampires outside of the Sabbat. As long as the Consul acts within his position of emissary of the Sabbat to outsiders, they may not be punished for said interactions with those outside of the sect.

- Should a Consul be harmed or killed while serving in his duties by a vampire outside of the Sabbat, it is understood the vampire or vampires responsible will be considered enemies of the Sabbat and pursued unto death.

### **Apostle of Caine**

Appointed by the Regent, these Cainites are three Sabbat members who serve as a Tribunal over the entire Sabbat, as needed. Should the Regent be removed, the Apostles of Caine assume effective power as Regent until such time as a new Regent is appointed at an Ecumenical Council. The Regent may not be challenged unless approved by the Apostles of Caine. *Apostles of Caine are Sabbat Coordinator Approval for PCs and NPCs.*

Those who are Apostles of Caine to the Sabbat have the following apply:

- The Cainite gets the *Exalted* Positional Status Trait. As long as the character holds the position, this Trait cannot be permanently removed.
- Apostles of Caine may have any and all authority provided to them by the Regent. He alone dictates if the Apostles speak with his voice or not.
- Should the Sabbat find itself without a Regent, the Apostles of Caine as a whole assume the powers and authority of the Regent until a new one is appointed by the Consistory.
- The Apostles of Caine oversee any and all challenges of Monomacy against the Regent.

### **Clan Advantage**

The following clans gain the following Positional Status at character creation due to their printed clan advantages in Laws of the Night: Guide to the Sabbat:

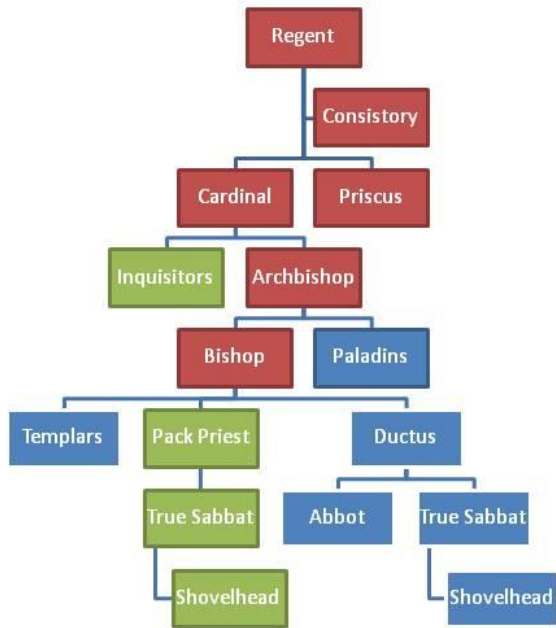
- Lasombra: All members of clan Lasombra gain the Status Trait of *Respected* as long as they are members of the Sabbat.
- Ventrue Antitribu: All members of clan Ventrue Antitribu gain one of the following Status Traits: *Respected, Righteous, Passionate, or Feared* as long as they are members of the Sabbat.
- Assamite Antitribu: All members of clan Assamite Antitribu gain the Status Trait of *Feared* as long as they are members of the Sabbat.

### **Who Outranks Whom**

What follows is a rough outline of where the positions within the Sect rank. It is by no means absolute. [e.g., there are Prisci who are not held in as high regard, and there are inquisitors who can command the respect (and animosity) of the Seraphim]. Also, unless the Black Hand is activated many Ducti simply ignore the Black Hand..

This list is simply to give a new Sabbat player some idea of where all the titles fall in terms of rank, generally. We used an Organograma to help showcase this flow; as it is not linear. Those in red signify both military and religious power decision. Those in Green reflect just Religious positions. Finally, those in Blue reflect just Military positions.





# MARKS OF PRESTIGE AND INFAMY

## Reputational Status

### Physical Distinctions

#### *Battle-Scarred*

You were injured while fighting on behalf of the Sabbat. The sect recognizes your dedication and fortitude.

**Requirement:** The Cainite awarded was Wounded or Incapacitated while fighting enemies of the Sabbat.

**Awarded by:** Pack Priest or higher

**Removal:** None

**Source:** LotN: Sabbat Guide, p. 159

#### *Blooded*

You have killed another Cainite in (what passes for) a fair fight. The sect honors your victory.

**Requirement:** The Cainite awarded has slain another vampire or relative power level in fair combat.

**Awarded by:** Pack Priest or higher

**Removal:** None

**Source:** LotN: Sabbat Guide, p. 159

#### *Triumphant*

Your success in battle is noteworthy, having emerged victorious on numerous occasions. Most observers would consider you a favorite in a Monomacy challenge.

**Requirement:** The Cainite awarded has killed three other vampires of relative power level in fair combat.

**Awarded by:** Bishop or higher

**Removal:** None

**Source:** OWbN

#### *Undefeated*

Your fighting record is the model of domination. You've yet to lose a fight you've had a chance in. Only a fool would challenge you to Monomacy.

**Requirement:** The Cainite awarded has killed in at least five fair fights and/or Monomacies.

**Awarded by:** Archbishop or higher

**Removal:** The loss of any fair fight or Monomacy, outside of overwhelming odds that force flight.

**Source:** LotN: Sabbat Guide, p. 159

#### *Charred/Scorched*

You have endured one of the two (or both) great vampiric threats, either sunlight or fire, while in service to the Sabbat. Suitable tasks include daylight operations or arson on a grand scale, but not fire dancing or sun dancing. Your courage under fire has earned you the sect's respect.

**Requirement:** The Cainite has passed a courage check with a difficulty of 5 while working to further the sect.

**Awarded by:** Bishop or higher

**Removal:** None

**Source:** OWbN

#### *Enriched*

You have claimed the blood of another Cainite, possibly increasing your own generation. The sect respects your prowess as a hunter.

**Requirement:** The Cainite successfully performed diablerie in accordance with sect practices.

**Awarded by:** Pack Priest or higher

**Removal:** None

**Source:** LotN: Sabbat Guide, p. 159

### *Fortified*

You have consumed the blood of a powerful enemy Cainite, claiming their blood for the glory of the Sabbat. The sect respects you as a true predator. Cainites are likely to give you a wide berth.

**Requirement:** The Cainite successfully performed diablerie in accordance with sect practices. This trait is only granted if the victim was either a sect defector, or a position-holder of an enemy sect.

**Awarded by:** Bishop or higher

**Removal:** None

**Source:** OWbN

### *Invigorated*

You have slaked your predator's thirst on the potent blood of a Camarilla Prince, strengthening your vitae with their heart's blood. The sect respects you as an apex predator, and even Cainites of note may think twice about crossing you.

**Requirement:** The Cainite successfully performed diablerie in accordance with sect practices. This trait is only granted if the victim was a praxis holder in the Camarilla.

**Awarded by:** Archbishop or higher

**Removal:** None

**Source:** OWbN

## **Spiritual Distinctions**

### *Blessed*

Your progress towards enlightenment has been noted by your fellow Cainites. You are well on your way to a true understanding of your Path of Enlightenment. When two levels of non-Humanity morality are earned by a Vampire, he may be given the Trait Blessed.

**Requirement:** A path rating of two on any non-heretical Path of Enlightenment

**Awarded by:** Pack Priest or higher

**Removal:** Subject to removal should the Cainite's Path rating slip below two.

**Source:** LotN: Sabbat Guide, pp. 159, 162

### *Devoted*

Your dedication towards your chosen path is merit-worthy in the eyes of the Sabbat. You are on the cusp of a deep and meaningful understanding of the Cainite condition. When three levels of non-Humanity morality are earned by a Vampire, he may be given the Trait Devoted.

**Requirement:** A path rating of three on any non-heretical Path of Enlightenment

**Awarded by:** Pack Priest or higher

**Removal:** Subject to removal should the Cainite's Path rating slip below three.

**Source:** LotN: Sabbat Guide, pp. 159, 162

### *Enlightened*

Your adherence is impressive to even non-followers of your path. Your moral grounding is deep-rooted and spiritual. When four levels of non-Humanity morality are earned by a Vampire, he may be given the Trait Enlightened.

**Requirement:** A path rating of four on any non-heretical Path of Enlightenment

**Awarded by:** Pack Priest or higher

**Removal:** Subject to removal should the Cainite's Path rating slip below four.

**Source:** LotN: Sabbat Guide, pp. 159, 162

### *Sanctified*

You are a paragon of your Path of Enlightenment, having mastered its every teaching. Enlightenment to this degree is a rarity in the Sabbat; you are sought by others for your advice and guidance. When five levels of non-Humanity morality are earned by a Vampire, he may be given the Trait *Sanctified*.

**Requirement:** A path rating of five on any non-heretical Path of Enlightenment

**Awarded by:** Luminary of the Path (rating of 5 or higher)

**Removal:** Subject to removal should the Cainite's Path rating slip below five.



**Source:** OWbN

*Ordained*

Having been trained in Ritae to the satisfaction of the Clergy, you have been formally ordained and are given license to practice the sect's sacred Ritae.

**Requirement:** Granted IC by a member of the clergy. Ordination is typically not granted to those who have fewer than 3 levels of the Rituals ability.

**Awarded by:** Bishop or Higher

**Removal:** Subject to removal by an Archbishop when an individual is placed on the Black List.

**Source:** OWbN

## Diplomatic Distinctions

*Faction Membership (faction specific)*

Those who commit themselves towards a faction are typically granted a status to denote their membership. Those who flaunt their membership are sure to include it among their accolades.

**Chosen:** Any Sabbat member who is a known member of the Black Hand.

**Purifier:** Any Sabbat member who is a known member of the Inquisition

**Firebrand:** Any Sabbat member who is a known member of the Loyalist Faction.

**Bolshevik:** Any Sabbat member who is a known member of the Moderates Faction.

**Architect:** Any Sabbat member who is a known member of the Status Quo Faction.

**Soldier:** Any Sabbat member who is a known member of the Ultra-Conservative Faction.

**Fanatic:** Any Sabbat member who is a known member of the Pander Movement Faction.

**Witch:** Any Sabbat member who is a known member of the Occult Underground Faction.

**Preacher:** Any Sabbat member who is a known member of the Order of St. Blaise Faction.

**Devil's Advocate:** Any Sabbat member who is a known member of the Children of the Dracon Faction.

**Divinists:** Any Sabbat member who is a known member of the Ecclesiastical Faction

**Requirement:** Membership in any of the non-heretical factions

**Awarded by:** Regionally Important or equivalent thereof, or higher

**Removal:** Subject to removal should the Cainite leave the faction, possibly due to ejection.

**Source:** OWbN

*Supported*

You have gained the support of a friendly, and possibly well-respected, pack. The pack's ductus has granted you the group's support in the form of a special status. Cainites understand that messing with you is likely to incur the pack's disfavor.

**Requirement:** Subject to the discretion of the issuing Ductus

**Awarded by:** Ductus

**Removal:** Subject to removal from the issuing Ductus, possibly during a crucial or even at a potentially embarrassing moment. Should the pack behind this status perish or be disbanded, this status is lost.

**Source:** OWbN

*Protected*

You enjoy the protection of a well-established Cainite. A member of the clergy or perhaps a Priscus has granted you this status to make all aware of her interest in you. Cainites would do well to take heed; causing you any harm is certain to bring about retribution.

**Requirement:** Subject to the discretion of the issuing party, who must be ranked Bishop or higher.

**Awarded by:** Bishop, Archbishop, or Priscus

**Removal:** Subject to removal from the issuing party, at their pleasure. Should the issuing Cainite meet the final death, or be removed from office, this status is lost.

**Source:** OWbN

### *Favored*

You have ascended to the height of the social ladder, enjoying the favor of a Cardinal, or perhaps the Regent himself. You are the envy of a great number of ambitious up-and-comers and would-be sycophants, but likely disdained by the Loyalists.

**Requirement:** Subject to the discretion of the Regent or the Cardinal, whose criteria is always subject to change.

**Awarded by:** Cardinal, Regent of the Sabbat

**Removal:** Subject to removal by the Regent at any time, should your fortune change. Should the issuer be killed or removed from office, this status is lost.

## **Distinctions of Infamy and Respect**

### *Notorious*

Your infamy has earned the attention of a Camarilla Prince, who has enacted the Lex Talionis against you. In the Camarilla, you're to be hunted on site. In the Sabbat, you're to be respected for your brazenness.

**Requirement:** The Cainite is blood hunted in a Camarilla domain.

**Awarded by:** Bishop or higher

**Removal:** Subject to removal should the Blood Hunt be lifted. A removal of this sort should be extremely rare.

**Source:** OWbN

### *Infamous*

Your efforts have earned the ire of a number of Princes, having left a crime spree across multiple domain lines. The Camarilla reviles you, but the Sabbat is in awe of your destructive power. You may be on your way to being red-listed.

**Requirement:** The Cainite is blood hunted in three or more Camarilla domains.

**Awarded by:** Archbishop or higher

**Removal:** Subject to removal should the total number of Blood Hunts fall below three. A removal of this sort should be extremely rare.

**Source:** OWbN

### *Nefarious*

Your wake of destruction has earned you world-wide attention. The Sabbat looks to you as a role-model, whereas the Camarilla seeks to kill you on sight. You're the center of attention at any Esbat, but know better than to be caught at an Elysium.

**Requirement:** The Cainite is globally bloodhunted.

**Awarded by:** Cardinal or higher

**Removal:** Subject to removal should the global Blood Hunt be lifted. A removal of this sort should be extremely rare.

**Source:** OWbN

### *Anathema*

The Camarilla has listed you amongst their most hated of enemies, offering a substantial price for your destruction. Your adventures are legendary among the Sabbat, earning you great celebrity. Traveling in any Camarilla domain is extremely perilous, but your voice carries immense weight in the Sword of Caine.

**Requirement:** The Cainite is a member of the Camarilla's Red List.

**Awarded by:** Regent of the Sabbat

**Removal:** None. Once you've achieved notoriety of this sort, your reputation will endure even if your place on the Red List is reassigned, or expires.

**Source:** OWbN

### *Patriarch*

You were one of those chosen to represent the Sword of Caine at the Convention of Fire. Having conducted negotiations to the satisfaction of the Consistory, they have recognized you with a special distinction.

**Requirement:** The Cainite was seated at the negotiation table at the Convention of Fire. This award cannot be awarded as part of a background.

**Awarded by:** Priscus Sascha Vykos, on behalf of the Consistory  
**Removal:** None.  
**Source:** OWbN

#### *Vanquisher*

You fought bravely during the Sabbat's assault on the Baali stronghold of Chorazin. While your very survival is admirable, the Regent of the Sabbat has honored the veterans of that terrible battle for their service to the Sword of Caine.

**Requirement:** The Cainite fought during the battle at Chorazin, which took place at Midwinter 2012. This award cannot be awarded as part of a background.

**Awarded by:** Regent Venere Carbone, the Daemon Maestro  
**Removal:** None.  
**Source:** OWbN

#### *Glorified*

Each Festivo dello Estinto, the Cardinal of a region runs a Game of Instinct which allows for multiple pack participation. Each member of the winning Pack receives the *Glorified* Status Trait, which they hold until the next year and the next "Great Game of Instinct."

**Requirement:** Your pack won the last Great Game of Instinct.

**Awarded by:** Cardinal  
**Removal:** Automatic at the next Festivo dello Estinto.  
**Source:** OWbN

#### *Martial*

At the conclusion of a War Party, members of the winning Pack receive this Status Trait as reward for bringing down the quarry. While noteworthy, the Sabbat does not care for those who rest on their laurels. This Trait is automatically lost at the next War Party, Palle Grande, Festivo dello Estinto, or the Binding.

**Requirement:** Yours was the pack which completed the War Party.

**Awarded by:** Bishop or higher; specifically, the one who enacted the Ritae  
**Removal:** Automatic at the next War Party, Palle Grande, Festivo dello Estinto, or Binding.  
**Source:** OWbN

#### *Gifted*

With the untimely passing of the Tremere Antitribu, those blood magicians who still remain in the Sword of Caine are especially needed. While the Sabbat recognizes those Cainites who possess magical aptitude, a subtle magus may wish to downplay their ability by not listing this status among their accolades.

**Requirement:** The Cainite has demonstrated their ability in a paradigm of blood magic towards some end useful to the Sword of Caine.

**Awarded by:** Pack Priest or higher  
**Removal:** None  
**Source:** OWbN

### **Distinctions of Renown**

#### *Adept*

Awarded to a character that is extremely proficient at a certain skill or ability. Normally, the skill follows the Trait in the listing. For example: *Adept at Ritae*, or *Adept at Finances*. Note that this is an in-character statement of how adept a character is, and does not necessarily correspond to how many levels of a certain ability the character has on his/her sheet.

**Requirement:** The Cainite must repeatedly demonstrate their excellence for whatever task they are known to be Adept in. In addition, this demonstration must be beyond a simple pack level, but to that of a diocese as a whole.

**Awarded by:** Bishop or higher  
**Removal:** Only if the Cainite has failed repeatedly at the task he known for.  
**Source:** OWbN



### *Dedicated*

Others view the Cainite as determined to uphold or protect something, whether it is a cause, a person of high station, or otherwise. Such possible objects of your dedication might be tangible (such as the bishop of your city) or intangible (like the Loyalist movement).

**Requirement:** Must have declared a public cause the Cainite follows.

**Awarded by:** Ductus or higher

**Removal:** The Cainite has acted in opposite of his declared dedication. This can then be removed by the Cainite's Ductus or higher.

**Source:** OWbN

### *Feared*

Others fear the vampire. It's that simple.

**Requirement:** Others fear you.

**Awarded by:** Ductus or Higher

**Removal:** When others cease to fear you, this standing may be removed by your Ductus or higher.

**Source:** OWbN

### *Loyal*

A Cainite who is viewed as uncompromising in their loyalty to the sect or their Pack (depending on who grants it). This is often given to infiltrators to the Camarilla, after their return to the Sabbat.

**Requirement:** Proven dedicated loyalty to the Sabbat or your pack. Usually given to those who Infiltrate other sects.

**Awarded by:** For pack loyalty, Ductus. For sect loyalty, Bishop or higher.

**Removal:** You have proven to be disloyal, then by your Pack Ductus (for Pack Loyalty) or Bishop or higher (for sect loyalty)

**Source:** OWbN

### *Militant*

The vampire is known for their combative ability and willingness to use it.

**Requirement:** Repeated demonstration of one's combat prowess. This isn't raw power, but also includes the use of tactics and strategy.

**Awarded by:** Bishop or Higher

**Removal:** May only be removed if the Cainite turns from being a warrior. Should that occur, it may be removed by a Bishop or higher.

**Source:** OWbN

### *Ominous*

A vampire who has a reputation for being very feared and respected. Members of the Black Hand often hold this Trait.

**Requirement:** The Cainite must be feared more than in his own diocese.

**Awarded by:** Bishop or Higher

**Removal:** The Cainite is no longer feared; the removal is done by a Bishop or Higher.

**Source:** OWbN for non positional version/page 102 MET Sabbat Guide

### *Recognized*

Usually granted at large Sabbat holidays, when one individual stands out beyond the rest in the crowd.

**Requirement:** A Cainite must perform amazing acts during a sect holiday that causes him stand out above all others.

**Awarded by:** Bishop or Higher

**Removal:** None/This status is automatically removed when another cainite from the same diocese gains it.

**Source:** OWbN.

### *Relentless*

A Cainite with this Trait is viewed as willing to succeed at all costs.

**Requirement:** The Cainite must display on numerous occasions that their will cannot be broken.

**Awarded by:** Bishop or Higher

**Removal:** Open displays of the Cainite's will being broken, such as giving in to a fear frenzy. It is then removed by a Bishop or higher.

**Source:** OWbN

#### *Respected*

A vampire who has won the respect of his or her packmates and others, through non-physical means.

**Requirement:** The Cainite must perform acts that earn him the respect of his peers.

**Awarded by:** Bishop and Higher

**Removal:** The Cainite has lost the respect of his peers. It is then removed by a Bishop or Higher.

**Source:** OWbN

#### *Proven*

A Sabbat who has earned the respect of their Pack and/or the Sabbat, time and time again.

**Requirement:** The Cainite must have obtained the Respected status at least three times to earn this.

**Awarded by:** Bishop or Higher

**Removal:** The Cainite has lost the respect of his peers. It is then removed by a Bishop or higher.

**Source:** OWbN

## Negative Status

#### *Dangerous*

Vampires who endanger packmates for stupid reasons, particularly while on a hunt or other combat-related mission, often find themselves labeled as Dangerous. While the criteria varies between packs, most will only issue it for extremely impractical behavior. However, strict packs may issue this status those who take any actions which endangers the group.

**Requirement:** The Cainite has acted dangerously while on a hunt or combat operation.

**Issued by:** Ductus or Pack Priest within a pack, Bishop or higher in a diocese

**Removal:** The Cainite must participate in two hunts or combat operations without risky behavior.

**Source:** LotN: Sabbat Guide, p. 160

#### *Ignorant*

While all Sabbat are free, those who forget what the Sabbat means are often targeted for special ridicule. Sometimes used as a teaching tool, sometimes as humiliation, this status is inflicted upon those who fail to remember essential Sabbat tenets, such as the Code of Milan, or the war against the Antediluvians.

**Requirement:** The Cainite has made an embarrassing faux pas, forgetting an essential tenet of the Sabbat and its mission.

**Issued by:** Ductus or Pack Priest within a pack, Bishop or higher in a diocese

**Removal:** The Cainite must demonstrate that they've learned from their formerly ignorant behavior on two separate occasions.

**Source:** LotN: Sabbat Guide, p. 160

#### *Slow*

For a race which readily espouses its superiority over the kine, losing any contest of speed to a mortal is especially embarrassing. Cainites who fail to outrace or outwit the mortal populace are typically scorned with the status of Slow.

**Requirement:** The Cainite has failed to elude humans, whether on foot or in a vehicle

**Issued by:** Ductus or Pack Priest within a pack, Bishop or higher in a diocese

**Removal:** The Cainite must make some demonstration of their agile superiority over the kine on two separate occasions

**Source:** LotN: Sabbat Guide, p. 160

#### *Untrustworthy*

Cainites who hold position in the Sabbat are expected to more than simply sit and look pretty. Whether it's the performance of sacred Riteae, or keeping the group haven stocked with vessels, members of the Sword of Caine are

expected to execute their duties faithfully and with some degree of competence. Those who fail are subject to the negative status of Untrustworthy.

**Requirement:** The Cainite has failed at an essential function of their office

**Issued by:** Any Cainite to another beneath their chain of command

**Removal:** The Cainite must successfully execute of the duties of their office on two separate occasions

**Source:** LotN: Sabbat Guide, p. 160

#### *Vain*

While Cainites are predisposed to pride, members of the Sword of Caine should be more careful than to be boastful in ways their actions can't support. Those who talk a big game but go on to spectacularly fail are subject to the Vain status, also known as Cocky, Full of Himself, etc.

**Requirement:** The Cainite has bragged about their talents in a particular area, and then failed in a spectacular way.

**Issued by:** Any Cainite to another beneath their chain of command

**Removal:** The Cainite must make a successful demonstration of their talent in a manner consistent with their bragging on two separate occasions.

**Source:** LotN: Sabbat Guide, p. 160

#### *Unfaithful*

Priests of the sect who fail the Ritae often have a crisis of faith, and their names are tarnished by it. As it is difficult to perform large gatherings of Ritae, it is a risk many priests take. Those who fail in their faith often have the side effect of that failing spreading to those who saw it.

**Requirement:** The Priest has failed two simple tests after a failed Ritae challenge

**Issued by:** Automatic after the two failed tests

**Removal:** The Cainite must successfully perform two *auctoritas Ritae*.

**Source:** OWbN

#### *Questionable*

An Archbishop of the Sabbat has a number of tools at her disposal to keep the rabble priests in line, one of which is the negative status of Questionable. Considered the first and only warning before being granted the status of Unreliable and placed upon the Black List, the wise Priest is encouraged to get his act together in good order.

**Requirement:** The Cainite has failed or misused the Sabbat's ritae

**Issued by:** Archbishop

**Removal:** Archbishop or higher. Those who remove a Questionable status inflicted by another Archbishop are sure to incur the disdain of the original issuer.

**Source:** LotN: Sabbat Guide, p. 165

#### *Unreliable*

Those Priests who truly fail at their duties are subject to extreme punishment by the Archbishop. Those with the status Unreliable are forbidden from performing riate of any sort, and added to the Black List. Cainites on the Black List cannot be promoted until this status is removed.

**Requirement:** The Cainite has grossly failed in their duties as Priest.

**Issued by:** Archbishop

**Removal:** Archbishop or higher, with good reason

**Source:** LotN: Sabbat Guide, p. 165, modified for OWbN

#### *Cowardly*

While all Cainites struggle with the beast, the Sword of Caine is not often tolerant of those who fall victim to it during a crucial moment. Those who fail to maintain control when their courage is challenged are often labeled with the status *Cowardly* as a reminder of their failure. Note this does not apply to those under the influence of a supernatural power, such as Presence, Animalism or Dominate.

**Requirement:** The Cainite has failed a Courage check in a hunt or combat operation.

**Issued by:** Any Cainite to another beneath their chain of command

**Removal:** The Cainite succeeds in Courage checks in two separate hunts or combat operations.

**Source:** OWbN



### *Froggy*

While Monomacy allows the settling of disputes between Cainites, the Sabbat does not look favorably upon those who make overtures of challenges, but fail to see them through. Any Cainite who backs out of an issued challenge can be stuck with the status of Froggy to denote their bellicose tendencies.

**Requirement:** The Cainite has withdrawn or failed to make good on a threat to challenge someone to Monomacy.

**Issued by:** The Pack Priest of the Cainite challenged to Monomacy

**Removal:** The Cainite participates in two Monomacy challenges. Challenges where the challenged refuses Monomacy or backs down still count towards this total.

**Source:** OWbN

### *Troll*

Modern technology has brought about a number of benefits, including the ability for Cainites to communicate with one another outside of an event or Esbat. For some, it affords an opportunity to keep in contact, exchange ideas, and to coordinate strategically. For others, it's a captive audience for their negativity. Those who fail to contribute meaningfully and who act negatively and divisively are labeled as a *Troll*, and their opinions given little consideration.

**Requirement:** The Cainite has consistently acted in a negative or divisive manner in a group discussion.

**Issued by:** Any Cainite of three or more standing than the offending party

**Removal:** The Cainite contributes meaningfully to two separate group discussions as determined by their Pack Priest.

**Source:** OWbN

# TOOLS OF POLITICAL WAR

## Abilities

### Politics:

Only Sabbat vampires may use this ability to gain the Status of Sabbat vampires. With each expenditure of this ability, a vampire may ask what the Status of the vampire is within the Sabbat and what (if any) Faction the vampire is known as a member (if a membership in a faction is unknown then this information is not given). It will also reveal Status-related merits and flaws.

### Lore: Sabbat:

The higher this ability, the more likely one is to know more obscure members of the Sabbat. With a successful test using this ability, a vampire may learn what a Sabbat vampire's Status is (not the actual number of different traits, just their general rough "ranking" within the Sabbat).

This ability works in a "reverse manner," of sorts. The chart below shows with what level of the ability you may know the corresponding status level. The Status Level on the chart is the minimum status required to throw the challenge. If the status is higher than the requirement, you may also throw the challenge. The higher the status, the more likely you are to have heard of the vampire. The lower the status, the more obscure they are (and thus require more Sabbat Lore to recognize).

Lore: Sabbat Level	Status Level
1	6+
2	5
3	4
4	3
5	2

## MERITS

These Merits now function as follows within the Sabbat. A use of the Politics ability will reveal all of the following merits (and flaws).

**Reputation:** This merit allows for you to have a title that informs others what your character is known for (or "has a reputation for"). Examples include: Ezekiel "Lord of Montreal," Venere Carboni "The Daemon Maestro," Sascha Vykos "Caine's Angel." This reputation does not factor into the Status system. It allows others to know your PC by that title. As such, this merit does not require Sabbat Coordinator Approval; just the permission of your Storyteller.

**Prestigious Sire:** Like the Reputation Merit, this informs others that your Sire is a famous member of the Sabbat. Others may choose some form of respect or expect much of you as an heir to such famous blood. This merit does not require Sabbat Coordinator approval unless you are the childe of a White Wolf Canon Sabbat NPC.

**Prestigious Lineage:** Works as the Merit "Prestigious Sire" but requires a direct line of three sires to qualify. If it is deemed to apply, each member of the lineage may purchase the merit. No character may possess both of the "Prestigious Sire" and "Prestigious Lineage" merits.

## Flaws

These Flaws now function as follows within the Sabbat.

**Infamous Sire:** This Flaw functions as the exact opposite of Prestigious Sire Merit.

**Notoriety:** This flaw functions as the exact opposite of the Reputation Merit. There is a deed or title associated with the Notoriety. Examples could be “Tor the insane”, “Ed the frenzy machine” or “Misty the useless” Converts are considered to have this flaw for their first year of membership with the Sabbat (with the title “new recruit”).

**Probationary Sect Member:** You may hold no Status in the Sabbat and are not considered True Sabbat. You are a shovelhead. This Flaw may only be removed upon the character undergoing their Creation Rites.

**Special Responsibility** This flaw covers some sort of punishment given out for a crime against the sect. It can come in the form of providing vitae for the city or serving as a source of vitae for blood feasts.

## Ritae

### Monomacy

When challenged “the defender doesn’t have to accept just because the priest approves. Declining involves some loss of status... [but] the defender encounters fewer hassles if the challenger is of much lower rank. Leaders can brush off even genuinely serious claims as just another case of a youngster being uppity” (Laws of the Night: Sabbat Guide, p. 148). Here is a rough guideline for appropriate consequences:

Difference in Status	Cost of Declining Monomacy
Defender has less, equal, or one more status than challenger	Loss of 1 Permanent Status Trait
Defender has less, equal, or one more status than challenger, and no status to forfeit	Gain of 1 Negative Status Trait
Defender has two more status than challenger	Loss of 1 Temporary Status Trait
Defender has three more status than challenger	Can decline without penalty

### Destruction Rites

This Ignoblis Ritae is only ever taught to those of the clergy who hold the position of Bishop or higher in the Sabbat. It was crafted as the ceremonial rite needed to eject a member of the Sabbat from the sect; to remove their creation rites so to speak. Performing this Ritae is only done against those of the Sabbat who committed heinous crimes against the sect and are no longer worthy of being called Sabbat. A War Party is even sometimes called shortly after the performing of this Ritae.

The Ritae itself is an inverse of the Creation Rites. The presiding Bishop (or higher) forces the member of the Sabbat on his knees before the diocese and violently brands them as a traitor to the sect and lists out their deeds against the Sword of Caine. At the end of the Ritae, the offending vampire is no longer considered a member of the Sabbat. In addition to this, no simple use of the Creation Rites will bring the Vampire back into the Sabbat. They cannot rejoin the sect unless they receive the creation rites from either the Bishop (or Higher) that performed the Destruction Rites or they are welcomed back by the Consistory itself.



# A SECT AT WAR

## War Parties and Wild Hunts

If a Sabbat member is the subject of a Wild Hunt, they may not use their Status for ANY purpose. Follow all of the rules for a character that does not have the Initiated Status Trait (for the subject of a Wild Hunt). The individual in question may still choose to ignore another Status, and thus gain those benefits and drawbacks.

If a Sabbat is the subject of a War Party, they may not use their Status for ANY purpose. Follow all of the rules as if the character subject to the War Party is ignoring Status. Additionally, Negative Status Traits cannot be bid against an individual who has a War Party called against them.

## Status Outside of the Sabbat

The Sabbat does not give Status or Prestige to those who are not members of the sect.

## Crimes and Punishments

Sabbat justice generally does not follow a uniform process nor does the process repeat itself in each instance. Some Cardinals, for example, could simply kill a full member of the Sabbat outside of Monomacy and suffer no repercussion for this. The argument is largely, if you are famous enough, important enough, and can get away with it, you do. A quorum of Prisci to judge crimes committed in the sect is NOT the standard, or the correct course for most disputes. This confusion often comes from Code of Milan itself, particularly Article 15 (All Sabbat possess the right to call a council of their peers and their immediate leaders.) and Article 16 (All Sabbat shall act against Sect members who use the powers and authority the Sabbat has given them for personal gain at the expense of the Sabbat. Action shall be taken only through accepted means, approved by a quorum of Prisci.) Roleplay, argument, and support allow for alternate interpretations of the Code. Cainites CAN kill outside of Monomacy and maybe even get away with it. There are no mechanics intentionally as punishment is something that should involve role play. These suggested forms of punishment appear on page 45 of the Table Top Guide to the Sabbat:

<b>Crime</b>	<b>Punishment</b>
Treason Against the Sect	Torture and dismemberment in whatever poetic fashion the “judge” decides (includes being thrown off buildings, being drawn and quartered, having limbs removed, etc)
Murdering a fellow Sabbat	Diablerie at the hands of the murdered vampire’s pack (or a pack of an elder’s choice, should the victim have been an elder.)
Deceiving Sabbat leaders	Burning or flaying
Revealing a Sabbat Secret to one outside the sect	Death by Fire, or a Wild Hunt
Failure to respond to a leader’s call	Branding or mutilation (often the vampire loses a hand)
Striking a vampire of greater station	Blinding, mutilation (often the vampire suffers several broken bones)
Associating with Camarilla vampires	First Offense: Censure Second Offense: Flogging Third Offense: Staking or Death

Failure to accomplish an important mission assigned by leaders	“Spite” punishment, generally of a humiliating nature (such as cutting off the vampire’s nose, branding his forehead with an “F”, dashing out his teeth, etc)
Displays of cowardice	Blood Feast for fellow pack members, though the vampire is usually left undead to atone for himself.

## APPENDIX: QUICK REFERENCE

### Physical Distinctions

Status	Awarded by	Requirement	Removal
Battle-Scarred	Pack Priest+	The Cainite awarded was Wounded or Incapacitated while fighting enemies of the Sabbat.	None
Blooded	Pack Priest+	The Cainite awarded has slain another vampire or relative power level in fair combat.	None
Triumphant	Bishop+	The Cainite awarded has killed three other vampires of relative power level in fair combat.	None
Undefeated	Archbishop+	The Cainite awarded has killed in at least five fair fights and/or Monomacies.	The loss of any fair fight or Monomacy, outside of overwhelming odds that force flight.
Charred/Scorched	Bishop+	The Cainite has passed a courage check with a difficulty of 5 while working to further the sect.	None
Enriched	Pack Priest+	The Cainite successfully performed diablerie in accordance with sect practices.	None
Fortified	Bishop+	The Cainite successfully performed diablerie in accordance with sect practices. This trait is only granted if the victim was either a sect defector, or a position-holder of an enemy sect.	None
Invigorated	Archbishop+	The Cainite successfully performed diablerie in accordance with sect practices. This trait is only granted if the victim was a praxis holder in the Camarilla.	None



## Spiritual Distinctions

<b>Status</b>	<b>Awarded by</b>	<b>Requirement</b>	<b>Removal</b>
Blessed	Pack Priest+	A path rating of two on any non-heretical Path of Enlightenment.	Subject to removal should the Cainite's Path rating slip below two.
Devoted	Pack Priest+	A path rating of three on any non-heretical Path of Enlightenment	: Subject to removal should the Cainite's Path rating slip below three.
Enlightened	Pack Priest+	A path rating of four on any non-heretical Path of Enlightenment	Subject to removal should the Cainite's Path rating slip below four.
Sanctified	Luminary of the Path (rating of 5 or higher)	A path rating of five on any non-heretical Path of Enlightenment	Subject to removal should the Cainite's Path rating slip below five.
Ordained	Bishop+	Granted IC by a member of the clergy. Ordination is typically not granted to those who have fewer than 3 levels of the Rituals ability.	Subject to removal by an Archbishop when an individual is placed on the Black List.

## Diplomatic Distinctions

<b>Status</b>	<b>Awarded by</b>	<b>Requirement</b>	<b>Removal</b>
Chosen	Regionally Important or equivalent thereof, or higher	Membership in the Black Hand.	None
Purifier	Regionally Important or equivalent thereof, or higher	Membership in the Inquisition	Subject to removal should the Cainite leave the faction, possibly due to ejection.
Firebrand	Regionally Important or equivalent thereof, or higher	Membership in the Loyalists	Subject to removal should the Cainite leave the faction, possibly due to ejection.
Bolshevik	Regionally Important or equivalent thereof, or higher	Membership in the Moderates	Subject to removal should the Cainite leave the faction, possibly due to ejection.
Architect	Regionally Important or equivalent thereof, or higher	Membership in the Status Quo	Subject to removal should the Cainite leave the faction, possibly due to ejection.
Solider	Regionally Important or equivalent thereof, or higher	Membership in the Ultra-Conservatives	Subject to removal should the Cainite leave the faction, possibly due to ejection.
Fanatic	Regionally Important or equivalent thereof, or higher	Membership in the Pander Movement	Subject to removal should the Cainite leave the faction, possibly due to ejection.

Witch	Regionally Important or equivalent thereof, or higher	Membership in the Occult Underground	Subject to removal should the Cainite leave the faction, possibly due to ejection.
Preacher	Regionally Important or equivalent thereof, or higher	Membership in the Order of St. Blaise	Subject to removal should the Cainite leave the faction, possibly due to ejection.
Devil's Advocate	Regionally Important or equivalent thereof, or higher	Membership in the Children of the Dracon	Subject to removal should the Cainite leave the faction, possibly due to ejection.
Divinists	Regionally Important or equivalent thereof, or higher	Membership in the Ecclesiastical	Subject to removal should the Cainite leave the faction, possibly due to ejection.
Supported	Ductus	Subject to the discretion of the issuing Ductus	Subject to removal from the issuing Ductus, possibly during a crucial or even at a potentially embarrassing moment. Should the pack behind this status perish or be disbanded, this status is lost.
Protected	Bishop, Archbishop, Priscus	Subject to the discretion of the issuing party, who must be ranked Bishop or higher.	Subject to removal from the issuing party, at their pleasure. Should the issuing Cainite meet the final death, or be removed from office, this status is lost.
Favored	Cardinal or Regent	Subject to the discretion of the Regent or the Cardinal, whose criteria is always subject to change.	Subject to removal by the Regent at any time, should your fortune change. Should the issuer be killed or removed from office, this status is lost.

### Distinctions of Infamy and Respect

Status	Awarded by	Requirement	Removal
Notorious	Bishop+	The Cainite is blood hunted in a Camarilla domain.	Subject to removal should the Blood Hunt be lifted. A removal of this sort should be extremely rare.
Infamous	Archbishop+	The Cainite is blood hunted in three or more Camarilla domains.	Subject to removal should the total number of Blood Hunts fall below three. A removal of this sort should be extremely rare.
Nefarious	Cardinal+	The Cainite is globally bloodhunted.	Subject to removal should the global Blood Hunt be lifted. A removal of this

Anathema	Regent	The Cainite is a member of the Camarilla's Red List	sort should be extremely rare. None. Once you've achieved notoriety of this sort, your reputation will endure even if your place on the Red List is reassigned, or expires.
Patriarch	Special	The Cainite was seated at the negotiation table at the Convention of Fire. This award cannot be awarded as part of a background.	None
Vanquisher	Special	The Cainite fought during the battle at Chorazin, which took place at Midwinter 2012. This award cannot be awarded as part of a background.	None
Glorified	Cardinal	Your pack won the last Great Game of Instinct.	Automatic at the next Festivo dello Estinto.
Martial	Bishop+	Yours was the pack which completed the War Party.	Automatic at the next War Party, Palle Grande, Festivo dello Estinto, or Binding.
Gifted	Pack Priest+	The Cainite has demonstrated their ability in a paradigm of blood magic towards some end useful to the Sword of Caine.	None

## Distinctions of Renown

Status	Awarded by	Requirement	Removal
Adept	Bishop+	The Cainite must repeatedly demonstrate their excellence for whatever task they are known to be Adept in. In addition, this demonstration must be beyond a simple pack level, but to that of a diocese as a whole.	Only if the Cainite has failed repeatedly at the task he known for.
Dedicated	Ductus+	Must have declared a public cause the Cainite follows.	The Cainite has acted in opposite of his declared dedication. This can then be removed by the Cainite's Ductus or higher.
Feared	Ductus+	Others fear you.	When others cease to fear you, this standing may be

Loyal	For pack loyalty, Ductus. For sect loyalty, Bishop or higher.	Proven dedicated loyalty to the Sabbat or your pack. Usually given to those who Infiltrate other sects.	removed by your Ductus or higher. You have proven to be disloyal, then by your Pack Ductus (for Pack Loyalty) or Bishop or higher (for sect loyalty)
Militant	Bishop+	Repeated demonstration of one's combat prowess. This isn't raw power, but also includes the use of tactics and strategy.	May only be removed if the Cainite turns from being a warrior. Should that occur, it may be removed by a Bishop or higher.
Ominous	Bishop+	The Cainite must be feared more than in his own diocese.	The Cainite is no longer feared; the removal is done by a Bishop or Higher.
Recognized	Bishop+	A Cainite must perform amazing acts during a sect holiday that causes him stand out above all others.	None/This status is automatically removed when another cainite from the same diocese gains it.
Relentless	Bishop+	The Cainite must display on numerous occasions that their will cannot be broken.	Open displays of the Cainite's will being broken, such as giving in to a fear frenzy. It is then removed by a Bishop or higher.
Respected	Bishop+	The Cainite must perform acts that earn him the respect of his peers.	The Cainite has lost the respect of his peers. It is then removed by a Bishop or Higher.
Proven	Bishop+	The Cainite must have obtained the Respected status at least three times to earn this.	The Cainite has lost the respect of his peers. It is then removed by a Bishop or higher.

## Negative Status

Status	Awarded by	Requirement	Removal
Dangerous	Ductus or Pack Priest within a pack, Bishop or higher in a diocese	The Cainite has acted dangerously while on a hunt or combat operation.	Only if the Cainite has failed repeatedly at the task he known for.
Ignorant	Ductus or Pack Priest within a pack, Bishop or higher in a diocese	The Cainite has made an embarrassing faux pas, forgetting an essential tenet of the Sabbat and its mission.	The Cainite must demonstrate that they've learned from their formerly ignorant behavior on two separate occasions.
Slow	Ductus or Pack Priest within a pack, Bishop or higher in a diocese	The Cainite has failed to elude humans, whether on foot or in a vehicle	The Cainite must make some demonstration of their agile superiority over the kine on two separate occasions



Untrustworthy	Any Cainite to another beneath their chain of command	The Cainite has failed at an essential function of their office	The Cainite must successfully execute of the duties of their office on two separate occasions
Vain	Any Cainite to another beneath their chain of command	The Cainite has bragged about their talents in a particular area, and then failed in a spectacular way.	The Cainite must make a successful demonstration of their talent in a manner consistent with their bragging on two separate occasions.
Unfaithful	Automatic after the two failed tests	The Priest has failed two simple tests after a failed <i>Ritae</i> challenge	The Cainite must successfully perform two <i>auctoritas Ritae</i> .
Questionable	Archbishop	The Cainite has failed or misused the Sabbath's <i>ritae</i>	Archbishop or higher. Those who remove a Questionable status inflicted by another Archbishop are sure to incur the disdain of the original issuer.
Unreliable	Archbishop	The Cainite has grossly failed in their duties as Priest.	Archbishop or higher, with good reason
Cowardly	Any Cainite to another beneath their chain of command	The Cainite has failed a Courage check in a hunt or combat operation.	The Cainite succeeds in Courage checks in two separate hunts or combat operations.
Froggy	The Pack Priest of the Cainite challenged to Monomacy	The Cainite has withdrawn or failed to make good on a threat to challenge someone to Monomacy.	The Cainite participates in two Monomacy challenges. Challenges where the challenged refuses Monomacy or backs down still count towards this total.
Troll	Any Cainite of three or more standing than the offending party	The Cainite has consistently acted in a negative or divisive manner in a group discussion.	The Cainite contributes meaningfully to two separate group discussions as determined by their Pack Priest.