

ONE WORLD BY NIGHT

BRUJAH PACKET





Credits and Special Thanks

Written and Developed by: The Players, Narrators, Storytellers and Coordinators The 2025 Brujah Team of One World by Night.

Photoshop Art: Zuri Grimm

Edit: Sheryl Westleigh

Images:

Original Photoshop Art by Zuri Grimm and Art Punx Studio

Photography: Josh Martin (Theo Bell); Various donations as noted below

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Clan Brujah

Blood of the Unyielding and Defiant

There is one unifying trait that all of the Brujah share, and that is the drive for change. A chronic, blood deep dissatisfaction with the status quo and what it represents. The Brujah Clan is a clan of rebels and visionaries. From ancient times all the way to modern nights, from the old world to the Americas, and across the sects, Brujah can be counted on for their passion, their drive, and their idealism.

What they lack, however, is a unifying force or any method to align themselves with one another in the long term. Lofty goals and magnanimous projects always end in in-fighting and fracture. Brujah will congregate together under charismatic leadership, and can fight fiercely for the change that they all wish to see brought about in the world, only for their dream to crumble around them, the foundations shattered and destroyed by the very supernatural strength of personality and arm that built them in the first place.

Whenever Clan Brujah manages to unify long enough to focus, it is assured that they will cause change, but will almost always fall short of building something great. Clan Elders speak of a time when Clan Brujah was made up of scholars and sages, poet-kings and philosophers. Such years are far behind, though some members of the clan seek to dig up that buried legacy, devoting themselves and their passions to history, and academia.

The Embrace

So, who are you? Why were you picked by a Brujah to be embraced? The Brujah clan tends to favor individuals that have a fire within them to make change and impose their vision. A person who is passionate, resolute, and iron-clad in their beliefs is likely to gain the attention of the Revolutionaries. Common archetypes for Clan Brujah are the classic anti-establishment biker; as well as political activists, troublemakers, and even people working within the system such as social workers or the occasional loose cannon cop.

Roleplaying Hints - When making your Brujah character, think about what they most care about. Think about the things that drive them and give them that passion. Rather than being a rabblouser for the sake of violence, see if you can center your character's motivations around something they feel strongly about. It is also important to remember that when the chips are down, and other Brujah call for help, it's every Brujah's duty to band together to aid one another.

The Rabble

The clan as it exists today is much the same as it has been for several hundred years. Brujah have no larger internal structure for themselves, though they tend to organize according to force of personality, with strong personalities managing to corral their clanmates and point them towards constructive efforts.

The way that the clan tends to express themselves, both to one another and to the rest of vampiric societies tend to fall into three archetypes. Analytical Brujah tend to





place more emphasis on categorizing Brujah according to these types, while many others will either generally acknowledge the trend to belong to one or the other group, deny their existence altogether, or even claim that placing these sorts of labels on members of the Clan is divisive and ultimately unnecessary.

Iconoclasts tend to be the Brujah that we think of when someone asks us to imagine a Brujah. This individual might be wearing leather and spikes, carrying a gun and explosives, or be ready to ride into battle on a tricked out motorcycle.

These Brujah hold true to their values and their principals more strongly than nearly any other Cainite in existence. While at times short sighted, these Brujah cling to their concepts of justice and are nearly impossible to dissuade from their crusade to bring about the changes they feel are necessary. Often the youngest Brujah, the iconoclasts are the most numerous, and the quickest to resort to violence against oppressors, and the destruction of institutions they find to be revolting.

The commonality between all of the various types of iconoclasts tends to be their connection to humanity, the concept of humanitas and having a strength of conviction born of their youth and remaining ties to humanity as a whole. They have often not had the time to settle and become complacent as the elders have, who have become difficult to rouse to any sort of passion.

Idealist Brujah are of a different sort. Primarily composed of the clan's ancillae and elders, the idealists tend to be slower and more contemplative. An idealist wishes

to know all the facts before making a decision, and wishes to get a good look at the whole picture before taking action. These Brujah are often Primogen, or otherwise entrenched in Camarilla politics, as they attempt to work at changing systems from within them.

Idealists are often called sellouts by iconoclasts, and to a degree, they make a good point. Idealists tend to act less frequently; however, when an idealist finds a good time to strike, that action tends to be singular, well-measured, and very consequential.

A Brujah idealist also tends to make more friends and be more social than their more fiery cousins. Deals in political halls, and speeches to disgruntled neonates tend to be more



effective coming from someone who takes the time to learn and study, and come to identify with the people that they are going to work with.





The only drawback is when the idealist spends too much time thinking, when action is needed.

The Individualists are Brujah that fit in all the little spaces between iconoclasts and the idealists. The very validity of this label is in question, as an individualist tends to have some features of each group to them. An individualist can lay plans out, and then stick to them, acting as they see fit, or pausing to think some more. Others are more than welcome to follow along, or not, as they choose. It is possible for an individualist to seem much more like an iconoclast or an idealist depending on what sort of actions are necessary for their plans.

Finally you have the relatively new and decidedly odd Brujah Ideology that arose in the 1960s among French Brujah occultists who were enamored of the political theories of the mortal organization known as the Situationist International. The SI were social revolutionaries whose membership consisted of Avant Garde artists (primarily of the Dadaist and Surrealist schools) and extreme leftwing political theorists. The group, whose politics were both communistic and anti-authoritarian, sought to use surrealist art to critique the role capitalism played in destroying the quality of human life and in making a global fetish out of rampant consumerism. The Situationists were so named because of their belief that it was possible to counteract the pervasive spectacle of capitalism by creating "situations" moments of self-awareness and self-discovery that would inspire individuals to reject mass media culture in favor of the pursuit of their own individual needs and desires. Initially a purely artistic movement,

the SI became increasingly anarchist and revolutionary in character, culminating in its role in the 1968 student uprisings across France and Belgium. Ultimately, however, the uprisings faltered in the face of pushback from the reactionary administration of Charles De Gaulle. The SI's influence declined until its dissolution in the early 1970s.

But whatever limited influence the Situationist International had on mortal politics, it was influential among the Kindred of France, especially a small coterie of Brujah artists and activists who had been effectively shut out of the Paris art scene by more traditionalist Toreador scandalized at the idea of using art as a vehicle for revolution. Dada and Surrealism had been around for decades, of course, and in France, they had been important avenues for Kindred artists among the Malkavians, the more Avant Garde Toreador and, of course, the Brujah. But only the Brujah would go so far as to see surrealist art as a weapon to use against their political opponents.

Roleplaying Hints - While most Brujah fall into one of the three categories, your character is by no means required to pick one. Even in character, the Brujah have a lot of mixed feelings about these categories and whether or not it is appropriate to use them. Have fun deciding which category your character may fall into the most, and why. You can also think about whether or not your character would believe these categories are valid, and how strongly they hold that position.





Rants and Raves

A Brujah gathering can take many forms, ranging from a polite political debate to an all-out brawl, or even an outrageous party fueled by trance music, drugs, and danger and everything in between. Regardless of the nature of the event, clan gatherings fall into two categories: Rants and Raves.

Rants are gatherings with a serious purpose, often convened to discuss a specific topic, debate the direction of the clan, or settle disputes. While frequently hosted by clan elders, younger Brujah seeking to make a name for themselves may also call a Rant. These forums encourage spirited discussion, and occasionally, disagreements can escalate into shouting matches or even full-blown brawls. Even in chaos, Rants are invaluable: they force Brujah to defend their views, understand the perspectives of others, and help align the clan's actions in the nights to come. The host bears responsibility for maintaining order, ensuring that destruction and disorder remain within tolerable limits, and preventing mortal authorities from interfering. A well-provided "meal" is also essential; blood frenzies can quickly ruin the mood of any Rant.

Raves, by contrast, are unrestrained parties meant purely for revelry. Any Brujah can call a Rave, which might feature music, dancing, and indulgence to the point of danger. While the guest list is not strictly limited to those of Brujah blood, the spirit of the gathering reflects the clan's energy, vitality, and defiance.

Though the Brujah lack the rigid structure of clans like the Ventrue or Tremere, these

gatherings serve as crucial mechanisms for debate, decision-making, and social cohesion. They are where the clan negotiates its identity, tests its ideas, and expresses the restless passion that defines the Brujah.

Policy Rant - While typically disorganized, the Brujah are occasionally able to gather on a local or even regional level to unite around a concept or course of action. These meetings, known as policy Rants, are where the clan discusses collective strategies and attempts to coordinate their efforts. For example, a policy Rant might conclude that the local Brujah view the Ventrue Primogen as untrustworthy and decide to unionize in order to withhold their share of the boon economy.

Policy Rants are among the most frequent types of Rants held within a domain, providing Brujah the opportunity to rally behind a common cause, debate tactics, and attempt to synchronize their often chaotic energies toward a unified goal.

Debates - The word itself probably brings to mind a formal argument between two parties over either a specific issue, or multiple topics. These are largely what they sound like, though they're dialed up to eleven when it comes to Clan Brujah. During a debate, each side of an issue clearly denotes what position they support, and the argument then goes until one side has convinced the moderator, or rarely the other side, that they are right. These can often go on for nights, or even weeks. Usually held by elders of the clan, more in control of themselves, debates are far less likely to devolve into an all out brawl than the other forms of rant.





Spite Rant - When enough Brujah agree that one of their clanmates has crossed a line whether by betraying the clan or committing an act so heinous that it demands a violent response they call a Spite Rant. The usual conclusion of such a punishment Rant is for the offender to run “*the gauntlet*”: a long line of Brujah, each taking their turn to strike the runner. While final death is not required, it is not uncommon, as injuries sustained during the gauntlet can easily prove fatal.

Raves, On the other hand, Raves are wild parties hosted by the Brujah. While modest dance soirees are not unheard of, Raves are far closer in spirit to mortal parties than to the refined salons of the Toreador. They offer an opportunity for everyone to relax, embodying everything a party should be: music, dancing, and even mortal vessels laden with drugs and alcohol. Yet what most Kindred anticipate most is the chance to release tension in a good old-fashioned brawl often unplanned, but a regular occurrence at Raves. These gatherings are not strictly limited to Brujah; others may be invited from outside the clan to join in celebration or mourning, depending on the occasion.

Teaching Clan Secrets

The Clan has gone back and forth on this for centuries, but ultimately it comes down to some things that are just for us.

We have, and continue to, develop powers and secrets that we really shouldn't share with other clans. The current consensus amongst the most prominent members of our clan is that if they catch people teaching or

possessing these secrets when they shouldn't, is that we should hunt them down and destroy the fuck out of them. I've even heard The Call used to bring these people to our very particular brand of justice

So, what makes something a Clan secret versus a personal secret? Obviously the most ancient history of our Clan might be considered secret. Those special powers we've developed that have become staples of the Clan, the so-called Combination Techniques or Combination Disciplines. If it is something that you, personally created, it could really go either way, but you'd be able to make your case at a Rant if you ever had to.

(On an Out of Character level, teaching any Combination Discipline that OWbN recognizes per our bylaws as requiring Brujah Coordinator Approval to a non Brujah will be considered teaching a Clan Secret and players if they find out may decide to take action if the Brujah players feel it wasn't earned or being used improperly.)





History

Enoch

We trace our origins to the first city of humankind, Enoch, which supposedly existed more than 10,000 years ago. Legend has it Caine is the first vampire, laying the foundations and ruled with cunning and wisdom. Among his childer was the figure who would later become our Clans progenitor, known variously as Brujah, Troile the Elder, or Ilyes.

They were no mere creature of strength but of intellect as well. A philosopher and scholar whose mind rivaled any mortal thinker that would follow centuries later. We were known in those earliest days as “*The Learned Clan*,” combining our intellectual pursuit with martial discipline. During those times we debated, taught, and preserved knowledge long before written language became common among mortals.

For centuries, we were scholars and strategists, wielding not only strength and speed but some also having the gift of Temporis, the mystical ability to manipulate time. We were thinkers first, warriors second a legacy that would, however, be disrupted by the actions of one pivotal figure

Troile

Troile, became a turning point in our history. Stories vary, but it all comes back after Troile’s embrace; it ended in Troile diablerizing our founder’s soul in a moment of betrayal and ambition. This is why there is beef between the original Brujah bloodline

and eventually causing many of us instead to inherit remarkable speed, strength, and passion, though far less of the intellectual gift their forebears possessed.

Troile became a figure of myth and legend and a story of caution: a reminder of the consequences of our ambition, passion, and why we take betrayal so hard. Though this still causes to this day a ripple through the clan, shaping its identity and culture.

The Second City

After Enoch, we settled in what became known as the Second City, a hub for Kindred civilization. The Brujah carried with them the traditions of Enoch: philosophy, governance, and the pursuit of knowledge. This period solidified the clan’s reputation as thinkers, planners, and enforcers, the bridge between mortal society and Kindred governance. It was here that the Brujah began to organize themselves into a coherent clan structure, spreading across the known world.

Carthage

Our ambition was Carthage, an utopia where mortals and Kindred might coexist in peace. Founded and led by our elders, it was a place of learning, commerce, and political influence, with a population that included Brujah, Assamites, and Setites. It served as our cultural and political center, a symbol of what the clan could achieve when united.

Of course, this version of Carthage was just a dream. In reality, it was a city swimming in rivalries, power struggles among vampire factions, and clashes over territory. There really was nothing peaceful about it. Some





accounts even suggest that Troile, and other notable leaders, contended with ancient devils while ruling. And yes, there was war: Ventrue, Brujah, and even Malkavians all had stakes in the city, not to mention Rome's eyes wanting what was there.

The city's fall was inevitable. Legend has it that Troile and her allies were buried beneath the salted earth of Carthage. This caused a severing of the Brujah from their dream. While the truth of their fates may have shifted over the centuries, the destruction of Carthage left a permanent mark on our clan. It became a warning that even a pinnacle of civilization and cooperation was destroyed before it could fully flourish. We learned the fragility of utopia, tempering our Clan's love of knowledge with cynicism, and sharpening our drive for freedom, rebellion, and self-determination.

Before the Modern Nights

After the fall of Carthage, we spread across the world, our philosophy and martial prowess leaving an indelible mark on the course of Kindred civilization. During the Dark Ages, our elders served as strategists, teachers, and warriors. They often mediated disputes between Kindred clans while maintaining discipline within their own ranks. It was also during this time that divisions began to emerge in Kindred society: some Brujah remained devoted to the intellectual and philosophical roots of Enoch where all served the Eldest, while others were drawn more strongly to rebellion, passion, and action.

By the Renaissance and Victorian Era, these divides had intensified to the point of almost being a wild fire. A portion of the clan pursued scholarship, politics, and influence, using words and ideas to shape the Kindred world. Others turned toward revolution, espionage, and outright rebellion, earning reputations as agitators and troublemakers wherever they went. This is why each Sect at its core came about because of Clan Brujah taking action either philosophically and martially.

Modern Nights

In the modern nights, we are as fighters, thinkers, and revolutionaries, yet we are shaped by the weight of their history. We are forged from a blend of passion, philosophy, and an enduring refusal to bow to authority.

Passion and rebellion lie at the heart of the Clan. Brujah are driven by a deep-seated need to challenge structures, disrupt stagnation, and push against any force that seeks to confine them or what they believe in. Whether in Camarilla political arenas, Anarchs fighting their oppression, or street-level conflict between Sabbat Packs.

The Brujah's renowned martial prowess continues to define them: speed, strength, and ferocity in battle earned them their reputation, and they have done little to temper those expectations in the modern age. Beneath the raw physicality, is their legacy of knowledge. Many Brujah retain a deep respect for philosophy, debate, and strategic thought, the echoes of the clan's ancient scholars during the time of Enoch, the war-philosophers of the Second City, and the dreamers of Carthage.





Carthage will always stand as both a wound and a monument and symbol of unrealized potential and a reminder of what the clan once dared to build. It shapes their ambitions, tempers their optimism, and fuels the fire of their defiance.

Recent Nights (2017– Present)

Clan Brujah has never been the same since the Year of Fire. The loss of so many prominent Brujah at the hands of the Nosferatu, Tremere, and from within set the clan back drastically and it's been hard to recover from when the Change happened. This culminated with the loss of almost a dozen high profile and prolific members during the Conclave of Orchids after the Year of Fire. With few for the Clan to rally behind amongst the Anarchs and Camarilla, the clan has had an uphill battle. While the Sabbat had none of these issues except a few minor incidents.

The crisis known as the Year of Ashes to the Brujah began back when Moloch destroyed the Temple of Bones (*during the Year of Fire*), a forgotten Setite prison created to contain beings too dangerous to kill. His rampage released five ancient Brujah, each older than Carthage and stripped from history.

Kindred across the world experienced a shared vision (known from the *Rising From the Ashes* omen): Five shadowed Brujah rising from fire and dust, shackles falling, walking toward a world poised for war.

These ancients disappeared into the night to learn what has become of their world. In 2023 three Avatars of their will to destabilize the clan from within were unleashed to take

action globally against the clan: *Visarch, Noctis, and Dominus*.

Their purpose was simple: They were to fracture the Brujah across every sect and ensure the clan never again stood united. Ready for the Rabble to be bound and chained to the will of the Eldest of the five.

A War on Three Fronts

The Brujah found themselves under coordinated attack across all ideological lines:

Camarilla Front Visarch's Subversion: The Ivory Tower witnessed uprisings, political sabotage, and the capture of former Justicar Paschek. Visarch's goal was to prove the Camarilla could not protect its own Brujah and that they were just pawns and slaves to the Camarilla and its Elders.

Anarch Front Noctis and the Chains of Rebellion: In a ruined coastal town tied to the First Anarch Revolt, Noctis twisted Brujah idealism into self-destructive infighting. His psychic chains enslaved rebels and ideological leaders alike. Forcing Allies to assault Anarchs and their territories, under the Guise of the Camarilla.

Sabbat Front Dominus and the Brute's Trial: The Sabbat Brujah faced Dominus, an ancient general reborn. He waged war with temporal guardians pulled from Brujah history and futures yet unwritten. Pushing the point of that to the Sword they were not the equals to the Lasombra or Tzimsce. That they held less than any other clan. Yet without them there would be no Sabbat.





Across all three fronts, the clan was pushed toward schism, infighting, and collapse

Aftermath

Each sect believed its crisis unique, unaware they were all participating in a single Brujah war fought on three fronts across three eras. Until the Rant was called and the Anarchs, Independents and those of the Camarilla shared information and found that it was an assault across all Sects. The clan called upon Allies that they knew would stand beside them and took the fight to where it all began... Tunisia.

The fall of these avatars came almost simultaneously. Visarch's defeat in the Camarilla citadel revealed him not as a villain but as another enslaved victim, unraveling into the terrified youth he once was the moment his soul-chains broke. Beneath the Anarch coastal ruins, Noctis collapsed into torpor the instant his bindings were severed, proving he too had been a puppet rather than a mastermind.

In the mountains, Dominus met final destruction when a lone Brute Briar Ledger sacrificed themselves to shatter the last anchor holding him to the will of the ancients. With all three fallen, the metaphysical web linking them unraveled, and the influence of the awakened ancients collapsed like a dying star.

As those final chains broke, the truth emerged: the citadels encountered by each sect were separate strongholds stretched across three moments in time. The Camarilla fought through it in the present; the Anarchs breached it in the past where its foundations slept; and the Sabbat stormed its fractured

future where time itself had begun to fail. When the barriers collapsed, these timelines fused, and guardians from every age prehistoric champions, Carthaginian philosophers, future warriors manifested together, recognizing all Brujah as kin. The vision from *Rising From the Ashes* was fulfilled as the clan stood reflected in the eyes of its own liberated history.

In that convergence, something long dormant awakened. The clan remembered what had been stolen from it: not merely pride or rebellion, but identity. Though Camarilla, Anarch, and Sabbat Brujah remain politically divided, the metaphysical and ancestral bond between them reforged in that moment. They rediscovered the truth at the heart of their lineage; they bend, but do not break. The ancients sought to fracture them; instead, the Brujah rose from the ashes more unified spiritually and historically than they have been since the fall of Carthage.

The Brujah in OWbN

Within the chronicles of One World by Night, the Brujah have become a clan defined not only by ancient passion but by the scars and victories of the current night. The fall of Carthage remains their greatest ancestral wound, but in OWbN history, the Brujah have carved out a distinct legacy:

- **The Clan of Action:** OWbN Brujah regularly stand at the front lines of global conflicts, Sabbat wars, anarch revolts, Camarilla schisms, and struggles against infernal and eldritch threats. Few clans respond as quickly





or as decisively when the world ignites.

- **Champions of the Anarch Cause:** OWbN's political landscape has repeatedly seen Brujah at the center of Anarch uprisings. While not all Brujah are Anarchs, the clan has played a disproportionate role in shaping (and sometimes destabilizing) the Anarch Free States and their equivalents across the network.
- **Internal Divides:** Modern Brujah in OWbN are far from unified. Schisms exist between Camarilla loyalists, Anarch firebrands, Independents, and those who follow obscure or philosophical paths. Even within the sects, Brujah factions clash intellect versus fury, war-leaders versus theorists, the old guard versus the new blood.
- **The Weight of Troile's Death:** The 2011 collapse of Troile affected OWbN's Brujah just as deeply. Sudden surges of rage, uncontrolled frenzies across the network, and the emergence of newly altered bloodlines became defining moments of the clan's modern identity. OWbN chronicles recorded entire domains shaken by the incident and Brujah elders, neonates, and political leaders alike were forced to navigate the consequences of a bloodline irreversibly changed.
- **A Clan of Dynamos:** Across OWbN's decades of play, the Brujah

have repeatedly proven themselves catalysts of change. They start wars, end tyrannies, disrupt hierarchies, and shatter the quiet decay the Camarilla clings to. Anarchs who have fought against the Oppression of the Camarilla and others. The Sabbat waging their Cold War against the Camarilla and other entities internally who would have them as pawns. Whether this makes them heroes or monsters depends on whom you ask.

Clan Position- Camarilla

Commisar-

"The Commissar is our cohesion.

Our conscience.

Our counterweight to the tyranny we fight.

The one Brujah we trust to keep the clan from tearing itself apart. "

The role draws heavily from the Brujah's martial heritage and revolutionary identity, blending the militant structure of a field commander with the ideological oversight of a political officer. In OWbN, the Commissar ensures that the clan's reputation for passion does not devolve into self-destructive chaos, and that the Brujah present a united front in both local and global events.

The Commissar maintains order within the clan, ensuring Brujah actions don't endanger the clan's reputation or political standing. They issue guidance, resolve misconduct, and recommend sanctions when necessary.





Enforcement of Clan Edicts

They uphold Brujah-wide policies and traditions set by the Coordinator and Council. This includes protecting clan secrets, preventing destabilizing behavior, and safeguarding Brujah interests across all sects.

Liaison & Point of Contact

The Commissar serves as the clan's operational representative working with Storytellers, players, and the Coordinator's office. They assist with Brujah-related plot, disputes, character concepts, and portrayal of elder NPCs.

Crisis Response

When major threats arise: ancient Brujah, Carthage cults, infernal dangers, or political upheaval. The Commissar coordinates the clan's response and ensures continuity across chronicles.

Clan Unity & Culture

The Commissar works to maintain cohesion within the clan, mediating disputes and reinforcing Brujah identity: the warrior-philosopher tradition, Carthaginian roots, and the clan's drive for freedom and purpose.

Clan Position- Sabbat

Lodge Leaders

Within the Sabbat, the Brujah Antitribu reorganized themselves into Lodges structured subgroups created to prepare the bloodline for Gehenna, defend against ancient Brujah threats, and give order to a clan long known for chaos. Each Lodge serves a distinct function (martial, political,

scholarly, or spiritual), and at the head of every Lodge stands a Lodge Leader. These leaders act as the commanding authority, spiritual guide, and political representative for their portion of the bloodline.

A Lodge Leader's role is threefold. First, they maintain internal order, overseeing ranks, promotions, discipline, and the training of new Brutes. Only a Lodge Leader may elevate or demote members, and each may be replaced only through the sanctioned Bash Ritae, ensuring leadership remains tied to strength and legitimacy. Second, Lodge Leaders serve as the voice of their Lodge to the wider Sabbat, representing the needs, threats, and priorities of the Brujah Antitribu within the Sword of Caine's political, military, and religious spheres. Finally, they act as guardians of Lodge tradition, preserving doctrine whether martial, philosophical, esoteric, or political and guiding members toward the Lodge's core purpose.

While each Lodge differs in focus the Fire Talons' Warmaster leads warriors and warbands; the Keepers of the Spider's Arachne preserves Brujah history and esoteric arts; the Ravens of Winter's Night Raven shepherds spiritual and ritual development; and the Wolves of Revolution's Old Wolf shapes Sabbat politics—they all serve the same overarching function: to unify, organize, and strengthen the Brujah Antitribu in a sect where survival depends on discipline, identity, and purpose.

In short, Sabbat Lodge Leaders are the anchors of the bloodline, the ones who ensure that the Brujah Antitribu remain more than scattered brawlers. They set direction,





maintain cohesion, and ensure the Brutes have the structure, warriors, scholars, mystics, and politicians needed to thrive in the Sword of Caine.

Enduring Legacy

The death of Troile in 2011 sent shockwaves through the clan, reshaping bloodlines and creating behavioral shifts that still ripple through Brujah society. Despite this upheaval, or perhaps because of it, the Brujah remain dynamic, ever adapting, ever evolving, yet forever marked by the legacy of Enoch, the ruins of Carthage, and the vision of a clan defined by passion, willpower, and the relentless pursuit of purpose.

What now?

Yes, at least in the only way that matters. But the real question is *who* Troile truly was. Was Troile the Brujah Antediluvian? An impossibly ancient elder? The progenitor of obscure bloodlines? The truth is buried beneath myth, propaganda, and clan bias. All possibilities remain on the table, and none can be proven.

What *can* be proven is that Troile's death in early 2011 was real enough to shake the entire clan. The Brujah did not lose membership in the aftermath, an oddity that strongly suggests Troile was not the Antediluvian many assumed, or at least not in the traditional sense. But death struck the Blood like a hammer. For nearly a month, the clan erupted in uncontrollable violence. Tempers flared harder than usual, patience evaporated, and even minor provocations

ignited full-scale conflict. Something profound had been severed.

Worse or more fascinating depending on who you ask, some Brujah changed. Entirely new bloodlines emerged in the chaos, and those touched by this transformation continued to appear long after the initial event, despite repeated attempts by the clan's old guard to eradicate them. Their existence alone proves that whatever Troile was, they were tied to something deeper than simple lineage.

The aftermath of Troile's demise didn't end with that first violent month. The changes continued for over a year, subtle, unpredictable, and unsettling. Some Brujah manifested altered behaviors, new powers, or strange metaphysical quirks. The elders hunted these "aberrations" relentlessly, declaring them outsiders, despite the fact that most of the clan still recognized them as Brujah.

But the so-called "joke" is on the old guard: the transformations began again. Not as widespread as before, not as explosive, but unmistakable. The Blood shifted, shuddered, adjusted like a tremor running through stone that refuses to settle.

The philosophers among the clan describe it as dropping a stone into water. The first wave hits hard, then the ripples stretch outward, only to return inward in diminishing echoes. And those echoes never truly stop.

Some Brujah whisper that, one night, the waters may rise again and this time the entire clan might change.





The Bloodlines

Where do Bloodlines come from? Are they intentional creations or Caitiff that pass along their traits? Both things seem to be true at different points in time. Sometimes they just start springing up around us too. No one knows for sure what the process is and it seems to be different every time. What we do know is that the Brujah sport a pretty impressive collection of bloodlines. Let's take a look at each of them just to bring you up to speed.

The Kairos



Disciplines: Potence, Presence, Temporis

Advantage: Brujah Advantage as per Laws of the Night

Disadvantage: Brujah Flaw as per Laws of the Night, Revised. (*Cannot purchase the*

Merit: Calm Heart)

Suggested Ideology: Any

Suggested Sect: Any Sect

Rarity: Brujah Coordinator Notification Required

The Year of Fire was a devastating period, especially for the Brujah clan. Known for their rebellious and passionate nature, the clan fractured under immense pressure. Two significant changes emerged within clan Brujah during this time, dividing the clan. One group, the Kairos, became something entirely new. Though they once wielded the Brujah's signature speed (Celerity), they now controlled time itself (Temporis). Elders feared them, recalling dark tales of such powers, and shunned them as potential enemies.

Many Kairos faced rejection and fear from their clan. Unable to hide their differences, some sought refuge with the Anarch Movement, who welcomed them as comrades. The Movement's values of freedom and unity resonated with the Kairos, but years of betrayal made them wary. Others joined the Sword of Caine, angry at the hypocrisy of their former clanmates and the lack of protection from the Tower.

Cut off from their clan, the Kairos were forced to adapt. They learned self-reliance, becoming individualists and evolving to survive. This independence shaped their identity, though trust remained a challenge. Despite these hardships, some Brujah advocated for the Kairos, while others continued to label them outcasts or worse.

Newly embraced Kairos inherited this legacy of struggle. Their sires embraced them to prove that the Kairos could still contribute to the clan. These young Kairos carried the burden of their history while striving to



build a better future. To be a Kairos meant to fight against doubt and prove their loyalty, often with defiant laughter in the face of adversity.

In Modern Nights

Today, the Kairos are recognized as part of the Brujah clan, though their journey to acceptance has been far from easy. The scars of betrayal and division from the Year of Fire still linger, but time and shared struggles have begun to bridge the gaps. The Kairos now work alongside their Brujah kin, though some still sense a shadow of suspicion in their interactions.

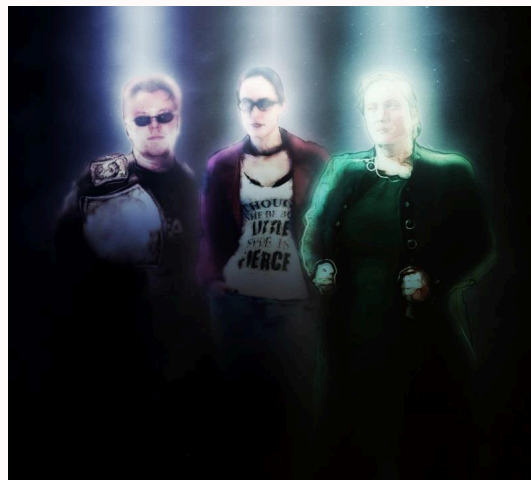
The Kairos bring a unique perspective to the modern nights. Their mastery of Temporis offers the Brujah new strategies and insights, particularly in navigating the ever-shifting political landscapes of the Kindred world. Some Kairos have become key players in Anarch councils, pushing for reforms and ensuring the voices of outcasts are heard. Others have returned to the Camarilla, cautiously proving their worth and loyalty in a society that once cast them out.

Yet, many Kairos thrive in the modern era, using their hardships as fuel for their resilience. They serve as a reminder to the Brujah of what it means to endure and evolve. Whether fighting for the Anarch Movement, navigating the Camarilla's treacherous courts, or carving out their own path as independents, the Kairos embody the Brujah spirit of defiance and determination.

For the Kairos, modern nights are not just about survival they are about rewriting their story. By proving their strength and value, they challenge the very notions of what it means to be a Brujah, daring the world to see them as equals and kin. In doing so, they not only honor their past but also pave the

way for a future where no Kairos will have to face the same struggles they once did.

The Dispassionate



Disciplines: Celerity, Potence, Presence

Advantage: Brujah Advantage as per Laws of the Night (*Dispassionate may purchase the Merit: Calm Heart*)

Disadvantage: The blood that sustains the Dispassionate also suppresses their emotions, slowly eroding their humanity over centuries. Their passion fades, leaving them detached from the living world. While they may intellectually debate morality, they lose the ability to truly feel what is right or wrong. Those who adapt embrace vampiric Paths of Morality, while those who fail succumb to the Beast, losing all their accumulated knowledge.

As time passes, it becomes harder for the Dispassionate to stay connected to their Humanity. Increasing Morality or Virtue traits costs double the usual experience points, and in Conscience or Conviction challenges, they must bid two extra Traits or automatically lose the bid.

Suggested Ideology: Idealist Suggested

Sect: Any

Rarity: Brujah Coordinator Notification Required



What happens when the clan known for wearing their hearts on their sleeves starts losing their connection to humanity? You get the Dispassionate Brujah. It's not that they stop caring—it's that caring becomes a constant uphill battle. The fire that once burned so brightly within them now flickers faintly, suffocated by the weight of their undead existence. For them, compassion and conviction don't come as naturally anymore; every act of empathy is a conscious effort, a choice they must force themselves to make.

Yet, they remain Brujah Children of Troile. Their legacy demands that they fight, and so they do. Even as their passion wanes, they seek out causes that give their unlife meaning. They are drawn to these causes with the same intensity as their cousin's exhibit. In the modern nights, their focus has often turned toward fighting for the rights of the Changed—the marginalized, the outcasts, and those who have been shunned even within Kindred society. The Dispassionate recognize in them a reflection of their own struggles.

The Dispassionate are a paradox within the clan: weary yet determined, detached yet fiercely loyal to their chosen causes. Their fight isn't just for others it's for themselves, a way to cling to what little remains of their humanity. In their quieter moments, many of them wrestle with the fear that they're becoming hollow, losing the fire that defines them. And yet, they keep going. To stop would mean surrendering to apathy entirely, and that is a fate worse than death for a Brujah.

Their endurance speaks to the resilience of the Brujah spirit. Even as the spark of passion fades, their purpose continues to drive them forward. The Dispassionate show that while connection to humanity might falter, the will to fight for something greater

can still burn brightly. In doing so, they honor their lineage as rebels, warriors, and protectors—however far removed they might feel from the clan's fiery beginnings.

The Epicene

Disciplines: Potence, Presence, Temporis

Advantage: Brujah Advantage as per Laws of the Night (*The Epicene may purchase the Merit: Calm Heart*)

Disadvantage: The Epicene have two disadvantages, first they suffer the same emotional withdrawal as the dispassionate (take the Dispassionate disadvantage).

Second, they do not repopulate themselves. When they embrace, they do not create Epicene, they create either Kairos or Dispassionate randomly. The Epicene only emerge as a bloodline, spontaneously, during an individual Brujah's change/ embrace.

Suggested Ideology: Any

Rarity: Brujah Coordinator Notify Required

During the Year of Fire, the Brujah underwent a profound transformation. The Kairos and the Dispassionate are well-known to most, but few understand that some members of the Clan experienced a further, more subtle change. This small bloodline of Brujah, those who endured both the Kairos and the Dispassionate transformations, emerged as the Epicene.

The existence of the Epicene is a closely guarded secret. United by the recognition of their unique evolution, many have sworn to remain hidden, even at the cost of their own destruction. Bound by their shared history, many of the Epicene serve as silent chroniclers of the Clan's struggles, recording events that no other can understand in the





same way. They are not only observers but also a mysterious force within the Clan, moving in the background, shaping its future in ways that remain unnoticed by others.

The first Epicene were once “normal” Brujah. They used to feel the fiery passion that drives the Clan’s rebellious spirit, yet now they also understand how that passion becomes muted and controlled within the Dispassionate. It is this delicate balance that gives them a unique perspective on the Clan’s conflicts, both internal and external. Where others may be swept up in the chaos of the moment, the Epicene stand apart, able to view the Clan’s struggles with clarity and detachment, while still being bound by their shared heritage.

Many Epicenes see themselves as the only true bridge between the disparate factions within the Brujah Clan. Their dual transformation allows them to understand the minds of the True Brujah, those who embrace the paradox of unchanging stability amidst an ever-shifting world. This understanding of the True Brujah’s philosophy offers the Epicene a rare insight into the larger cosmology of the Kindred, and they often act as mediators between the passionate zealots of their Clan and the cold, calculated thinkers of the True Brujah.

While they may never reveal their existence to outsiders, within their own ranks, the Epicene are the keepers of knowledge, bearing the weight of a profound responsibility as part of the Librarians. They watch and help keep harmony between the extremes of passion and restraint. As secret keepers, they embody the essence of change itself: ever-present, ever-watchful, and eternally evolving.

Brujah Antitribu

"Look around you, and you'll see it — the decay of a system that claims to thrive on power, when it's nothing more than a house of cards ready to fall. We, the Brutes, stand in opposition to the Elders and their false hierarchy. They hide behind their Ivory Tower, manipulating our Kindred like pawns, enforcing their outdated ideals. They preach about stability, about keeping our society together, but they are nothing more than tyrants in disguise.

We fight for something real for freedom, for chaos, for the truth. The old ways have long since crumbled, but they still cling to their illusion of control, blind to the shifting tides of the modern world. We see the fractures in their precious Camarilla, and we know what needs to be done. Revolution, not reform. We are the voice of the oppressed, the warriors against stagnation, and we will never bend to their will.

The modern nights are ours to shape. Whether it's in the heart of the city or the shadows of the digital world, we are everywhere. The powers that be may think they've won, but the Brutes are the storm on the horizon. And we won't stop until we burn it all down."

(Disciplines, Advantage and Disadvantage per Laws of the Night Sabbat guide page 34, also see their bloodline restrictions)

The modern divisions between the Camarilla, the Sabbat, and the Anarchs can be traced back to the Anarch Revolt, though these factions differ widely on the core principles of Cainite society and their understanding of their kind’s true purpose. One fact remains constant in most accounts





of this conflict: it began with the actions of a single Brujah.

Patricia Bollingbrooke, a passionate and daring leader of younger Brujah, led a bold assault against one of the most influential Ventrue elders, Hardestat. Allegedly, her attempt at diablerizing him sparked a firestorm of rebellion across Europe. Whether or not Patricia succeeded in her dark act questioned when Hardestat was later seen at the Convention of Thorns—matters little in the larger story. What mattered was the fire she ignited. Her rebellion inspired countless childer to turn against their oppressive sires, leading to the violent uprising known as the Anarch Revolt. It was during this time that the Brujah who stood against the Elders first adopted the title of Antitribu.

Regardless of the truth behind Patricia's actions, one thing became clear: the core identity of the Brujah had changed. While their Camarilla counterparts often struggle with the constraints of the Tower, seeking freedom in the chaos of the Anarchs, Brujah Antitribu have found unity within the Sabbat. Their shared devotion to the Sword of Caine provides them with a common purpose, one that transcends personal differences or varied backgrounds. Together, they serve a singular, vital cause.

Brujah Antitribu play many roles within the Sabbat, but they are most commonly regarded as soldiers, thugs, or cannon fodder. Yet those who dismiss them as mere muscle should think again. The Brutes come from all walks of life and have demonstrated a fierce refusal to abandon the true freedom of the Sword—no matter the cost or the opposition, including from within their own sect.

Their growing discontent with the Tzimisce and Lasombra leadership has manifested in several ways, none more dramatically than the Third Sabbat Civil War. In the span of a hundred nights, Jeremiah Nobles and his followers led a coup that forced the recognition of all Antitribu clans as equals to the Tzimisce and Lasombra and resulted in the establishment of the Caitiff of the Sword as their own clan, under the leadership of Joseph Pander.

Despite their political and cultural differences with their Camarilla counterparts, the Brujah Antitribu share a common experience with the Brujah of the Tower. All were affected by the Month of Madness following the death of Troile. While the spread of the Changed has been far less significant among the Sabbat Brujah than among those of the Tower, some of the Brutes have nonetheless developed the strange powers of time manipulation or the cold, distant nature of the Kairos and the Dispassionate. The events of the Year of Fire have only solidified the belief within the Sabbat that their cause is more urgent than ever.

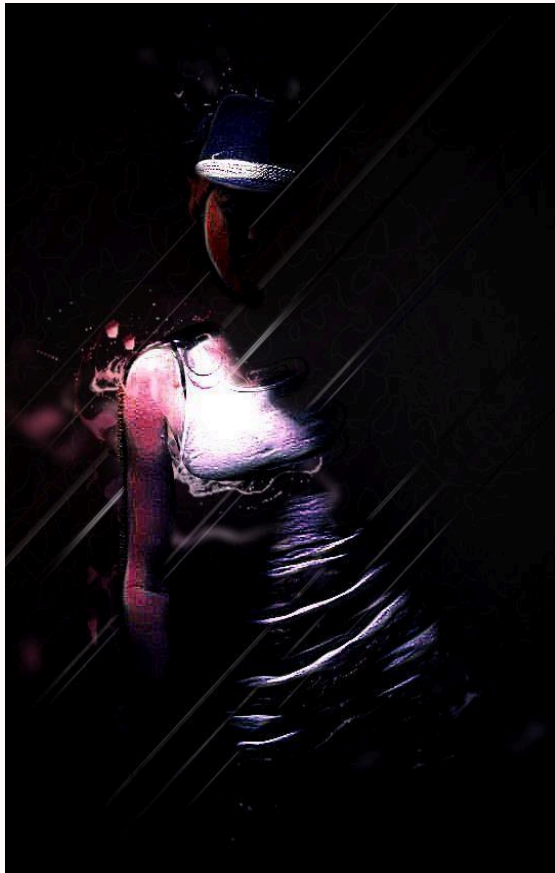
Adding further complexity to the Brujah Antitribu's evolving story is Masako, the former Brujah Justicar. After more than a decade of manipulation, betrayal, and being forgotten by her Camarilla Clanmates and fellow Elder vampires of the Camarilla, Masako turned her back on the sect that once held her in such high regard. Disillusioned by the politics of the Tower and the manipulation of those who claimed to be her allies, she found a new home within the Sabbat. Her defection, once considered impossible, was a powerful statement that even the highest ranks of the Camarilla could be abandoned. Now, Masako fights for the Sword of Caine, her bitterness and



experience driving her to serve the cause with an intensity few can match.

In the aftermath of the Fourth Sabbat Civil War, the Montreal Accords brought sweeping changes to the sect. The most significant for the Brujah Antitribu was the decision to redefine the term "Antitribu." No longer would it apply to those loyal to the Sword, but rather to the Brujah who serve the Camarilla. This decision has deeply offended many Brutes, who see it as an insult to their foundational contributions to the Sabbat. Furthermore, the continuing push from the Tzimisce and Lasombra to claim sole leadership of the Sword has created a growing sense of unease.

True Brujah



Disciplines, Advantage and Disadvantage
(per Laws of the Night Storyteller Guide

page 20.) (*The True Brujah may purchase the Merit: Calm Heart*)

Suggested Sect Affiliations: Any

Rarity: Brujah Coordinator Approval Required

Whispers among the elder Brujah speak of a secret bloodline or cabal, claiming to be the true children of Brujah, intent on the destruction of those who descend from his Diablerist, Troile. These mysterious stories are often dismissed by younger Brujah as paranoid delusions or mere fairy tales now more so with more of the history of the Clan since the Year of Fire. However, the truth is that the True Brujah sometimes known as the Elois, some still hold a bitter resentment toward those they see as imposters, especially those who have laid claim to the ancient achievements of their progenitors in Carthage.

The True Brujah are the erudite scholars and arcane keepers of the clan's ancient lore. Where the Brujah pursue change with fiery passion, the Elois devote themselves to the pursuit of knowledge with an equally fervent dedication. Yet, unlike their fiery kin, the Elois lack the burning drive that characterizes their Clan. Cold, detached, and resistant to change, the True Brujah's pursuit of knowledge has often led them to a place where their connection to Humanity is lost. Many of them are so removed from their emotions and passions that they have succumbed to the Beast, and those who have survived for centuries have often sought alternative Paths of Morality/ Enlightenment to maintain their control.

In recent nights, the True Brujah have shifted from nameless legends and paranoid conspiracy theories to something far more tangible. Following the emergence of the Changed, those among the Brujah clan who



share their unique gifts of time manipulation and dispassion the True Brujah have begun to take notice. Determined to find out why these aberrations have come into existence, they seek to research those who bear traits they view as their own, and who they believe may hold a key to some ancient secrets. Whether driven by an ancient grudge, a desire to maintain control over their enigmatic abilities, or to learn more about themselves and other lines of Brujah, the Elois have started to move more openly within Kindred society, some impersonating Kairos and Dispassionate to mask and hide who they truly are due to the history between them and Brujah to protect themselves as they learn to move amongst the greater kindred Sects..

The True Brujah also share a rich, albeit secretive, history with a mysterious sect known as the Manus Nigrum, or the True Black Hand. Once thought of as a failed Gehenna cult by both the Sabbat's Black Hand and the Camarilla's elders, this fractured group has been slowly reforming and reasserting itself. The Manus Nigrum has drawn many True Brujah back to its fold, its members working tirelessly in secrecy, using subtle maneuvering and arcane knowledge to influence events from the shadows. Among this group, some True Brujah are actively working to discredit the Brujah clan. Attempting to sow distrust and suspicion among the Brujah clan and beyond. These efforts only deepen the rift between the True Brujah and their more passionate kin.

However, the Year of Ashes, marked by the awakening of Methuselah's and the tumultuous upheaval within Clan Brujah, has had a profound impact on the True Brujah. During this time, a small handful of the Elois, disillusioned with the Manus Nigrum's increasingly isolated and extreme

agenda began to distance themselves from the sect. Witnessing the dangers of sectarianism and the strife it caused among their kind, these True Brujah have sought to reconnect with their clan. They have slowly attempted to return to the Brujah fold, determined to reclaim the ideals of their original bloodline and bridge the divide that has long separated them from their passionate kin. This reformation of sorts signals a potential shift within the True Brujah though their dispassionate nature remains, some now believe there is strength to be found in unity, not isolation.

Santos



Disciplines: Potence, Presence, Celerity
Advantage: Brujah Advantage as per Laws of the Night, additionally members of this bloodline may purchase the Blood Magic Wanga as per the regulations of the Serpent of the Light packet (*Santos Brujah cannot*





purchase the Merit: Calm Heart)

Disadvantage: Same as normal Brujah

Suggested Ideology: Any

Sect: Camarilla and Sabbat Only

Rarity: Brujah Coordinator and Setite
Coordinator Approval Required

In the dark, hidden corners of Brazil and Mexico, a few Brujah found kinship among the struggling Wangateur's of the Caribbean islands. United by their shared desire to throw off the shackles of oppression, the Brujah's words and deeds resonated deeply with the Serpents of the Light and Samedi they met there. Even before the conflict between the Camarilla and the Sabbat reached the Americas. The Brujah Santos had already spread among the pirates of the Gulf of Mexico and the Western Atlantic Ocean.

Caught in the war between the two great sects, the Santos were forced to choose sides in the Jyhad. Those who valued their humanity and the beauty of their faith aligned with the Camarilla. Others, who sought balance or valued community, found a more natural home with the Sabbat.

The Brujah do not typically embrace religious ideologies, but the Santos are an exception. Many of them feel a deep calling to those who feel their faith being silenced. While many Santeria practitioners keep their religion private, the Santos are open about it, taking pride in their beliefs and practices. For the Santos, Wanga is more than just magic; it is a badge of honor, a testament to their sworn service to something greater than any sect and keeps them tied to their ancestors.

The origins of the Santos bloodline can be traced back to the mid-17th century, to the

mysterious figure known as Hijo de Bruja. Though few have ever met him, most legends suggest he was an ancient Brujah who wandered Central and South America, becoming intrigued by the growing religions and cultures of the area. Over time, he became involved with a group of mortal Brujas and their Serpent of the Light patron. Through their sorcerous rites, Hijo de Bruja was embraced, and his bloodline was forever changed, giving birth to the Santos.

Since those early nights, the Santos have remained deeply committed to their faith. Their devotion to Santeria is intertwined with their Brujah heritage, and they generally prioritize faith and family over all else. The Sect Wars forced the Santos to pick sides, this has many of the Santos calling it the Brother's War. Each Sects Santos being led by Brother's blaming each other for their Sire's disappearance.

In the wake of the Year of Ashes, when several Methuselaha's awoke and attempted to break the Brujah clan from all sects. The Santos officially revealed themselves as a bloodline, instead of just being known as rogue wangateur Brujah but as a bloodline of the Clan during the Year of Ashes (*Rising from the Ashes Brujah Plot 2023-2024*). They emerged as a line to support their Clan, their faith to support their fellow clanmates. This strengthened their ties to both the Sabbat and the Camarilla, but only within those sects. The Santos support their clan from within as Spiritualist and Faith keepers.

Today, the Santos bloodline is small, less than a hundred members exist worldwide. They are still a young bloodline in the Jyhad, but their devotion to faith and blood magic makes them a unique force. Their obscurity gives them an advantage, allowing them to remain hidden from the greater





vampire world's politics and to act as wild cards in the ongoing struggle between sects. What they lack in numbers, they more than make up for in their deep commitment to their family and their cause.

The Osebo

Disciplines, Advantage and Disadvantage
per Kindred of the Ebony Kingdom

Morality: As outlined in Kindred of the Ebony Kingdom

Rarity: $\frac{2}{3}$ Council vote (*This is Anarch Coordinator Controlled*)

With their fiery tempers and fierce reputations as warriors, the Osebo of the Ebony Kingdom clearly share a deep connection with the Brujah of the wider world. Known for their passion and their relentless pursuit of change, the Brujah are famed for challenging the systems around them. In contrast, the Osebo—also known as The Pride channel their fiery nature into more impulsive and often depraved expressions of violence.

Where the Brujah thrive on revolution and the reshaping of societal structures, the Osebo's ambitions are simpler and more brutal. They do not seek to change the world, but instead give in to their base desires, often indulging in acts of violence without a forethought or reason. This inclination toward unbridled aggression leaves them frequently serving as thugs or warriors for other Laibon—their fiery nature better suited to following orders than leading them.

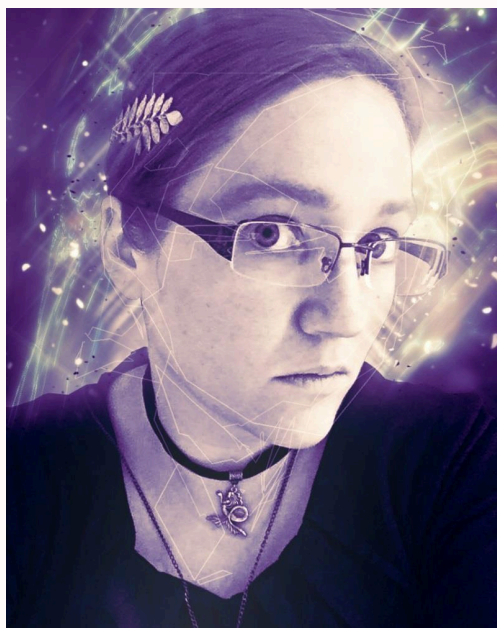
The Osebo's lack of leadership is not due to any deficiency in pride. Quite the opposite:

the Osebo are a proud and powerful bloodline, but they know themselves all too well. Left to their own devices, they are prone to surrendering to their degenerate tendencies, and they lack the self-discipline needed to govern themselves. It is this understanding of their own limitations that compels them to follow stronger leaders. Their true power lies in their ability to unleash chaos, but they recognize that they need the structure and control of others to keep them from descending into complete madness.

As such, Osebo are often found as warriors in the service of other Laibon, fulfilling roles that require brute strength and ferocity. Though they may lack the ambition to lead, their passion and aggression make them invaluable in the ongoing struggles within the Ebony Kingdom and beyond. Still, the Osebo remain an enigmatic and volatile bloodline, capable of both great destruction and loyal service, forever walking the line between savagery and control.



Ghouls



Brujah are known for their fiery tempers, passion for change, and sometimes chaotic tendencies, typically seeking out ghouls who embody certain qualities that align with the Clan's nature. A Brujah ghoul is often chosen for their ability to keep up with the clan's intense energy and emotional volatility. As a result, they are typically seen as extensions of their masters, mirroring the same qualities of passion, rebellion, and drive for transformation.

Here are a few things that are typically sought after with Brujah Ghouls

Rebellious Spirit:

Physical Prowess or Tenacity:

Emotional Resilience or Passion:

Independent Thinkers:

Willingness to Serve and Fight:

A Desire for Transformation:

The bond between a Brujah and their ghoul is often intense and fueled by shared passion. For Brujah, ghouls are not just servants—they are companions who share in the Clan's ideals and struggles. This connection is marked by loyalty, sometimes to the point of obsession.

Whether used as soldiers, activists, or chroniclers of revolution, Brujah ghouls are expected to embody the same fierceness and drive for change that defines the Clan. As a result, Brujah often forge deep, sometimes unpredictable, bonds with their ghouls' relationships that can be as volatile and passionate as the Clan itself.

Brujah (LOTN: R), it is recommended that Osebo and Kairos ghouls should be given "Short Fused"

True Brujah, Dispassionate and Epicene ghouls should be given either the "Desensitization" derangement as printed in CB: Malkavian: R or Intellectualization. Whichever they choose should be considered always active.

Intellectualization: The rigors of new vampiric life are simply too much to bear for some kindred. In defense, instead of feeling everything the vampire recoils and forces herself to feel nothing. She throws up a defensive wall within her psyche, separating incompatible emotions from cold, clear logical thought. During times of extreme duress, if her emotions and/or passions are brought forward she will Frenzy. Because of her emotional detachment to issues of morality, all Virtue traits of Conscience/Conviction are made at -1 and may not be retested.



Abilities

Lore: Brujah

Lore Level 1

- You have heard of rants and understand how they work, but not well enough to call one properly
- You know that elders of the clan are very different than the neonates
- You have heard of the clan concepts iconoclasts, individualists and idealists
- You know what a call to arms is, but not all the ins and outs of it
- You know who the older Brujah are in your local town
- You know who the Brujah Justicar is
- You are aware of the changed Brujah called Kairos and Dispassionate
- You have heard rumors of Brujah combo disciplines, you would know they exist, not what they do or how to learn them.
- You know that the Clan actively discourages and is even known to hunt down people who teach Brujah secrets to outsiders.

Lore Level 2

- You have probably heard someone rant about Carthage before but know little about it

- You know that no one is hated among the Brujah more than traitors and cowards
- You know how to call a rant and when not to call one
- You know the difference between a rant and a rave
- You know details about the different ideologies and which one you are
- You know how to run a gauntlet and other forms of punishment.
- You have heard of the elder Brujah in your local areas and ways to contact them
- You can spout names of some of the more famous Brujah
- You have heard about the Dream/Vision seen by Brujah when Troile died. (If your character was embraced before 2010 you received the vision)

Lore Level 3

- You know that caitiff can not be adopted as Brujah
- You know how to hold the less common forms of rants
- You know how to properly call a debate forum
- You could pull off an angry rant about Carthage if you wanted to. It would be mostly made up, but you have heard them enough times to pull one off.
- You know of the Elders in your





region as well as their reputations and temperaments.

- You have heard of areas in the world that are traditionally controlled by Brujah.
- You have heard there may be other offshoot bloodlines of Brujah out there
- You have heard of the so called True Brujah

Lore Level 4

Brujah: This requires notification

Non-Brujah: This requires Coordinator Approval

Note: This level of knowledge requires talking to multiple Elders of the clan and getting many stories that can be pieced together into a greater truth.

- You are intimately aware of Brujah families and societies.
- You are aware of paths and philosophies predominantly followed by Brujah
- You have heard some credible stories on Carthage and about the involvement of the Ventrue and Toreador\
- You have heard many of the stories regarding Troile

Lore Level 5

Everyone: Brujah Coordinator Approval

Note: This level of knowledge cannot be obtained through word of mouth alone. In addition to talking to numerous clan Elders, it requires years of painstaking personal

research and use of documentation dating back millennia.

- You have heard first hand tales of Carthage and its rise and fall, though they are biased to the views of the teller
- You know most of the Brujah elders, and their reputations, worldwide
- ST discretion on any additional information you know, but it is recommended that NO PC or chronicle-level NPC know everything there is to know about the Brujah.





Morality

- Humanity – All
- Orion - Brutes (Regulated by the Sabbat Team)
- Path of Entelechy - Dispassionate –
(Non-Brujah require Brujah Coordinator Approval)
- Scorched Heart - True Brujah
(Non-Brujah require Brujah Coordinator Approval)

Path of Entelechy

This Path of Enlightenment is Brujah Coordinator Notify for all Brujah/Brujah Antitribu Characters of OWBN. All Non-Brujah/Brujah Antitribu Characters wishing to be on this Path of Enlightenment require Brujah Coordinator Approval. Details on this Path of Enlightenment can be found in the book, Lore of the Clans page 51

Path of the Scorched Heart

This Path of Enlightenment is Brujah Coordinator Notify for all Brujah/Brujah Antitribu Characters of OWBN. All Non-Brujah/Brujah Antitribu Characters wishing to be on this Path of Enlightenment require Brujah Coordinator Approval. Details on this Path of Enlightenment can be found in the book, The Black Hand: A Guide to the Tal'Mahe'Ra, p. 55-58

Path of the Pure

Details on this Path of Enlightenment can be found in the book, Dark Ages 20 Companion page 20





Disciplines

Temporis

Here are suggested recommendations for Temporis that are intended to keep it balanced and less disruptive to play.

No one with Temporis should be allowed to have all Stamina traits. They would have no strength traits and thus be unable to lift objects and no Dexterity related traits and thus not be able to dodge an attack.

For some powers we recommend that the rule of three (3) be followed for bid caps in games that have them. This is for balance purposes as well as to help the character.

- Time Attunement: Run per Laws of the Night Storytellers Guide page 32.
- Internal Recursion: Run per Laws of the Night Storytellers Guide page 33.
- Lapse: Run per Laws of the Night Storytellers Guide page 34
- Subjective Suspension: Run per Laws of the Night Storytellers Guide page 35 with the following addition; If the character wishes to suspend an object in another character's possession (weapon, clothing, etc .) they must make their static mental test vs the target character's physical traits. Per V20 page 468 (Patience of the Norns), If a suspended object is touched by something it was not already in contact with at the time of suspension, it is returned to the flow of time.
- Clotho's Gift: Run per Laws of the

Night Storytellers Guide page 36 with the following changes added per V20 page 469 : These actions may be used in any way the player wishes, including the use Clotho's gifts actions follow the timing rules associated with Celerity, but may be used to take any action. Any attempt to stack extra actions through Celerity, subsequent applications of Clotho's Gift or other powers results in immediate Final Death, as the vampire collapses into ash as though burned by the sun. *(no Innate Magical Ability to duplicate celerity)*

Note: The damage caused by Clotho's Gift to the user of this power is absolute and unavoidable. No item, power, ability, effect, or Combination Discipline may interfere with, prevent, reduce, redirect, or negate this damage. No challenge is made; it is applied immediately.

Alternate Temporis

Alternate Temporis can only be purchased by Kairos, Epicene, and True Brujah.

MET Journal 1 (page 23- 25) *(This has been updated to be a balance between the Tabletop version and what is in the MET Journal 1)*

Basic

- Time Sense: *Before mastering the vagaries of time itself, one must have a perfect mechanism by which to measure and understand the flow of Time. The most basic development of Temporis attunes you to the flow of time; you can keep time with perfect precision. Unnatural eddies in the flow of time are also sensed Magical alterations of time, or other uses of Temporis are therefore quite apparent.*





System: No challenge or expenditure is necessary to use this Discipline, once a practitioner becomes familiar with the ebb and flow of time, its rhythms are always apparent.

••**Ramble On:** *By affecting a subject's sense of the passage of time, you can force the individual to continue performing a particular action. The victim is entranced, carrying on his action long after he intended to stop. An individual taking a walk, for instance, continues walking even after he has overshoot his destination; a victim trying to run away becomes so intent upon fleeing that he keeps trying to run even after he has been captured.*

System: You must make a Social Challenge against the Target to use this power. Once activated, the Subject automatically attempts to repeat the same action performed in the current turn in the next turn. Thus, in the next turn, the victim repeats what he was doing previously, as long as the action is repeatable. A character who picks up a book, for instance, cannot be made to try to pick up the same book once he's already holding it; in the presence of several books, though, he could be made to pick up an additional book.

Intermediate

•••**Zombie's Curse:** *Warping a target's perception of time, you can make the victim take longer to do anything. The subject slows down, moving as if smothered in molasses, and he has difficulty reacting to things happening at "normal speed".*

System: You must engage in a Social Challenge with your victim to affect her perception of time. If successful, the subject

is slowed for the next 15 seconds (5 turns). A slowed victim may still use weapons and powers, but her actions always come after everyone else's, and she may have difficulty in combat. The slowed target suffers from the Negative Traits: Clumsy x2 due to dulled reactions.

••••**Cowalker:** *Blinking outside of time, you can move briefly between ticks of the clock. A concerted force of will allows you to step beyond the bounds of normal time, so that you are able to act while the world is frozen around you.*

System: Expend a Willpower Trait to step between seconds, and you are able to take one action (and only one, without any enhancements from Celerity or other powers) between turns. You cannot affect anything else that is frozen in time- thus, you could battle another individual who is also using this power, but you cannot open a door, punch someone or turn on a light. In effect, you are free to move for one turn – generally, to a distance of three steps. However, if you can get out of reach of your opponent or find a suitable hiding place, you may be able to use this power for a Fair Escape. You can also attack from surprise by using this power in combat, at least the first time you “blink”

Advanced

•••••**Frozen Object:** *You can literally warp the fabric of time around an object, causing it to exist in a pocket outside the flow of the seconds. Such an object retains any energy or properties that it had when frozen, but it cannot be affected by interactions from the normal time stream. As a result, you can throw a knife and then leave it in mid-air, or*





halt time for a grenade thrown at you long enough to escape

System: An object may be frozen for up to 15 seconds (5 turns) of normal time. You must decide how long to freeze the object when halting it. Although you do not need to touch the item, you must be able to see it, and it cannot be in the possession of another individual. Therefore, you can freeze a knife, a bomb or a falling object, but unless you have some means of seeing a bullet (such as by stepping outside time with the Cowalker power), you cannot affect it. Frozen objects retain their energy but cannot interact with the physical world; thus, a thrown knife resumes flying once this power elapses, but it cannot be plucked from the air while frozen. Activating this Discipline requires the expenditure of one Physical Trait.

Master (NPC only)

Control Aging: *You can alter the effects of time upon a particular subject. With a touch you can rapidly speed up, slow down or even reverse the accumulation of time in your target.*

System: You must grasp your target physically in order to control time's effects upon it; this may require a Physical Challenge in the case of unwilling subjects. The object can be no larger than roughly man-sized- generally, 500 pounds or so is the upper limit. You must then expend one Physical Trait for each decade that you wish to add to or subtract from the victim's age. Note that vampires altered chronologically with this power do not undergo physical changes (they are immune to the ravages of time), but may suffer supernatural difficulties (such as inability to gain

sustenance from the blood of animals or even humans). Once this power is used on a given individual, it may not be used again on the same subject in the same game session.

Domain by Evernight: *By dilating the perceived flow of time around yourself, you can make it appear that time has sped up incredibly. Everyone in the area- including you- experiences a highly altered flow of time. This power can be used to great effect when defending a haven, by causing night to come with rapidity or by exposing vampiric foes to daylight.*

System: This power affects only a single room at a time. You must win a Static Mental Challenge (difficulty 7 traits) to cause one hour of time to pass in the space of a single turn (about 5 seconds of real time or so, when not in combat). You must have a Narrator present in order to use this power; all events in the given room are taken "out of location" as the area steps outside of the normal time stream. Those who step into the area are immediately included in the perception-distorting effects. If a room is affected by this power, those inside cannot return to the normal flow of the game until outside time "catches up" with their perceived time frame.

For example, if Laocrines the True Brujah activates this power in a side room at seven o'clock, he can make a Mental Challenge to cause everyone in the area to experience dilated time for an hour (although subjectively the inhabitants of the room experience only a single turn). No one who enters the room or is in the area of affect can leave the room until eight o'clock outside.





Due to the potential disruptiveness of this power (possibly causing several players to wait for an hour or more before returning to play), Storytellers should exercise extreme caution in allowing its use in their games.





Bloodline Combination Disciplines

These are new Custom Combination / and Content from the Custom Content Database Discipline powers created for OWBN Brujah and Brujah Bloodlines. A Brujah (or Brujah Bloodlines) Character can only learn the combination discipline powers listed under their appropriate type. Brujah PC and NPC do not require approval and are disallowed for non-Brujah.

Brujah and Brujah Antitribu

(Dispassionate, Santos , Epicine, Kairos, and True Brujah cannot purchase these combination discipline powers)

A Fire Inside

Potence 3, Presence 4

The Brujah are notorious as rebels and firebrands. They are passionate and have a fire inside their heart to fight injustice and for their way of life like no other. As a result, Brujah have managed to develop the power to channel the strength of their emotions to overcome any who would dare to force their submission.

System: The character may spend a Willpower trait when defending in any mental or social challenge that forces their submission. When they do they may turn a loss in a challenge into a tie instead. Examples of powers this would affect are Dominate, Presence etc that would

specifically force the Brujah character into a submissive state.

Cost: 8 xp

Cult of Personality

Presence 3, Celerity 2

Cost: 1 Blood

Action: Standard Action

Duration: Scene

The Rabble do not lead by existing, when they square their shoulders or take a stance on a matter, the entire room notices and their allies feel it. Their presence pushes those around them to continue the momentum they have in that moment.

System: By taking control of a situation, the Brujah seizes an opportunity to rally their allies, unifying them. Make a static social challenge (*ST discretion on difficulty retest: Leadership*) If successful, upto the Brujah's level of Presence that can see or hear the user are granted +1 to their initiative equal to their Presence. (*This does not grant additional actions, only improves initiative placement. This effect ends prematurely if you are rendered unable to act/ take an action*)

Cost: 7 xp

Fire Starter

Presence 4, Celerity 2

Cost: 1 Blood and 1 Willpower

Action: Standard Action

Duration: Scene

Murmurs, shouts, or your glances and gestures fan the crowd into action. The innate energy of the Brujah kindles crowds into action. This storm causes disarray





giving the Brujah the advantage while fanning the emotions of the crowd around them.

System: By inspiring the emotions and movement of a crowd of mortals (non-vampires), you can incite a mob into unpredictable action. Spend 1 Blood Trait and 1 Willpower Trait, then make a Social Challenge (ST discretion, retest *Leadership*). If successful, the Brujah chooses one effect for the crowd for the rest of the scene:

- **Mob Uprising:** The crowd becomes aggressive and unruly. NPCs attempting to control or command them suffer -2 Traits on Social Challenges.
- **Cloud of Chaos:** The crowd acts as a living distraction. You and your allies gain +1 Trait on Stealth or Escape Challenges made within or through the crowd. Enemies targeting you through the crowd suffer -1 Trait on Perception-based or Ranged Challenges.
- **Directed Panic:** The crowd surges in a direction of your choosing, obstructing areas or isolating targets. The crowd does not directly attack but can impede movement or control space.

The crowd's focus is drawn away from you and your allies. *Fire Starter* can affect any mortal (*non supernatural mortal*) and Demi-mortal only (*Ghoul, kinfolk, hedgemage etc*).

Cost: 10 xp

Mind of Steel

Auspex 3, Potence 3

Brujah focuses their passion inward and the wisdom it brings. As such many Brujah develop and master the discipline of auspex to hone their minds and senses. The philosopher warriors developed this power in conjunction with the Iron Heart ability but for their senses and mind instead.

System: Once purchased this combination discipline is always considered active. The Brujah's Iron Heart combination discipline also now protects against Auspex and Auspex like powers as well.

(note: this includes things like mental probing, reading thoughts, sensory enhancement/deprivation, attempts to manipulate or sense the mind)

Cost: 6 xp

Rabble's Stand

Potence 3, Presence 3

Cost: 1 Blood and 1 Willpower

Action: Standard Action

Duration: Scene

With unwavering resolve the Brujah's very presence becomes tangible. That presence becomes tangible and presses on the instincts of aggressors causing them to hesitate in moving forward toward you or around you. Your conviction becomes a boundary many are unwilling to cross.

System: By standing their ground and giving a forceful statement, the Brujah has their conviction become their shield wall. Spend 1 Blood and 1 Willpower trait and make a static Willpower Challenge. On success, You radiate a supernatural field that can slow enemy advances. For the





remainder of the scene, any enemy attempting to move towards the Brujah or pass through their space must win a Static Social Challenge vs the Brujah's Social Traits or halt their movement for that action. Enemies who fail may still attack from range, but cannot willingly approach. (*Note: This power cannot be used while the Brujah is fleeing/ attempting to fair escape*)

Cost: 8 xp.

Uprising

Celerity 3, Potence 4

Cost: 1 Blood

Action: Standard Action

Duration: 1 Round

Your blows become the embodiment of what the Brujah fight for and carry the weight of wrath and fury. The second blow charged with your searing unstoppable strength.

System: Spend 1 Blood Trait and declare the use of this power before making your first attack in the round. For the duration of the round choose 1:

- You may make one additional strike after a successful melee or brawl attack. This bonus attack cannot itself generate further attacks and must target the same opponent.
- The first successful strike you land this round deals 2 levels of damage instead of 1 with your Potence.

This power channels the Brujah's relentless strength into every blow, leaving opponents staggered under the force of your conviction. (*Note: This can only generate 1 additional action during a round.*)

Cost: 8 xp

Troile's War Cry

Presence 2, Potence 2

Cost: 1 Blood and 1 Willpower

Action: Standard Action

Duration: Instant

Cutting harder than any command or threat, allies watch in awe as enemies scatter as your War-cry feels like a chaotic tide hitting with nothing but raw defiance causing your opponent's courage to crumble.

System: Spend 1 Blood Trait 1 Willpower to activate. Let out a bone-rattling shout filled with force and conviction. You may declare targets up to your Presence Trait (*A Brujah with Presence 2 can target 2 opponents*).

Make a mass Social Challenge against each declared target (retest: *Leadership*).

If a target fails the challenge :

- They suffer a penalty equal to half your Presence rounded up in negative traits on their next Social or Physical Challenge (*Brujah who uses this power's choice*) for the remainder of the scene, reflecting shaken morale and hesitation.
- At ST discretion, enemies may hesitate, stumble, or momentarily lose focus, but they are not forced to flee while some just might leave, emphasizing psychological disruption rather than supernatural compulsion.

Cost: 6 xp





Dispassionate Brujah

(Brujah, Brujah Antitribu, Santos, Epicine, Kairos, and True Brujah cannot purchase these combination discipline powers)

Passion's Indifference

Potence 1, Presence 2.

Cost: 1 Willpower

Action: Free Action

Duration: Instant

While other Brujah can ignite the world with the Fury of their Passion, others can put out that fire with cold silence and focus. The Dispassionate embodies unwavering, emotionless purpose. Standing as the reality of inevitability the Dispassionate breaks the conviction of those who stand against them weakening the resolve..

System: When a Dispassionate Brujah fights, they do so with a detached resolve that unnerves their enemies and opponents. By activating this Combination Discipline, the Dispassionate projects a stoic aura of determination. Choose one target who opposes your chosen cause or action. *(Mental Challenge against your Target retest Intimidation)* If you succeed in the challenge, the target suffers a loss of confidence and suffers a -2-trait penalty in their next Willpower-based Challenge.

Cost: 6 xp

Passion's Absent Void

Potence 3, Presence 3.

Cost: 1 Blood 1 Willpower

Action: Standard Action

Duration: Scene

While other Brujah lash out with fury, the Dispassionate focus is completely methodical. While they are unreadable, their eyes reveal terrifying purpose. Noise fades, and the world narrows into focus with clarity that erodes the resolve of those that have garnered their attention.

System: The Dispassionate channels their emotional detachment entering a state of heightened clarity. Upon activation (Contested Mental Challenge vs their Target retest Intimidation), Dispassionate gains the ability to focus on a single target with extreme precision. For the remainder of the scene, all Physical and Social Challenges against the chosen target gain a +2-trait bonus. Additionally, the target feels an uncanny sense of dread and suffers a -1 penalty for all Willpower- based challenges against the Dispassionate.

Cost: 7 xp

Momentum's Deflection

Celerity 4 Potence 3

Cost: 1 Blood

Action: Reflexive

Duration: 1 Round

Dispassionate's movements are always methodical and shift subtly and usually unnoticed. A twist of the wrist, a slight shift of their feet. This movement allows the Dispassionate to deflect the impact of incoming strikes or attacks by bleeding the impact away. From twisting a bullet shot at them into a less lethal hit, or deflecting a strike while in close combat. While the Dispassionate may not be left unscathed the momentum they deflect is undeniable.

System: With Supernatural speed and reflexes, the Dispassionate can deflect an





incoming attack, turning their opponent's momentum against them. When this power is activated, you may reduce the damage type (*Agg to lethal, lethal to bashing*) of a single attack in a round. If the attacker is within melee range, the attacker takes 1 level of equal damage that was dealt back as their own momentum is redirected back at them. *(Note: This does not stack with Viscertika)*

Cost: 8 xp

Retribution of the Heart

Celerity 5, Potence 4

Cost: 2 Blood

Action: Standard Action

Duration: Full Round Action

The Dispassionate do not waste any movements as each is calculated with cold precision. To those who see the Dispassionate strike, it appears as a flawless performance. Their bodies responding in flawless motion guided by cold logical purpose the strike hits nearby foes with move

System: The Dispassionate becomes an unstoppable devastating whirlwind striking multiple foes in a single burst of fury. *(Physical Challenge against the highest Physical Traits in the group retest Brawl, Melee, Martial Arts etc.).* Upon Activating, this targets every opponent within 10 feet. Upon success, each target takes 3 straight to Health levels of damage which cannot be increased by any means. *(This can power can only be used once per round and takes the Dispassionates entirety of actions for the round.)*

Cost: 12 xp

Santos Brujah

(Brujah, Brujah Antitribu, Dispassionate, Epicine, Kairos, and True Brujah cannot purchase these combination discipline powers)

Ancestor's Vigil

Auspex 2, Primary Wanga Path to Basic

Cost: 1 Blood

Action: Reflexive

Duration: One scene or 10 minutes

Santos calls upon the Ancestors for their watchful eyes. The ancestors blessing the Santos extend their perception and senses by ancestral memory and mystical power.

System: For the duration, the Santos heightened awareness combines with supernatural speed, allowing them to react instantly to unseen dangers. The Santos gains the ability to sense all beings within 10 feet *(the Santos must not move more than 10 feet from where they activated this power)*, even those concealed by Obfuscate or magical powers/ items conceals them, the Santos makes a contested Mental Challenge *(Difficulty Mentals plus Obfuscate levels etc. against the Santos Socials plus Primary Wanga Path levels retest for their relevant supernatural power)* On success, the concealed target is revealed to the Santos for the duration of the power. *(Targets who successfully resist the challenge remain undetected)*

Cost: 6 xp

Hijos's Blessed Touch

Celerity 4, Primary Wanga Path to Intermediate

Cost: 1 Blood Trait per Target

Activation Time: Standard Action





The wind stirs as the spirits carry their blessing, the Santos movement flickers with fluid gestures and movement guided ancestral grace. This blessing touches their allies' warming skin, knitting bones, knitting torn flesh, and the aches of old injuries melt away. This blessing shows the sacred trust gifted to the Santos by the Ancestors have given them.

System: The Santos channels restorative energies to invigorate their allies. Select up to three allies within a 15-foot radius. Each ally heals 2 health levels of damage. *(includes aggravated Damage and can only be used once per game session).*

Cost: 8 XP

Hijos's Cursed Step

Celerity 4, Primary Wanga Path to Advanced.

Cost: 1 Willpower Trait

Activation Time: Standard Action

Duration: 3 Rounds

Santos calls upon the Ancestors to curse those who would harm those of their community. This curse as it takes hold causes their target's body to betray them. Every attempt to move fails as their body betrays them as the earth betrays them and their movement is stolen.

System: Santos curses an enemy to lose their sense of balance and speed. Select one target within 15 feet and engage in a Physical Challenge (retest Occult). If the user is successful, the target is unable to take any movement steps for the round and cannot reposition themselves until the next

round. They may still perform actions but cannot move by jumping, running or walking, even with powers or abilities that enhance these. *(Teleports depending on how they are written as triggers etc. are left to Storyteller discretion)*

Cost: 10 xp

Temporis Brujah

(Brujah, Brujah Antitribu, Dispassionate, cannot purchase these combination discipline powers)

Chronos's Dominion

Temporis 3, Presence 3

Cost: 1 Blood Trait

Activation: Standard Action

Duration: Scene

Reality hums as time bends to your will, those around you appear to lag and react awkwardly. Your opponents actions appear too slow and always come too late as you become almost untouchable through the flow of the moment.

System: This allows you to alter the perception of time for a group of people, forcing them to perceive the world around them in slow motion. Spend 1 blood trait to create a stunning aura that affects all enemies within 10 feet. These enemies must make a Physical Challenge (retest Occult). If they fail, they suffer a - 2 trait penalty to Physical/ Social/ Mental Challenges for the rest of the scene against you and or would affect you as they are unable to react at normal speed. *(This does stack with Majesty and does not break Majesty)*

Costs: 8 xp.





Elois Onslaught

Temporis 2, Potence 2

Cost: 2 Blood Trait and 1 Willpower Trait

Activation: Standard Action

Duration: Instant (once per round)

Time bends around you like a ripple, your blow strikes twice caught between the seconds. To those who see, it looks nearly impossible, as your action lands again as a ghostly perfect strike. The temporal strain causing tension allows you perfect control like a fragile stitch of moments.

System: After performing a Physical Action, Spend 2 Blood Traits and 1 Willpower Trait to activate and immediately repeat the same action taken earlier during the same turn or the previous turn.

- If the initial challenge succeeded, the user of this power chooses one of the following: use the same total trait bid or may reuse the same retests, even if your current traits have changed or those retests were fully expanded.
- If the original target is no longer valid, you may select a new target within range.

This power may be used once per scene. If the repeat action fails, you suffer -2 Traits on all Physical Challenges for the remainder of your turn due to the temporal backlash and lose one step.

Cost: 6 xp

Echoes of the Past

Temporis 2, Auspex 2

Cost: 1 Blood Trait and 1 Willpower Trait

Activation: Standard Action

Duration: Scene

Reality hums to the senses as your perceptions become sharper reaching into the past. This allows you to sense what others cannot only see but feel. What is invisible becomes visible and tangible to you as you see the emotional history of a person, place or thing.

System: This power allows you to gather and trace the emotions of actions that occurred at a specific location. Spending 1 Blood Trait then makes a static Mental Challenge (retest with Investigation). The base difficulty is 10, but the Storyteller may adjust it based on the situation. You gain insight into the emotional traces left behind, including feelings, motivations, and key actions. *(This does not get around any form of emotional masking powers)*

Cost: 8 xp

Chronos's Misstep

Temporis 4, Potence 4

Cost: 2 Blood Traits

Activation: Standard Action

Duration: Instant

Time bends as a distorted reality around you. Your control over time can shift those who stand against you from being confident to being completely off balance. The advantage they had crumbles as time itself ripples, shifting them from one point to another. The very fabric of time causes





your opponents muscles to seize and senses to misfire.

System: Using Temporis, you can displace a target, forcing them to temporarily lose their position and advantages. Spend 2 Blood Traits to activate this power. Make a Physical, Social, or Mental Challenge (*retest Occult, target retests Dodge*) against your opponent and add your Temporis rating to your bid. Your target may only defend by attempting to dodge. If the target fails the challenge, they are suddenly and violently relocated to a different spot within your range (*10 feet or less the target must be teleported to a place that safely can be moved to and the user of this power must have line of sight to*) and are at a -3-trait penalty to the specified Challenge for the rest of that round due to the violent disorientation.

Cost: 10 xp

Combination Disciplines

- Brujah Combination Disciplines require no approval for Brujah (and Brujah Bloodlines) unless otherwise noted.
- *All Brujah Combination Disciplines require Coordinator Approval for non Brujah.*
- *Combination Disciplines Involving Temporis are equally available to True Brujah, Kairos and Epicene.*
- *Celerity and Temporis are not interchangeable for learning Combination Disciplines.*
- *Alternate Temporis can be substituted for Temporis for criteria*

Anarchist Defiance

Presence 3, Potence 2

Rebellion burns as a core part of every Brujah. Those around the Brujah feel the courage radiating from your will. The Brujah's very presence unites allies in defiance now acting with certainty turning peril into possible opportunity.

System: You inspire those around you, spend 1 Blood trait and 1 Willpower trait, for the remainder of the scene, all allies within 10 feet can gain bonus traits up to half your Presence rating rounded up for Social Challenges to resist fear effects.

Cost: 7 xp

Aura of Accursed Rage

Animalism 3, Presence 2

VtDA20 page 313

System: Spend one Blood Point and make a mass contested Social Challenge retested with Intimidation within a radius of line of sight for the character with this power. For those that fail, their Self-Control and Instinct difficulties to resist frenzy increase by two for the rest of the scene. This power affects all vampires within range of the character's sight. It continues to affect characters who have left the vampire's presence for the remainder of the scene. Mortals (*Mortal being any non-Vampire*) are affected to a lesser degree and must make a Self-Control challenge to resist violent and impulsive actions.

Cost: 10 xp





Burning Wrath

Celerity 3, Potence 3

LotC page 49, Clanbook: Brujah Revised page 66 (*below is updated version recommended for OWBN use*)

System: The player spends 1 Blood point and this power lasts for a scene and all brawling attacks are converted to Aggravated Damage. Also, while this power is active gain the following Traits (*Physical Traits: 1 Brutal*)

Cost: 9 xp

Command the Wary Beast

Animalism 2, Presence 3

LotC page 49

System: The player spends 1 Willpower point and makes a Static Social challenge retested with Animal Ken (difficulty 10). Hostile unled animals must flee. Animals under the control of an enemy will not necessarily flee but will no longer take hostile action against the user, but the difficulty of all control challenges increases by 3. Conversely, animals that are friendly to the Brujah or his allies will become more compliant, with the Brujah gaining 2 Bonus Traits on such challenges to control the animals.

Cost: 7 xp

Conversation Distance

Presence 4, Temporis 3

Cost: 1 Blood

Sometimes a vampire just needs to have a conversation in peace and quiet. Many a

technique, mundane and esoteric alike, has been bent towards this purpose, and Conversation Distance is merely the Kairos' attempt at just such a feat.

System: With the expenditure of a Willpower and a combination of their force of personality and mastery of time, the Kairos summons another target into a world of frozen time. This effect is similar to Quicksilver Contemplation, with the exception that both the Kairos and their companion can still move and converse with each other, and that it only lasts for 5 minutes from the Kairos' perspective. Conversation Distance can only be used on a willing companion, though, and no violence can be committed under its auspices. Rumor persists of a more potent version of this ability that can pull a victim into a pocket of frozen time for more sinister purposes.

Cost: 7 xp

(Created by and donated by the PC Montana Scott)

Heart of Fire

Presence 4, Potence 4

The Brujah vary wildly in their beliefs, but one thing unites them all, their passion for personal self freedom. As a result, the individualistic developed this power to focus to protect that freedom.

System: When the Brujah is given a mystical command (*Dominate, or like effects*) they must obey direct orders against their nature or morality, they may spend 1 willpower to ignore that command.





Cost: 10 xp

Hindsight

Auspex 3, Temporis 1

VtDA20 page 316

System: Touch an inanimate object and spend one or more Mental traits. Each mental trait spent allows you to view up-to 100 years' worth of history as it relates to that object. For each mental trait spent you may ask one question regarding the history of the object you are looking at. This may include such things as "*was this weapon used to kill John,*" or "*What was the last thing written with this pen,*" or "*Did Jason ever hold this item?*"

Ultimately the Storyteller decides if a question is appropriate. This power offers no emotional insight into events. If you attempt to look into the future of an object you are overcome by disparate visions and will be down two traits on all mental challenges for the next scene as you try to untangle them. However, if the object or being have strong/ distinct destinies (Storyteller's discretion) all patterns will eventually merge into a singular distinguishable point that is clearly visible. *(This also includes people as well per V20)*

Cost: 5 xp

Iron Glare

Potence 3, Presence 3

CoP page 101

Note: *Non-Camarilla Brujah must gain Camarilla Coordinator Approval for this combination discipline.*

System: The Brujah character makes a powerful display of strength (crushing a

brick in her hand, bending a piece of rebar, breaking a solid oak table with one slam of her fist). Once they have done so the Brujah character gains 3 Bonus Traits to all Intimidation related challenges against those who witnessed the act.

It should be noted that this Discipline loses its efficacy when overused. If Brujah uses it again within a month, it will give her 2 Bonus Traits. If they use it again, it will give her 1 Bonus Trait. After that, this power ceases to have any effect.

Cost: 9 xp

Iron Heart

Potence 3, Presence 3

LotC page 49, Clanbook: Brujah
Revised page 66 *(below is updated version recommended for OWBn with V20 in mind)*

System: A Kindred with this power wins on ties to resist any supernatural powers that affect their emotions, self-control, or reason. This includes things like Dementation, Dominate, Presence, other supernatural-like powers, or Thaumaturgical mind control against them. Also, the Kindred may use this power to strengthen the will of another: The player spends one Willpower Trait, and the subject of his choice gains an automatic retest to resist any attempts to use above mentioned powers. This lasts for the remainder of the scene, or one hour, whichever comes first.

Cost: 9 xp





Leaps and Bounds

Celerity 2, Potence 2

LotC page 49

System: The Brujah multiplies all vertical and horizontal jumping distances by the lesser of her Celerity or Potence. The player does not need to make any challenges to make the jump but, at the Storyteller's discretion, may need to do a Static Physical Challenge retested with Athletics (difficulty 7) to land safely depending on the environment. If a Storyteller needs harder mechanics for this power, the character may leap up to three feet times the level of their Celerity or Potence in move distance in combat.

Cost: 6 xp

Mask of Authority

Presence 3, Obsfuscate 3

This Combination Discipline causes mortals within a given area to regard the character using this ability as a local leader of a given establishment. With the wave of a "badge" or similar action indicative of authority, would be subordinates fall in line, answering questions and providing assistance where they can. (Examples of potential uses of this power include taking over a crime scene as the lead detective on site or being handed a megaphone to handle negotiations during a hostage situation)

System: Spend one Blood and indicate your authoritative role to the mortals you intend to affect. This can be flashing something akin to a badge or simply announcing what department you're associated with. Then make a Static Social Challenge, retesting with Leadership against eight traits. If

successful, the crowd reacts appropriately, whether providing you details on the crime scene, staying out of your way or putting their hands up to surrender. This Combination Discipline does not allow a character to bypass standard regulations, if he claims to be with a department that has no business on the scene, they can be in for a rude awakening. This Combination Disciplines lasts until the end of the scene, or the character takes some overt action inappropriate to their position of authority, such as violent acts, outlandish comments and Masquerade violating disciplines. This power may only be used once per scene and has no effect on Kindred and other supernatural creatures such as Mages and Werewolves but may normally affect individuals such as Ghouls normally.

Cost: 6 xp

(Created by and donated by the PC Che Valiente)

Overdrive

Fortitude 3, Potence 2

Pain fuels desperation, and the will power of the Brujah. Every blow the Brujah receives doesn't stop their momentum. Their body refuses to stop even from the most dire situation as their muscles surge in defiance of resilience.

System: When the Brujah character is reduced to half or fewer health levels, this power causes the vampire to ignore all wound penalties for the remainder of the scene. *(This power is always active)* Additionally, the Brujah gains a single temporary Healthy health level for every 2 levels of Fortitude rounded up they possess.





Cost: 7 xp

Pulse of Undeath

Auspex 1, Potence 2

LotC page 50, Clanbook: Brujah Revised page 66

System: Please see the Clanbook Brujah Revised page 66 for MET Mechanics.

Cost: 3 XP

Recollect

Auspex 3, Temporis 4

Cost: 1 Blood

Many Kairos are scholars, using their time manipulation to study and research rather than fight. Rewind allows a Kairos to reverse time on an inanimate object, restoring it to an earlier point in its history. Depending on the object, this can sometimes have disastrous effects, so intelligent Kairos use this power wisely and sparingly.

System: The Kairos spends 1 Blood Trait and engages in a Static Physical Challenge against 8 traits, or a contested Physical Challenge if the object is carried by a resisting party. The number of additional Stamina-related Physical Traits bid on the challenge determines the maximum distance into the past the Kairos can revert the object, as noted on the chart below. This power retests with Occult.

One week

One month

One year

One decade

One century

+ One century per additional Trait bid over 5

An object cannot be subjected to multiple uses of this power in order to delve further into its history. The number of traits risked in the first use of this power on an object represents the farthest this power can reach. If used on an object with mystical properties (ie. Fetishes, etc.), use of this power may remove the mystical effect if the proper number of traits is risked to revert it to a point in time before it was enchanted, or restore any mystical properties if used to return a broken object to before it was destroyed. In the event of an object being rewound to before its creation, the object ceases to be and is effectively cast from the flow of time. In the event that an object held by an unwilling subject is cast from the flow of time, any supernatural properties (ie. Spirits within a fetish, Blood Tempered items, etc.) of that item are suspended and become inert, and the item returns at the end of the scene or an hour retaining those properties.

Cost: 7 xp

(Created by and donated by the PC Montana Scott)

Relentless Debate

Auspex 2, Presence 2

The Brujah's fire lies with their passion and convictions allowing their voice to remain steady but piercing through any argument. Those who listen and watch feel the force of will. This causes arguments to falter and their positions to crumble as the





Brujah speaks and dominates the conversation.

System: Spend 1 Blood trait during a conversation that involves a subject the Brujah is passionate about. For the rest of the scene gain a +2-trait bonus to either Mental or Social Challenges for debates, negotiations, or philosophical arguments involving the subject.

Cost: 4 xp

Reluctant Performance Artist

Dominate 3, Presence 3

LotC page 50

System: The player spends an additional Willpower Trait to the cost of using Mesmerize on a target who the Brujah then commands to perform some action in a public place. For

Situationists, this action is typically something absurd or otherwise bizarre, consistent with modern performance art. Theoretically, however, the Brujah could command the mortal target to do anything, such as start an argument with someone else or commit an act of public vandalism.

Others who observe the mortal performer and whose current Willpower ratings do not exceed Brujah's are powerless to do anything except watch attentively. If the performer does something dangerous or illegal, treat each audience member's Willpower as if it were 1 higher. If the performer attacks anyone in the audience, treat each audience member's Willpower as if it were 3 higher.

If the performance is completed without interruption, affected audience members will move on and either forget about the performer's actions or rationalize the events as being part of an artistic performance (no matter how odd the scene). Whether a particular target thinks the performance is any good will probably depend on her appreciation for performance art.

Cost: 9 xp

Rememberance

Temporis 4, Hindsight

Developed by a Kairos to guard against changes to her memory via dominate or other powers, and to see the truth of events experienced by others even if their memory has been altered or they refuse to reveal it. By using this refinement of Hindsight and additional strength in Auspex to send their mind back along the timeline they can view the temporal memories of themselves or others as they truly happened.

System: Make physical contact and a contested mental challenge vs the target mental traits of the target. (If Dominate or power like Dominate was used this is against the traits of the Dominator) retested with Occult. The Cainite can question the temporal memory of the target. As with Hindsight, no emotional impact of the event is felt. This power can be used to know if someone's memories/ mind has been altered. If the user has the appropriate Lore, they may have a follow-up challenge (retest: appropriate Lore) for an idea of the type of mind-altering power that was used. (i.e. vampiric, magical, chimerical, etc.)





(Created by and donated by the PC Avery Hunter)

Cost: 7 xp

Scourge of Alecto

Celerity 2, Presence 2

LotC page 52 (*below is updated version recommended for OWB from V20*)

System: The player must spend a point of Willpower while the character spends a full turn concentrating on a single target (which may be mortal, vampire, or any other type of supernatural character). Then the player makes a contested Willpower challenge against their target. If they succeed, the target suffers 1 bashing damage for every permanent point of willpower the Brujah has, as the Brujah's manifested fury attacks the target from the inside. Additionally, if the target is someone normally susceptible to frenzy, they must immediately test for Frenzy at a +2 difficulty.

Cost: 9 xp

Esprit De Corps

Potence 4, Presence 4

LotC page 49

System: The character spends 1-5 temporary Social Traits to active this power to affect a variable number of targets as defined below:

- 1 Trait One Person
- 2 Traits Two People
- 3 Traits Six People
- 4 Traits 20 People

5 Traits All allies in the immediate vicinity (whether a battle group or everyone in a large room)

Each person so affected is up two (2) traits on all challenges meant to instill fear or intimidate them to keep them from fighting. Additionally, by spending up to another three social traits, the character may grant up to 3 levels of Potence to those affected by this power; this cannot cause those benefiting from this power to exceed Potence level 5.

Cost: 12 xp

Old Friend

Presence 4, Temporis 4

LotB page 100

System: The Brujah must make physical contact with the target (often a handshake) and begin to describe a potential memory they share by way of introduction. They then make a contested Social Challenge retested with Empathy. While under the power's effects, the target will believe the Brujah is both loyal and above reproach. Even evidence to the contrary will be considered part of an elaborate conspiracy. This makes the target believe that the Brujah is an old and trustworthy loyal friend. If successful, the character using this power may spend 1-5 Temporary Social Traits to determine how long the effect lasts as follow:

- | | |
|----------|-----------|
| 1 Trait | One Scene |
| 2 Traits | One Night |
| 3 Traits | One Week |
| 4 Traits | Two Weeks |





5 Traits One Month

Cost: 12

Jackhammer Punch

Potence 2, Temporis 2

LotB page 100

System: *(This requires approval from the Brujah Coordinator for all Brujah PCs)*

System: When a True Brujah strikes in unarmed combat and opts to use this power, they may spend a blood point to add their Temporis rating to the damage of their attack. *(If the user has Temporis 5 the total bonus damage for the attack would be 5 Damage. this is by book)*

Cost: 6

Quicksilver Contemplation

Auspex 2, Temporis 3

PGtHC page 169

System: The player spends 1 blood point and makes a Static Mental Challenge retested with Alertness at difficulty 10. During this challenge they may risk 1-5 Mental Traits. For their next immediate challenge after using this combination discipline, the character gains a number of Bonus Traits to that challenge equal to the number of traits they risked activating this power. Regardless of the outcome of that challenge, those Bonus Traits gained from this power are lost, and to gain them again the character would need to activate this power once more. If this is used for non-combat challenges/ non-CVC *(also*

known as PVP) (investigation, academics etc.), this combo power gives the user ties.

(Note: If you have 15 traits and risk 5 traits for the challenge you have a bid of 20 traits due to the 5 bonus traits, if you win you go back to 15 traits, if you loose, your at 10 traits)

Cost: 10

Bulgroth's Exquisite Torture

Daimonion 3, Temporis 3

ToS page 115

System: This power requires a contested Mental Challenge retested with Occult against their target. Otherwise use as printed. **Cost:** 5



Merits and Flaws

The following Merits and Flaws are suitable for Brujah and Brujah Bloodline characters. Please note that the following Merits (*Art of Deception*, *Iron Within*, *Rebel's Stand*, *Unbreaking Resolve*) are Brujah and Brujah Bloodline characters only. Also the following Merits (*Art of Deception*, *Iron Within*, *Rebel's Stand*, *Unbreaking Resolve*) are restricted to one for Brujah and Brujah Bloodline characters.

Art of Disruption (Merit)

System: Once per game session the Brujah can create a provocative and or surreal situation that impacts themselves and others (*The number of allies that can be affected is equal to their level of the Leadership Ability*) by gaining a +2 to Social Challenges for the scene. (*This requires the Situationist to pull out a piece of art, show art from a phone, give a speech etc, but requires 1 minute of activity to gather people's attention.*) Due to unwanted attention suffers a -1 penalty to Mental Challenges for the scene.

Cost: 3 xp

Dynamic Personality (Merit)

Clanbook Brujah: Revised page 68

System: In games that do not charge experience points for backgrounds, this Merit should reduce the time cost needed to grow their backgrounds however the game does so.

Fury's Focus (Merit)

LotC page 48

System: The character spends 1 willpower trait to activate this merit once the Brujah frenzies. The character may now through another Self-Control Challenge at difficulty 1 level higher than the original challenge that made them frenzy. If they succeed, they may control their frenzy as if they were on the Instinct virtue for one round. They may continue to do this until such a time they fail the new Self-Control challenge. (*Only characters on the Path of Entelechy morality may purchase this merit.*)

Bearing of Kings (Merit)

LS 2 page101

System: The Brujah with this Merit gains 3 Bonus traits on all Presence challenges.

Iron Within (Merit)

System: The Brujah Visionaries, can inspire others around them. Once per game session during a scene, after giving a rousing and or passionate speech, they grant themselves and allies a temporary +2 Trait bonus for a specific task. (*The number of allies that can be affected is equal to their level of Leadership Ability, and requires 1 minute of speaking.*) After rousing others, the Idealist is emotionally drained and somewhat vulnerable. They gain the Negative Trait Overconfident for the rest of the scene.

Cost: 4 xp





Mentor's Tutelage (Merit)

LS 2 page101

System: This Merit should function identically to the Mentor Background but allow the Brujah to have this Merit for one mentor and the background for another if they desire.

Rebel's Stand (Merit)

System: Once per game session, the Brujah gains a free retest against a single supernatural power or social effect that imposes control (*Dominate, Presence Mastery, Obedience etc*) like powers. If that power is used on the Brujah later in the night if they succeed in the Challenge. The Brujah gains +1 Bonus Traits in challenges where that supernatural power or social effect is used on them again. The Iconoclast gains a temporary Negative trait Impatient or Reckless (*Storyteller discretion*) for the remainder of the scene after using this ability.

Cost: 4 xp

Unbreaking Resolve (Merit)

System: Once per game Session, the Brujah may retest any failed Challenge related to Physical or Mental challenges (*e.g., Willpower tests or dodging an attack*). Alternatively, they may gain a +3 bonus to any non-combat Ability (*the following are examples of combat abilities: Brawl, melee, Ass Beating, occult of offensive blood magic etc*)- based Challenge reflecting their personal skills or ingenuity. The Brujah suffers a -1 Trait penalty when working in a cooperative

effort or assisting coterie, gang, or packmate for the rest of the scene if this power is used.

Cost: 4 xp

Lack of Control (Flaw)

LS 2 page101

System: Each point of in the this flaw the character must pick one of the following:

Celerity: Character bid one additional trait when making attacks using celerity.

Potence: The character must spend one Willpower trait to NOT use Potence anytime they rely on their strength.

Potence and Celerity: Both Flaws

Pariah (Flaw)

LS 2 page101

System: See below based on the point values of the flaw:

2 Points: Down 3 Social Traits in all Social challenges against fellow Brujah

4 Points: The Brujah clan will not answer calls for aid or help.

Advanced Tech (Merit)

LotB page 99

System: All Items coming from this Merit will have +1 Bonus Trait above their normal amount. Otherwise use as printed.

Fatalist (Merit)

LotB page 99





System: The Character's Morality degeneration checks difficulty are reduced by 2.

Out of Phase (Flaw)

LotB page 99

System: You are down two traits on all Perception related challenges. Otherwise used as Printed.





Brujah Backgrounds

The following backgrounds are newly created for OWBN Brujah and Brujah Bloodlines. A Brujah (or Brujah Bloodlines) character makes it easier for Brujah and Brujah Bloodline players to represent at a game several clan mechanics. This should take several months of roleplay for players to develop and grow over time.

Call to Arms

Level 1: Your Call to Arms reaches up to 1-2 Brujah generic NPCs to support you. They have basic level in-clan disciplines, but their involvement is limited to small tasks or minor assistance.

- **Effect:** You can get 1-2 Brujah to help you with simple tasks (e.g., gathering information, providing backup in a confrontation)
- **Bidding:** When participating in challenges, they have a total trait pool of 10 for challenges. (2 Willpower)
- **In-Game Example:**
You call on a couple of local Brujah to help you track down a rival. They lend their Potence for strength and Presence for social manipulation, offering small but useful support.

Level 2: Your Call to Arms reaches up to 2-4 Brujah generic NPC, and they can perform more substantial tasks with a higher level of coordination. They have basic level in-clan disciplines.

- **Effect:** Call on 2-4 Brujah to assist you in more difficult tasks, such as combat or securing a location. They can handle more demanding situations.
- **Bidding:** When participating in challenges, they have a total trait pool of 12 for challenges. (4 Willpower Traits)
- **In-Game Example:**
Your Call to Arms is answered by a small group of Brujah who are skilled enough to handle a larger-scale operation, like organizing a raid on a rival's territory. They use Celerity to move quickly and Potence to break down doors.

Level 3: Your Call to Arms reaches up to 4-6 Brujah generic NPCs, and they may have up-to intermediate levels of their in-clan disciplines. They can undertake more complex and dangerous tasks.

- **Effect:** You can call 4-6 Brujah to assist you in major operations
- **Bidding:** When participating in challenges, they have a total trait pool of 14 for challenges. (6 Willpower Traits)
- **In-Game Example:**
A major enemy is attacking your haven. You rally your forces, and skilled Brujah arrive, using their in-clan to assist in overcoming the enemy or helping get you out of the attack if they can.





Level 4: Your Call to Arms reaches up to 6-8 Brujah generic NPCs, including those from neighboring areas. and they may have up to intermediate levels of their in-clan disciplines, allowing them to take on highly dangerous and intricate missions.

- **Effect:** You can call 6-8 Brujah to assist you. They're well-organized and can handle complex tasks, like overthrowing a powerful rival or leading a large-scale attack.
- **Bidding:** When participating in challenges, they have a total trait pool of 16 for challenges. (8 Willpower Traits)
-
- **In-Game Example:**
Your Call brings together a large force of Brujah to storm an enemy stronghold.

Level 5: Your Call to Arms reaches up to 8-10 Brujah generic NPCs, they may have up to advanced levels of their in-clan disciplines. They are ready for world-altering operations.

- **Effect:** You can call 8-10 Brujah to join you in monumental actions. Their actions can reshape entire political landscapes or military campaigns in your area.
- **Bidding:** When participating in challenges, they have a total trait pool of 18 for challenges. (10 Willpower Traits)
- **In-Game Example:**
The most powerful enemies of the Brujah clan are gathering against you. Your Call to Arms rallies a massive force to act.

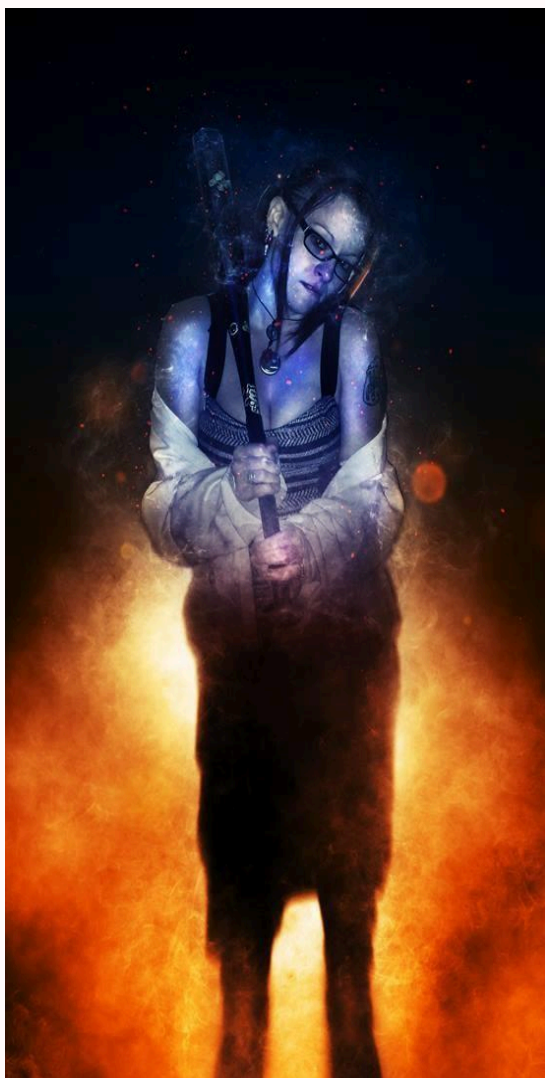
Key Notes:

- ***Call to Arms** increases the number of Brujah who will answer your call in a time of need. Storytellers and Narrators if multiple Brujah use call to arms only allow the number of Generic Brujah NPC's as you see fit.*
- *Storytellers and Narrators should feel free to adjust these traits listed at each level as needed to fit the needs of their game. These are just basic standard stat blocks*
- *These Generic Brujah NPCs that answer the Call to Arms only have in clan disciplines of regular Brujah (Celerity, Potence, Presence. This is for balance purposes).*
- *It should take time for Brujah players to build up this background by being tasked by local Brujah NPCs to earn favors and trust.*
- *The number of Brujah NPCs responding is at the Storytellers discretion.*
- *It is highly recommended that this be used only as necessary where it would affect all of Brujah in your game no more than once per 45-60 days as seen as necessary at Storyteller and Narrator Discretion.*
- *If storytellers feel it is being abused there can be consequences like the Brujah jumping you at your haven, going after and removing influence and allies until you've earned the clan's favor back, or not answering in an actual time of need. These are just examples*



Appendix

Vision – The Death of Troile



If you play a Brujah and were embraced prior to 16 March 2011, you received this vision. It does not matter if your character knows it is a Brujah, it does not matter if your character had or has amnesia. As long as you were embraced Brujah, you received this vision.

The cool night air hits your skin, as it brushes through the dead hairs on your arm you begin to stir from your day slumber. As you begin to shake off the death that falls

upon you with the rising of every sun, you clear your eyes and begin to take in your surroundings. It is then with much Alacrity you realize where you are. As the sounds of soldiers yelling and clanging of great war machines echoes through the night, you know the Romans have finally broken through the wall of Carthage. The night has come, and this is your final stand.

As you exit the basement of the humble house you had slept in during your most vulnerable time. You take one step and feel the sticky red ichor that lines the streets. As you realize the Romans have already begun their slaughter of the home you love so dearly, you search frantically for your fellow Cainites. All you can do is hope that you are not the last. You make your way through the city in chaos, slaughtering Roman soldiers and Cainite alike, you collapse to your knees knowing this is the end. Then, out of the chill of the night your salvation is heard. It is her!

Calling upon the precious vitae in your veins you try to move faster than you have ever moved before. You know that if you can reach her, she will give you all the salvation you seek. As you round the street corner to the city square you see her in all her glory. Clad in armor and her hair tied up ever so neatly, your savior bends knees with each shout of her voice. With each swing of her mighty bronze sword the earth trembles. The very sight of her brings you to weep. Even though in your heart, you know you all are truly doomed, at least she stands with all of you still. Even at the end.

As you are swept up in her glory and following every command she gives, you know it is his fault. You knew it from the



day he arrived. Why she fell in love with him, you will never know. Though perhaps it is not entirely his fault after all. Perhaps he truly is sincere. Surely he could have fled at any moment. Instead he stands by her side, ever the loyal lover it would appear. The hours go on; the fighting is brutal and desperate. Even she knows the fight is lost. Now the Romans have the last of you encircled. You look to your savior for words of encouragement. That you will die knowing you stayed true to your heart. And indeed, her last words are inspiring, but even she can't fully hide the fear in her eyes. You all know this is the end. The leaders of the Roman Cainites crest the hill. Smiles of victory and satisfaction cross their face, they are so close you can feel it. The strong woman, whom you believed in, whom you have followed all this time, she turns and bids you all good bye, even now she apologizes for failing you all. The last time you see her, she is clutching her lover tightly, and him/her. They begin to sink into the ground, as much of the rest of the remaining army does. You know that while the battle might be lost, the war, perhaps it can eventually be won in time. You are after all, immortal. You feel the earth begin to consume you, its warm embrace keeping you safe. You can only imagine what the bloated vile Romans are doing to your beloved city.

For a time it is black, blacker than you could ever conceive. Perhaps this is what hell is like, devoid of all the warmth of the gods' love. You feel an eternity pass. Trapped forever in that moment. The fall of the only thing you ever loved. The weight of the sorrow carries in your heart as time passes. As you relive each moment you wonder

what difference you could have made. Just as you feel as though you can take no more, you hear a voice in the distance. It is far too humble to hear at first. Murmuring at best, whispers as if those treading know what they have stumbled upon. Then silence.

As your heart begins to hang heavy, having hoped your resurrection had come at last, you simply begin to return to your state of normalcy. That's when you hear it. A piercing scream. The Howl of Death. It strikes and assaults all your senses. It pierces your very soul. You move to scream as you realize the source of the despair. Your savior has been slain. After all these years, she has finally been brought low. As you rage against your tomb, trying to release yourself from your prison you know you will go mad. Your bonds will not let go, you are as helpless as the day the Romans came.

Even with all your might it's no hope, that's when the dirt begins to move on its own. You can feel it being thrown aside above you. You wonder, and hope, that perhaps the killers have come for you finally. Perhaps some young Cainite discovered the truth and has come to claim ancient vitae. A warmth of your own demise begins to fill you, an end to it all. Perhaps you will rejoin your lady once again. At the very least, hell can be no worse than what you have already endured. As the final patch of dirt clears your face and you smile knowing the end has come, you look up to not see your slayers. Instead you are greeted by him. Her lover, he has dug you free. He offers you a hand and leans in with a stern look upon his face and blood tears in his eyes.

"Come Maharbal, I have risen. And we shall have our revenge."





Societies of the Brujah

Council of Scales

**Camarilla Brujah Society (Note:Coordinator NPC Elders can remove any PC at any time)*

The Council of Scales was founded in the 16th century by the Brujah Elder Critias, as a loose association of like-minded Kindred that took an interest in the juristical aspect of the Camarilla. As time passed, the influence of the Council of Scales is now rumored to be the cause for Blood Hunts, investigations against Princes whose interpretations of the Traditions stray too far from the party line and even the appointment of Justicars, Archons, and similar high-ranking sect officials.

Though the Council of Scales is an informal group, its members hope to be acknowledged and folded into the Camarilla's ruling body one day. Members are predominantly Brujah, Tremere, Nosferatu and Ventrue. Some entertain the dubious assumption that they are somehow better watchdogs of Camarilla law than the Justicars themselves.

Tonight the Council of Scales has found new support as a pet project of the Brujah Justicar Manuela Cardoso with the support of the Justicars of the Gangrel, Nosferatu and Tremere. Working with the Brujah elder Critias, those Justicar's see a need for an informal think tank group and are recognized as such. While members of the Council are not in of themselves Archons to the supporting Justicars their approval does give credence to the need of the Council of Scales to do the following.

1) Study the history of rulings of Princes and Justicars past and present, comment upon the nuances between them to help future Princes make decisions. This is also to review Justicarial edicts and Conclave decisions.

2) Help others in the study of Camarilla law, the Traditions, aid in coordinating for the Princes of multiple Domain Blood Hunts.

3) Investigate and gather information on possible new Anathema

4) Informal watchdogs for Archons, Justicars, Princes, and Alastors.

In addition to the original concept of the Council of Scales, the supporting Justicars have decided to revive another older Camarilla tradition and add it to the Council's tools. During the rise of the Camarilla the position of Myrmidon was well known. These Kindred were those appointed by the Inner Circle to act as the Camarilla's warriors. Over time the need of the Myrmidon's fell to the wayside. In order to grant the Council some weight to its voice; the role of Myrmidon has been revived as the sword and shield of the council itself.

The Council of Scales has no official position or power of authority in the traditional sense in the Camarilla. However, thanks to their influence, political power, and other things many Kindred respect those ideas, plans, and information put out by members of the Council of Scales. Members of the Council and Myrmidon's only act when given the blessing of a city's Prince. They are a resource for the





Camarilla to call upon due to their extensive studies. The Council of Scales is not a hammer, but a tool for building support structures for Domains and their Princes. Members of the Council spend years studying Camarilla Law and offer this expertise and opinions in all manner of Camarilla issues. When a Prince agrees with their judgment, the Council will offer the service of the Myrmidon's to execute the order of the Prince if needed. It is in this manner the Council of Scales works in Symbiosis with the Camarilla system and not against it.

Tonight the Council of Scales grows and recruits new members from all manner of Camarilla clans. They seek to spread the knowledge and abilities of the Council of Scales across Camarilla Domains and offer their services to all Kindred in need. The opinions of the Council of Scales is ever growing as more and more Princes call upon them to help adjudicate issues within the Camarilla. Now with the support of several Justicars their influence and power grows even greater.

Councilor

Nickname: *Jurist*

The Councilor is a scholar, arbiter, and legal authority within the Council of Scales. Their primary duty is to study, interpret, and apply Camarilla Law for Princes, Justicars, and Kindred seeking guidance. While their work is ostensibly academic and advisory, in practice Councilor wield influence over Camarilla politics, advising on Blood Hunts, disputes between Domains, and the

enforcement of Traditions. Their counsel can shape the decisions of Princes and Justicars alike, making them subtle but powerful actors within the sect.

The first Councilors were appointed by Brujah Elder Critias in the 16th century, forming a loose association of Kindred who prized knowledge and legal understanding above all else. They acted as informal advisors to ruling bodies, ensuring that decisions followed both the letter and spirit of the Traditions. Over time, councilors developed a reputation as watchdogs of the Camarilla, their opinions often holding more weight than individual Archons in matters of law and precedent.

In the Modern Nights, Brujah Justicar Manuela Cardoso Pinto and her allies revived the Council of Scales as a formalized think-tank. Councilors now serve as the intellectual backbone of the Council, studying past rulings, advising on Blood Hunts, and providing counsel on disputes and investigations. Though they hold no formal enforcement power, the influence of a respected Councilor can sway votes, guide decisions, and direct the actions of Myrmidons when their advice is accepted.

Councilors are a blend of scholar and strategist, balancing meticulous study with political acumen. Their voice carries weight not because of physical force, but because the Camarilla recognizes that law, precedent, and knowledge are sometimes more formidable than blades or disciplines.





Symbols/Iconography

A golden scale sounded by the traditional roman laurels.

Role Within the Camarilla

The purpose of the Council of Scales is to interpret Camarilla Law for Domains, Justicars, and any who have a need of their skills and knowledge. They are not required to be called for use, but services are always available. This makes their services open to all Camarilla citizens.

The Council is most often called upon to help determine if a Blood Hunt should be called or not by referencing previous Blood Hunts and other events. If a Blood Hunt is called, the service of the Myrmidon's to aid in carrying out that Blood Hunt should a Camarilla domain desire it.

The Council of Scales is a growing influential social group with influence and political ties. While not required to be called upon, their insight and skills are often highly valued among members of the Camarilla.

Myrmidon

The Myrmidon is a bodyguard or enforcer working with a Jurist of the Council of Scales. Although the Myrmidon's duties are ostensibly limited to protecting their Kindred patron and the libraries of knowledge and information, in practice many of them act as leg breakers, strong-arming any Kindred who need to be put in their place — with lethal force, if necessary. Unlike the whip, the myrmidon's duties are not restricted to keeping the

Camarilla members in line, although a myrmidon's more martial capabilities allow them to serve as a goad against those who fail to pay heed.

The first Myrmidons were the direct agents (and, generally, also the childer) of the Founders during the Anarch Revolt. Each Myrmidon served their patron's interests in the ongoing war against the Anarchs. Ultimately, the myrmidons' usefulness to the sect was undermined by the fact that their loyalties were to their individual masters' agendas first and to the nascent Camarilla a distant second. After the Camarilla was formally established and the first Justicars were appointed, the myrmidons' formal duties were subsumed into those of the newly-created office of Archon.

In the Modern Nights the Brujah Justicar, Manuela Cardoso Pinto recommended the revival of the Myrmidons and to give them a new purpose. They are to protect the Council of Scales itself from any harm. In addition, when the advice of the Scales is accepted they can be lent out to the other members of the Camarilla. They will help in any Blood Hunt called or help a Prince and Primogen council in investigating the rumors of any Camarilla Law that was broken in their domain..

Nickname: *Executor*

Prerequisites to Join

To join the Council of Scales the Kindred must first be approached for Membership by either Critias himself or a representative of one of the Justicar's offices that support the Council of Scales ideals. Once offered





membership among them the Kindred must prove a great understanding of Camarilla law. In addition to this, the Kindred's particular skill set will be assessed. Once done they will be told they will either serve on the Council itself or as one of the Myrmidon's.

Regardless of which, membership into the Council of Scales is (Brujah, Gangrel, Nosferatu, Tremere Subcoord Approval)

Advantages

Kindred who first join the Council of Scales enjoy two Bonus Traits on all challenges using the Law, Politics, or Lore: Camarilla abilities.

Member Disadvantages

Kindred who join the Council of Scales are often viewed as "the Law" by the more rebellious members of the Camarilla Society. As such they are down two Social Traits in all non-discipline related challenges against Anarchs or Loyal Opposition members of the Camarilla.

Prerequisites for Advancement to Adjudicator

Arbiters are advanced only to the rank of Adjudicator by a length of proven service to the Camarilla in the form of the Council of Scales. These Kindred have proven their worth to the council and extended its influence within Camarilla Domains.

Once a Kindred has done such they will be approached by Critias, and or another Senior member (Brujah, Gangrel, Assamite, or

Tremere Coordinators) and granted the rank of Adjudicator.

Advancement to Adjudicator requires one of the following Coordinator Approval Brujah, Gangrel, Assamite, Tremere.

Adjudicator Advantages

In addition to the previous Advantages; Adjudicators can command and direct Arbiters to various camarilla cities to lend the skills and resources of the order as needed. They are a living library of Camarilla Law, Edicts, and Votes. The warriors of the Scales can call other Myrmidon's to their location for aid and support.

Additionally, Adjudicators gain a free retest in all uses of the Law, Politics, or Lore: Camarilla abilities.

Adjudicator Disadvantages

Having risen to the highest rank within the Council of Scales; Kindred who reach the rank of Adjudicator no longer suffer any Disadvantage.

The Magistrates

The Magistrates of the Council of Scales are Critias and others from Clan Gangrel, Tremere, Assamite. They are the ultimate and final authority within the order. They alone hold the power to induct new members, promote members, or remove members. Their word is law among the Council of Scales.





The Magistrates are Brujah, Gangrel, Tremere, and Assamite Coordinator NPCs only.

Suggested Paths of Enlightenment

Humanity

Suggested Abilities

Law, Politics, Etiquette, Lore: Camarilla, Melee

Suggested Backgrounds

Allies, Contacts, Resources, Military Force

Suggested Merits and Flaws

Merits: Natural Leader, Safe Passage, Well-Traveled, Code of Honor

Flaws: Enemy, Privacy Obsession, Overconfident, Narc

Combination Disciplines

The following Combination Disciplines are unique to members of the Council of Scales. As such, these combination disciplines require Brujah Coordinator Approval to purchase.

Balanced Scales (*Presence 5, Auspex 4*)

This combination discipline was the first to be developed for use among members of the Council of Scales. As masters of Camarilla Law it became essential for its members to develop means to resist any form of compulsion to break Camarilla Law. As a

result this combination discipline teaches the vampire to harden their mind and emotions against any such attempts.

System: Once purchased this combination discipline is always considered active. The character may add their levels of Camarilla Status as Bonus Traits in all challenges in defending against any power or ability that would force them to break Camarilla Law.

XP Cost: 8

Law of the Land (*Presence 5, Auspex 5*)

As Jurist of Camarilla Law it is of utmost importance that members of the Council of Scales be able to know if the Sect's laws have indeed been broken. As such this Combination Discipline was developed. The Kindred extend their senses to pick up emotions in an area. As those who commit come often do so at the height of emotion and those leave trails of their crimes behind to be picked up by members of the Council of Scales.

System: To activate this power the vampire spends 1 temporary willpower point and makes a static mental challenge at difficulty 12 retested with Law. If they succeed the player may ask the storyteller for rumors of Camarilla Law being broken if they have just cause. This will not reveal who or what law was broken. This power will only reveal rumors of laws broken up to one year previous to the date it is being used.

XP Cost: 10

Gift of Achilles (*Potence 5, Celerity 2, Fortitude 3*)

This particular Combination Discipline was created by the Myrmidon's to help them in





their duties in enforcing Camarilla laws. The vampire channels their inner strength and speed to grant them increased power and resistance when they find themselves in combat.

System: The character spends 3 blood traits to activate this power for the next scene or an hour. During that time the Character gains the Physical Traits *Dexterous*, *Brawny*, *Resilient*, and *Ferocious*. Additionally they gain three Armor Health levels as well. This combination power does not stack. (*This does not stack with Ironclad Might of the Dead*)

XP Cost: 9

Known Members

Critias

During his lifetime, Critias lived in Athens and was a popular philosopher who populated Sophist teachings. His philosophies made him many enemies

among the nobility of the city and when the plague hit Athens they accused him of corrupting the city's youth and exiled him. But before he could go anywhere, he was visited by a dark stranger who introduced himself as Menele.

Sometime in the 16th century he founded the Council of Scales, a kind of oversight committee who took an interest in how justice was carried out by agents of the Camarilla. He spends his time teaching a few courses of philosophy at the university, enjoying the company of bright young males who later become part of a network of intellectual retainers that stretches across the whole United States.

Adjudicator Villiers

Adjudicator Villiers, a member of clan Tremere, has long been a steadfast voice among his clan for political progress and a solid foundation of good practices. He stands on tradition and frequently suggests conservative action when asked for advice.





The Ironclad

**Camarilla Brujah Society (Note: Coordinator NPC Elders can remove any PC at any time)*

The personal army of the Brujah elder known as Roman Pendragon has risen and fallen in power since the earliest nights of the Camarilla in New England. Now in 2022 the army is on the rise once again.

Pendragon now seeks to expand his army's ranks and in turn his own power throughout the region. Historically the Ironclad has largely been a Brujah institution, however, with the depletion of its ranks due to the Sabbat; Pendragon can no longer afford such luxuries.

The Ironclad's ranks swell with new recruits. Fledgling Brujah embraced under the command of Pendragon to prepare to defend against the Sabbat. The elder Brujah himself now attends Elysium's to find worthy Camarilla Kindred warriors of nearly any clan to join his growing army. The Ironclad grows in direct contrast and competition with the Camarilla's own Ivory Legion. An organization that many of the Ironclad believes is shackled by official rules and standing of the Camarilla.

Members of the Ironclad are groomed into monstrous warriors. Something more social and humane vampires of the camarilla scoff at. To its members they are an army. They know the truth; the Sabbat wins because they are not tied to their morality and will kill anyone who stands in their way. The members of the Ironclad must do the same. As such they often practice horrendous acts of mass embraced simply to raise and train new soldiers. They will not hesitate to kill or follow orders. Each is a loyal member of

The army and in turn under direct command of Roman Pendragon himself.

More social and humane members of the Camarilla are disgusted by the tactics of the Ironclad. However, none can deny its effectiveness. Where the Ivory Legion is the public face of the Camarilla's war efforts; the Ironclad are its vampires used to fight fire with fire.

Tonight, the Ironclad remains a uniquely New England institution. Though Pendragon himself hopes to one day expand beyond those borders. He is, however, too focused on the chess game he finds himself in with Cardinal Polonia. With the Wolves at his door; Pendragon must focus on the immediate threat of the Sabbat horde that is the Northeast of the United States. While he has a growing army; it is no match for the Army controlled by Polonia. Something, Pendragon knows all too well. He and the Ironclad hold the line against the Sabbat, but they fear if the Camarilla cities of New England do not rise up to what must be done it is only a matter of time before they fall before the Sabbat.

Nickname *The Army of the Dragon*

Symbols/Iconography

Members of the Ironclad wear symbols in the colors of Red and Black. Additionally many members denote themselves with the insignia of the army itself as shown above.





Role Within the Camarilla

The Camarilla does not officially recognize the Ironclad as either a faction or its official army. They are tolerated militia at best within the Camarilla due to the prestige and respect Roman Pendragon himself carries. While the efforts of the Ironclad seem to be in the interest of the Camarilla as a whole their brutal tactics combined with the fact they are one elders personal army makes the sect nervous at best.

Prerequisites to Join

Only members of the Camarilla may join the Ironclad, and then only those of a martial bent. The Ironclad will not accept morally weak Kindred or those who cannot shed blood in the name of the Camarilla.

While dominated by the Brujah Clan; the Ironclad will not turn away any Camarilla Kindred of any clan who is willing to do what must be done to win against the enemies of the sect.

Advantages

Members who join the Ironclad may purchase the Background Martial Training, Membership, and Mentor Backgrounds.

Additionally, Soldiers may purchase the combination disciplines listed below.

Disadvantages

Soldiers must obey the orders of the General and Lieutenants above them. If they do not, they can expect severe punishment, including Final Death.

Prerequisites for Advancement to

Lieutenant

Truly loyal and successful Soldiers of the Ironclad may be elevated to the rank of Lieutenant by Pendragon himself. Only those who have gone above and beyond in duty to the army can hope to reach this rank. A vampire who seeks to reach such a rank should have accomplished several missions in protecting the Camarilla against its enemies.

Lieutenant Advantages

Kindred who rise to the rank of Lieutenant may command those below them in rank. Additionally, every lieutenant is gifted a sword from Pendragon himself with the following statistics: **Sword of the Dragon**

Bonus: 3 +3 (6 total)

Negative: None

Concealability: Trench coat

Damage: 2 +3 Aggravated **Special:** Crafts Blacksmithing 5, The Forger's Hammer, Master of the Forge

Lieutenant Disadvantages

Lieutenants must obey the orders of the General. If they do not, they can expect severe punishment, including Final Death.

The one and only undisputed leader of the Ironclad is the Brujah Elder Roman Pendragon. He holds ultimate authority and sway within the army; for is its master and creator. None have dared to challenge him





for leadership and few think someone ever will.

Suggested Paths of Enlightenment

Most members of the Ironclad still follow Humanity, but at lower levels.

Suggested Abilities

Brawl, Melee, Dodge, Firearms, Survival, Tactics Armory, Military Force, Arsenal, Martial Training, Membership

Suggested Backgrounds

Armory, Military Force, Arsenal, Martial Training, Membership

Suggested Merits and Flaws

Merits: Ambidextrous, Concentration, Higher Purpose, Slowed Degeneration, Loyalty

Flaws: Eerie Presence, Touch of Frost, Short Fuse, Vengeful

Combination Disciplines

Scales of the Dead

(Celerity 3, Fortitude 3)

Vampires of the Ironclad are taught to combine their skills in speed and toughness to alter their own undead physiology. By rapidly forcing their own vitae to reinforce their hardened undead flesh; these vampire warriors grow tougher and able to last longer in a fight for a time.

System: The character spends 2 blood traits to activate this combination discipline for the next scene or an hour. During that time, the character gains 3 Healthy Health levels. This power does not stack; nor may it be activated multiple times in a scene. **XP**

Cost: 8

Speed of the Dead

(Auspex 1, Celerity 3)

Speed is often the deciding factor in any battle. As a result, members of the Ironclad are taught to react in a moment's notice. To strike first before their enemy can. By heightening their own senses and combining them with the supernatural speed of celerity; it is rare for any member of the Ironclad to not be the first to land a blow.

System: This combination discipline costs one blood trait to activate. When this is done the character is considered to have plus ten traits for purposes of Initiative only. This bonus to Initiative may exceed attribute caps and maximums. This power may not stack with itself.

XP Cost: 6

Might of the Dead

(Celerity 3, Potence 3)

The strength of the Ironclad as an army comes from this combination discipline they developed. By combining their skills and mastery in supernatural strength and speed the vampire physically grows stronger and tougher. The vampires themselves grow in height and in muscle mass for a time.

System: The character spends 2 blood traits to activate this combination for the next scene or an hour. During that time the





character gains the following physical traits: Brawny, Brutal, Deadly, Fierce, and Tough. Additionally all Brawl and Melee attacks the character makes during this time have their damage increased by one. *(Note: This does not stack with Gift of Achilles)*

XP Cost: 9

Eyes of the Dead

(Temporis 4, Auspex 4)

Some members of the CCChanged in the Ironclad have developed a unique ability to see their opponents' intended actions before they occur. By combining the ability to manipulate time and invade the thoughts of their target, a vampire with this ability can predict what their opponent will do and gain

a significant advantage in battle. When a vampire uses this ability in a fight, they appear to know exactly what their opponent will do before they themselves know.

System: This power costs 1 blood. Once activated you may make a normal telepathy challenge against a target. If the character succeeds, they gain a retest in all challenges against the target for the next scene or an hour or until the telepathy is broken against the character.

XP Cost: 8





The Lodges

With the Year of Fire and the returning threat of the ancient Carthaginian Brujah elders, the Brujah Antitribu of the Sabbat were forced to reorganize the entire bloodline in the face of these emergencies. Whereas once the Brutes found themselves with little to no organization within the bloodline, the Brutes rallied to a new order. As such, three prominent members of the Brujah Antitribu took upon themselves to call a grand gathering of the blood. It was there that they revealed the formation of the bloodline Lodges. While no Brujah Antitribu is required to join a Lodge, they are highly encouraged to do so. In the face of Gehenna the bloodline needed to be better prepared and organized than it once had been.

The Fire Talons



This Lodge of Brujah Antitribu was formed by the Hewwitt family of Brutes. Brujah Antitribu

who found a calling to this Lodge found themselves among the warriors and fighters

among the bloodline. They focus on Martial Prowess and fighting capability above all others. These are some of the most violent Brutes of the bloodline.

The Fire Talons train constantly for warfare and hunger for it. The Lodge itself has several schools around the world in Sabbat territory to train and induct new brutes among them. The Fire Talons are well equipped and supplied. Their armories house all manner of weaponry and equipment. The Fire Talons run similar to a war band of Sabbat, one always looking for their next crusade. Among the Fire Talons the following positions exist for its members:

The Sworn

The first rank of those Brujah Antitribu who join with the Fire Talons. They are expected to train, learn and grow within the Lodge. Members are expected to answer calls to arms by the higher ranks within the Lodge, but spend most of their time learning and preparing in the ways of war.

The Elite

An Elite of the Fire Talons is a seasoned member of the group. They are the veterans of the Lodges who have seen many combats and fights. They usually have slain many enemies of the sabbat and bloodline. They command respect and are the captains over the other members of the Fire Talons.

The Warmaster

The Warmaster is the leader of the Fire Talons. It is currently held by the Brujah Antitribu James Hewwit. They are the final and ultimate authority of the Lodge and help guide and direct those below them. They may promote, accept, and demote members





of the Lodge by their will. The Warmaster may only change through the proper use of the Bash Ritae.

Recommended Concepts

Brujah Antitribu Warriors, Fighters, Hunters

Recommended Abilities

Brawl, Melee, Firearms, Dodge, Survival, Tactics

Combination Discipline *Rage*

Wind (Celerity 4, Presence 4)

This power was developed by a Brujah Antitribu when he was in the middle of a Crusade and his army was outnumbered and losing. He managed to send every vampire on his side into a controlled frenzy, thus increasing their resistance and winning the battle.

System: The user must spend 1 Willpower and must make a Self-Control/ Instincts challenge (difficulty 4) to determine how well controlled the frenzy is (even if the character has Self-Control instead of Instincts). For every Leadership dot, he can affect 5 vampires of his choice.

If any of the vampires wish to resist the Rage Wind, he must make a Self-Control/Instincts challenge (difficulty 4, they may not spend 1 willpower to ignore this challenge). If they succeed, they do not enter a frenzy. Those subject to this power know its source and are aware of its intended effect. On a failure, they enter a frenzy, but will lack any control over it.

Those vampires who choose to relent to the power (or those who failed), enter frenzy immediately and receive a +3 bonus traits to

their Physical Attributes (up to 3 beyond their Generational limit) for the duration of the frenzy. Regardless of having SelfControl or Instinct the vampire has full control of this frenzy, only attacking those who are known to the vampire as enemies. If there are no known enemies present or left, the frenzy ends for the subject.

In any case, the user can still try to force Rage Wind upon the vampires who tried to resist it, by making a contested Social Challenge retesting with Empathy against each target. If he succeeds, the vampires automatically enter frenzy, but if he fails, he won't be able to send those particular vampires into frenzy for 10 nights.

XP Cost: 8

Ritae: Bash

Brujah Antitribu Bashes are used to settle conflict or challenges to leadership among the bloodline. At its core, it is a one-on-one fight between two Brutes overseen by a priest. These bashes are rarely to the death but can be if authorized by the Brute priest. To challenge another Brujah Antitribu is considered a very serious affair and must be observed by members of the Brujah Antitribu. No outside influence is allowed, nor is anything except combat between the two Brujah Antitribu considered as an option. The Bash is not a place for champions or chess matches. It is a brutal and violent affair until one of the two Brutes yields. The victor of the Bash is considered by the bloodline to be the one in the right or the new leader if it was a challenge for leadership among the bloodline.

System: To gain the desired benefits, the Brujah must engage in a hand-to-hand brawl

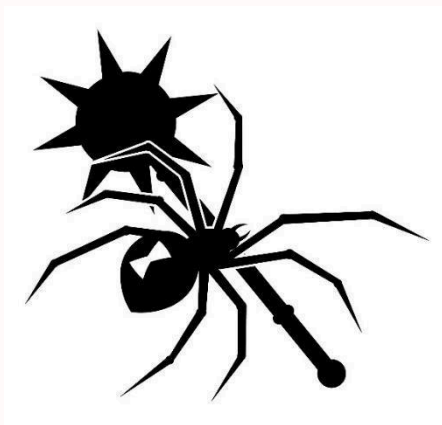




with another combatant in front of a cheering audience during an organized bash. The benefits arise from the psychological effects of fighting in front of a crowd.

The player notes how many levels of damage were inflicted on both the Brujah and her opponent. The lesser number of wounds is the amount by which the difficulty of the Brujah's frenzy challenges is reduced (to a minimum of 2). The greater number of wounds is how many consecutive scenes in which the Brujah benefits from the reduction. Thus, to gain any benefit, the Brujah must both suffer and inflict at least one level of bashing damage. A fight in which the Brujah casually defeats an inferior combatant confers no benefits, nor does one in which the Brujah is humiliated by a beat down from a superior fighter who takes no significant damage himself. The combatants are limited to brawling attacks only. If both combatants are Brujah, both gain the benefits of bashing.

The Keepers of the Spider



This Lodge of Brujah Antitribu was formed by the Maietta family of Brutes. This Lodge of the Brujah Antitribu fought for freedom and injustice among the Sabbat and outside of it. Formed primarily among Kairos and Dispassionate of the clan, they welcome any Brujah Antitribu blood into their Lodge.

The Keepers of the Spider in many ways is the political arm of the Brutes. While not solely politicians, their focus is often on correcting the wrongs committed against the Brujah Antitribu and the Sabbat as a whole. Whether this means through debate or violence, they don't care which.

To the surprise of none, the Keepers of the Spider also focuses on the art of Temporis and their exploration of it. They develop new discipline techniques and delve into the mysteries of the clan's ancient discipline and history. They keep and research the history of the Brujah and Brujah Antitribu. In it they may find the secrets to Gehenna, ones proving most beneficial for the bloodline as a whole.

Among the Keepers of the Spider the following positions exist for its members:

Weavers

The introductory position within the Keepers of the Spider of the Brujah Antitribu. Those Brutes who join are expected to study to learn the clan's history and more esoteric arts. Many Chroniclers also seek out sect positions within the Sabbat, but are not required to do so. They learn to look out for issues and injustices for the Brutes as a whole and how to best combat them.





Archaea

The Archivist is a veteran Brute of the Keepers of the Spider who has found and collected many pieces of the Brujah and Brujah Antitribu clan history. They also focus on developing new unique arts to the Brutes and exploration of Temporis. They are also the goto Brute when the bloodline needs one to interject in the Sabbat or outside of it in matters of issues for the Brujah Antitribu as a whole.

Arachne

The legate is the leader of the Keepers of the Spider. It is currently held by the Brujah Antitribu Tony Maietta. They are the final and ultimate authority of the Lodge and help guide and direct those below them. They may promote, accept, and demote members of the Lodge by their will. The Arachne may only change through the proper use of the Bash Ritae.

Recommended Concepts

Brujah Antitribu Warriors, Historians, Freedom Fighters

Recommended Abilities

Leadership, Lore: Brujah, Intimidation, History, Academics

Combination Discipline

*Bully's Knack (Potence 2, Presence 2)
Brujah Antitribu who have mastered both physical and social arts understand how to use their physical prowess to enhance their social abilities. By emphasizing their physical strength, they can effectively terrify others.*

System: The vampire makes a display of strength in some fashion in an act of intimidation, the player can then add their Potence level in Bonus Traits all Intimidation Challenges for that scene for those who witnessed the act.

XP: 4

Ritae: Rant

The Brujah Antitribu have adopted the Brujah clan tradition of the Rant into their own unique Ritae. The rant is probably the oldest form of Brujah gathering, since the basic concept of people gathering to argue about something of mutual importance has probably been around since the caveman days. Any Brujah can call a rant, from the hoariest elder to the wettest neonate, but there's no guarantee anyone will show up unless either you have some degree of clout in the Clan or the issue up for discussion is so important that the Rabble comes out anyway. Rants can take place anywhere, from coffeehouses (after the kine have been "asked" to leave) to abandoned warehouses to private estates, provided it's big enough to accommodate the city's Brujah. Crowding makes us anxious, after all. Generally, the Brujah who called the rant is the one to first raise the matter under discussion, after which everyone else who can bully their way up onto the stage gets their say. Nor are the Brujah limited to the official topic of debate — anyone who can gain the crowd's attention can argue about whatever they want

System: After a successful rant performed by a Brujah Antitribu priest, all participating Brutes gain a free retest in all challenges to resist frenzy for the next week and 1



additional point of temporary willpower that may go over generational maximum which also lasts for 1 week.

Ravens of Winter



This Lodge of Brujah Antitribu was formed by the Ashford family of Brutes. This Lodge of the

Brujah Antitribu takes from the old clan itself and mixes it with the religion of the Sabbat. The Brujah Antitribu of the Ravens of Winter are the philosopher priests of the clan. They practice the ritae of the sabbat and bloodline, and act as guides for paths of enlightenment and wisdom for the Brutes as a whole.

It is said that members of the Ravens of Winter even practice the blood magic known as Dur-An-Ki. Only those most well suited to the art are considered for instruction, but if true part of the Lodges function is to spread this practice and find new paths and rituals through Sabbat and Brujah Antitribu Enlightenment.

Among the Ravens of Winter the following positions exist for its members:

Dawn Raven

The introductory rank among the Ravens of Winter is for those Brutes who seek spiritual enlightenment, philosophy, or guidance. They are taught Noddist Lore, the Occult, Paths of Enlightenment, and the Sabbat Ritae. Most are expected to join the Sabbat Clergy or become an Ordained Priest of the sect to better explore the ritae itself. *Dusk Raven*

Raven

The more veteran members of the Lodge, the Dusk Ravens are devout priests of the Sabbat that seek to explore the mysteries of the Cainite Race. Many also develop into Blood Mages at this stage of their position within the Lodge itself. *Night Raven*

The Night Raven is the leader of the Ravens of Winter. It is currently held by the Brujah Antitribu Chase Ashford. They are the final and ultimate authority of the Lodge and help guide and direct those below them. They may promote, accept, and demote members of the Lodge by their will. Night Raven may only change through the proper use of the Bash Ritae.

Recommended Concepts

Brujah Antitribu Philosophers, Mystics, Priests

Recommended Abilities

Occult, Lore: Noddist, Lore: Paths of Enlightenment, Rituals

Combination Discipline

So What? (Fortitude 2, Presence 2)

The natural Brujah resistance to authority is reinforced by supernatural toughness to give Brutes a chance to resist emotional manipulation.

System: If a person tries to use Presence on the user and fails, the power they tried to use on you reflects back on them. This only applies to the powers of Presence 1-5.

XP Cost: 4 Ritae

Debate

Members of the Brujah Antitribu have also adopted the clan Brujah Tradition of the Debate into a Sabbat Ritae as well for their use. Debates are the purview of elder Brujah, along with a smattering of younger intellectuals who aspire to be as pompous as those elders are, or who really need something from an elder and think that participating in a debate is a good way of sucking up. Debates are formal opportunities for old Idealist Brujah to gather and argue about issues they consider important. Unlike the arguments at a rant, however, there are few frenzies (though the ones you do see can be particularly explosive), and even fewer occasions when anything is actually decided. In fact, the primary purpose of the debate gathering is to encourage attendees to force their rage deep down inside and internalize it completely. A Brujah Antitribu Debate is a bit different from a normal Brujah Debate. They always happen around a fire and are a community event for the bloodline. The priest starts off with the topic or issue for debate and uses their Vaulderie Knife as a means to donate who is allowed to talk. Only when the Vaulderie knife is held may a Brute speak, otherwise the rest must listen.

System: After the completion of a Brute Debate, all participating Brujah Antitribu may restore up to two temporary willpower traits they may have spent.

The Wolves of Revolution



This Lodge of Brujah Antitribu was formed by Carthige Caster of Brutes. This Lodge of the

Brujah Antitribu focuses on the clergy and politics of the Sabbat. The Brujah Antitribu of the Wolves of Revolution are the politicians of the clan, who fight for the bloodlines rights and place in the Sword of Caine. While not all are expected to become Bishops or Archbishops, many do so in order to gain greater influence in the Sabbat for the Brutes as a whole.

When members of the Brujah Antitribu have political issues with the rest of the Sabbat or members of the Brutes, they turn to the Wolves of Revolution. The job of a Brute wolf is to hear the concerns of other Brutes in regards to the Sword of Caine as a whole, and then represent those needs and concerns to the larger sect. They are expected to make allies and collect favor (and status) among the Sabbat. With these tools they can



better do their job and represent the Brujah Antitribu as a whole to the larger Sword of Caine. Indeed, many members of the

Wolves take pride in either sitting on an Ecumenical Council or making sure the bloodlines agenda or concerns are on the docket.

Among the Wolves of Revolution the following positions exist for its members:

Young Wolf

The introductory rank among the Wolves of Revolution is for those Brutes who seek to start their political career both among the Sabbat and the bloodline as a whole. They are taught the political and status systems of the sect and bloodline. They can expect full training and mentorship under more senior members of the Wolves. They are expected to grow and learn from this, and start to form positive relationships with other members of the Sabbat to further the agenda of the bloodline as a whole. *Grey Wolf*

The more veteran members of the Lodge, the Grey Wolves are political movers and shakers in the Sabbat. They usually claim high standing in the sect or hold positions of authority and power in the Sabbat. Grey wolves should be able to call on many allies and favors of other sabbat to respond to their, and thus the bloodlines, needs.

Old Wolf

The legate is the leader of the Moonstone Lodge. It is currently held by the Brujah Antitribu Carthige Caster. They are the final and ultimate authority of the Lodge and help guide and direct those below them. They may promote, accept, and demote members of the Lodge by their will. The Old Wolf

may only change through the proper use of the Bash Ritae. ***Recommended Concepts***
Brujah Antitribu characters that want to explore and partake in the politics of the clan and the Sabbat.

Recommended Abilities

Leadership, Lore: Sabbat, Politics, Etiquette

Combination Discipline

Voice of the Voiceless (Potence 2, Presence 2)

Members of the Wolves of Revolution have learned that other members of the Sabbat like to employ their disciplines and other powers to silence a Brute when in discussion or debate. As a result members of the Wolves have developed this combination to always make sure their voice is being heard.

System: Once purchased this combination discipline is always considered active. The Brujah Antitribu with this combination discipline can never be silenced by any ability or power. Their voices will always be heard. This does not allow them to use powers that require voice through this combination discipline. It simply allows them to speak when they are attempted to be silenced.

XP Cost: 4

Ritae Rave

Members of the Brujah Antitribu have also adopted the clan Brujah Tradition of the Rave into a Sabbat Ritae as well for their use. Raves are formal meetings of the Brujah, often including members of different clans of the Sabbat. These are huge social





gatherings often masked by entertainment events such as concerts, protest rallies, or anarchist group meetings to bash "the Man". These events are well organized and are as formal as the clan of Brutes ever get.

Speakers all get a turn to speak, unlike a Rant where they shout a point while many others are shouting.

System: After the completion of a Brute Rave, all participating Brujah Antitribu gain two bonus traits on all social challenges with members of the Sabbat for the next month.

The War Fury

In times of great need for the Brujah Antitribu, the leaders of the lodges may decide to appoint a single unifying leader in times of crisis. Such a Brute known as The

War Fury is appointed for a specific time period and purpose. To help lead the clan through a major crisis that affects all of the blood. Since the creation of the Brujah Antitribu Lodged, no War Fury has been called. However, with the nature of the Final Nights it is only a matter of time until one is. Only the leaders of the Lodges can call for a vote and decide who the Lion/Lioness is and decide the length of service and to what purpose. After which the title is suspended until it is needed once more by the Brutes.





The Dreamers

**New Descendants of Dracian Line. This requires Ravnos Coordinator Approval **

Affinity: The Dream

Quote: *"A fire burns inside me, and I will use it to set the world ablaze"*

The dream shifts.

You walk through an ancient city twisted by something wrong, the plants recoiling, air soured. At its center stands a great tree, bleeding black ichor. You and your siblings tear a shard from it proof of demonic rot and flee into the night.

Another shift.

You see Dracian beside your sire, not as conquerors but as warriors, united in their hatred of demons. Lilith speaks with them, her presence solemn and heartfelt, as a sealed box dangerous and vital is handed to Dracian. You feel the weight of impending corruption.

The vision snaps again.

Your sire trembles not poisoned, but touched by an Infernal presence. Your brood strikes not out of ambition, but necessity. The fight is brutal; the demon inside your sire screams as it dies. The golden-haired woman cries out: "Beware the creeping shadow. No demon must rise unchallenged."

The final flash comes like fire.

Carthage falling to things that crept beneath it.

Spain burning.

Brujah dying and rising again to fight the darkness.

The war never ended.

The Dream calls you back to what Dracian started.

Keepers of the Prison

The Dreamers are simply Brujah/Anti reborn into the modern nights via The Dream. This is a modern term, and the founders were the Dacian who remained near the prison to keep the barrier protected. This path is an evolution of the original mark that was used to both build, and contain the monsters trapped within. This path is only available to individuals who were granted magic via The Dream. This power may also not be shared via powers that lend people access to a power (*such as Blood Nectar*).

Level 1: Brand

The Dreamers are empowered via a brand that is custom to the individual's nature. The brand is both significant for power, and an example of how their passion manifests itself. Brand may seem like an extension of such a gift but instead it is a way to understand the Dream itself.

System: This power costs nothing, but requires a static physical challenge, difficulty 7, retest crafts. If successful, the user may brand another Brujah/Anti with a sample Dreamer tattoo. If the tattoo does not burn them, it is an option as to what might manifest via the Dream. If it burns away, it means their nature does not match what they seek. This is purely RP power that can be used via the Ravnos Coords office (*or STs if planned ahead of time*), to judge potential outcomes of the Dream.

Level 2: Transfer

Prisons forged in sorcery are not easy to maintain. This basic power is like the ritual that is used to empower and maintain the prison every year. Unlike the energy being transferred straight to the





barrier; this power allows the Dreamer to pass energy between themselves.

System: This power costs nothing to activate but takes an entire round of concentration and a static mental challenge of 7, retest occult. The Dreamer must name the number of abilities they wish to transfer at the time. If successful, the Dreamer may refresh a used ability trait on another Dreamer, at the cost of using one of theirs. *(Example: Bob the Brujah uses Transfer on Steve the Brujah while expending two Streetwise abilities. If successful, Steve the Brujah refreshes two of the Streetwise abilities he used earlier in the night.)* This cannot be used to give someone an ability they do not have. If the static is lost, the abilities are still expended, but the energy is simply lost.

Level 3: Absorb

The energy of the world is tied to realms, and in the Dacian's minds, the world. Absorb is similar to transfer, but instead of giving an ally a gift of their energy, the Brujah/Anti drains essence from the world around them. This can anger spirits around them, but doing so grants the Dreamer potential benefits.

System: This power costs a blood to activate, and a static willpower challenge, difficulty is the Gauntlet rating (0-10 scale), retest the challenge with Occult. If successful, the Dreamer may spend between 1 to 5 mental traits, and refresh expended willpower traits. This may only be used once a scene, and an area (roughly the size of a football field), can only be drained once a month via this method. If all 5 traits are used, spirits will feel the effect happen, and may act in their best interest. *(This can cause the spirit to flee, fight, etc.)*

Level 4: Calm

Brujah/Anti are known for their passion. The Dreamers are no different, but Calm was cultivated

to help them work as a team. The Dream binds them, but Calm keeps them in line.

System: This power costs a blood trait to activate and is used in tandem with Quell the Beast. Once activated, the Dreamer may target another Brujah/Anti who has been given the Dream, and engage in a Quell the Beast challenge, without the need for touch or eye contact.

Level 5: Call to Arms

The Matriarchs of the island have reached out to allies in the past. The Dream itself is proof that they rely on allies when they are needed. Pride is a killer, and protecting the prison is paramount. This gift has been passed on to the Dreamers, to keep the spirit of allies alive. The Dream is important, but to stay among themselves alone makes their possible mission fail.

System: This power costs a blood trait to activate, and a static mental challenge of 5+the number of individuals they wish to involve, retests Tactics or Demonology. In addition, once the first round of conflict begins, this power costs temporary willpower per round to maintain.

As part of activating this power the Dreamer is required to give a rousing speech about what is about to transpire *(requiring at least three levels of an ability that would represent such public speaking)* and touch every member. Every member involved is connected to the Dreamer, like Transfer. Once the conflict begins, the user of Call to Arms may not do anything but concentrate on maintaining this power.

While active, the user may do the following to anyone involved in the original activation:

-Use an ability on their behalf *(Example: Mary the Malkavian goes to strike a target but is out of the melee)*





ability. On her behalf Bob the Brujah/Anti uses one of their melee abilities in their stead).

-May choose to expend a temporary willpower to take on the negative effect that someone is afflicted by (*Example: Mary the Malkavian is afflicted with Dread Gaze instead Bob the Brujah/Anti uses this option to instead be forced to flee*). This cannot be done to take over an affliction they are immune too.

-Transfer up to three damage from strike to themselves, which may only be reduced with Fortitude.

-With Demon/Infernal influence only: The Dreamer may use their traits to defend against an infernal/demonic attack (*only items such as Dark Thaumaturgy, Lores, etc.*). If the challenge is lost, the power targets the user, not the target.

Dracian Lore:

Dracian Lore 1: You have heard tales of the one known as Dracian. Some point to a mortal, some to a mage, and some to a vampire. It is hard to know which one, or if any of these tales are true. There are rumors that his line has survived to this day. You know that his lore is sometimes mistaken for Rom

Dracian Lore 2: You now know of talk of Dracian within almost any creature type. Some Kinfolk, Ghouls, and even supernatural mortals. Mages tend to have an increased aptitude if they originate from this line. You know of the existence of Pillars of Dracian. You know the names of the common Affinities (*the non-custom packet affinities*), and roughly what they are capable of 15

Dracian Lore 3: You know now that the blood of Dracian is powerful enough to survive the ages. Traces of his power linger in those of modern nights. Those born with this lineage vary in power

but still gain abilities that many do not. The most common is Pillars of Dracian, but there are some who seem to have family ties to Affinities and powers beyond. These powers tend to stay in the creature types that are not fully supernatural. Ghouls, Kinfolk, and others are known to stay in tune with their original lines. Those that go through full changes tend to lose access or get weakened versions of these gifts. Vampires suffer the harshest of changes, as their very blood is drained and replaced. The Dreamers are Brujah/Brujah Anti who fought and died in the ghost of Spain. Many killed demons, many are unwilling members, but regardless of involvement they are actually dedicated to fighting and destroying demonic influence. The Affinity the Dream was created to create soldiers to fight, and return, those lost to modern fighters. Dracian despised demons, and the Brujah of old were close allies.

Dracian Lore 4 (Coordinator Approval): You know that the Ravnos have a connection to Dracian. Maybe the founder, maybe before, who knows the truth. Either way, the Ravnos have a stronger connection to his gifts and lineage. When a Ravnos is embraced, the weakened state normally caused by the blood is weakened. The second group that is resilient to these changes are the Silent Striders. Their innate connection is not truly known, but many of their talents stay true through the first change. You know Rodina created the Renascut ritual to return those Descendant of Dracians back into Ravnos where she believes they belong

Dracian Lore 5 (Coordinator Approval): You know the Dracian still has a line of his pure lineage, known as the Dacian (see Dacian section). You know Rom are not supernatural in and of themselves. Just that many of Dracian's line survived among their families. Years of breeding between the Romani families and the Dracian led to the creation of the main family affinities. You





know Dracian has a deep-rooted hatred for the clan founders, and supports the Lillians who do not harm mortals. You know Dracian was originally a Mage before his embrace. There are only two known ways to learn his magic. Non-vampires learn it via birth and their innate connection (which can carry over via the embrace). Kindred may attempt to learn it, but only from three sources. The Romani have learned how to unlock it via the Tree of Life, the Brujah have created a way to unlock old bargains known as the Dream, and the Dacian can teach their in-clan.



Notable Brujah

Manuela Cardoso - The Justicar

Manuela was embraced in Brazil in the 17th century. A former slave who does not hide her past, she rose in prominence and traveled to many cities in Europe in the 18th Century, one of few kindred who would make the dangerous trip across the Atlantic more than once. While her career through several positions in many Domains was public enough, her name remained somewhat shielded from the general population. Known as a brilliant tactician and diplomat, her loyalty to the Camarilla and its ideals was perhaps her most known feature. In 2015 she appeared at a gathering in Brasilia, capital of Brazil, claiming to be the new Justicar of Clan Brujah in replacement of Jaroslav Pascek. A quiet dispute between the two broke off as he claimed she was an impostor and a liar. In the end, her name was confirmed as the true Justicar.

Valeria - The Chief Archon

Little is known about the Brujah Justicar's Chief Archon. The name rose somewhat around the 18th century, around domains of the Old World. While her reputation seems to be that of a diplomat and a politician of the finest caliber, she is usually seen at the side of the Justicar she serves, a shadow never too far behind. She usually handles most of the business of the office, ensuring only matters of great importance reach the Justicar.




Theo Bell – Archon to Manuela Cardoso

His reputation precedes him, usually right before a well-placed fist. There isn't a region in North America that cannot boast of an encounter with Theo Bell, most of which involves the torpor of swaths of Kindred who dared provoke the Justicar, or perhaps stepped a toe out of a line that only Theo Bell knows. Anyone wishing to become more acquainted with him is heavily advised against it, and would do well to engender themselves to Archon Valeria instead.

Formerly in service to the replaced Jaroslav Pascek, now Theo Bell must define his role once again inside the offices of the new Justicar.

Eleanor de Valois

A striking Brujah with long dark hair and appraising eyes, Eleanor is the childe of Camarilla founder Adana di Sforza. A philosopher at heart, she sympathizes with the Anarch perspective but believes in the Camarilla's role in protecting Kindred. Trusted as a voice of



moderation, she served as facilitator and spokesperson at the historic Convention of Thorns, keeping debates civil and preventing violence. Eleanor excels at etiquette and is fluent in most European languages as well as highly skilled as a diplomat and strategist.

Alexander Meuser

He embraced Kindred existence after attracting the attention of a Brujah impressed by his debating skill and passionate ideals. Drawing parallels between the struggles of the Jewish people and the Brujah, he dedicated himself to leadership and the fight for justice in both mortal and Kindred spheres.

Residing in Palestine, Meuser led resistance efforts against British occupiers and aided refugees during World War II. Within the Camarilla, he assumed the office of Prince of Jerusalem as a diplomatic figurehead, maintaining peace while subtly consolidating his own power. His strategic acumen allows him to unite disparate Kindred factions under his banner, promising stability and loyalty while remaining a persuasive and influential voice in regional politics.

Robin Leeland

Robin predates the founding of the Camarilla and the 1st Anarch Revolt. A Prince of his lands in the Dark Ages, and well connected to many kindred of significant age. Centuries gone by and he Sired the infamous Wat Tyler, the

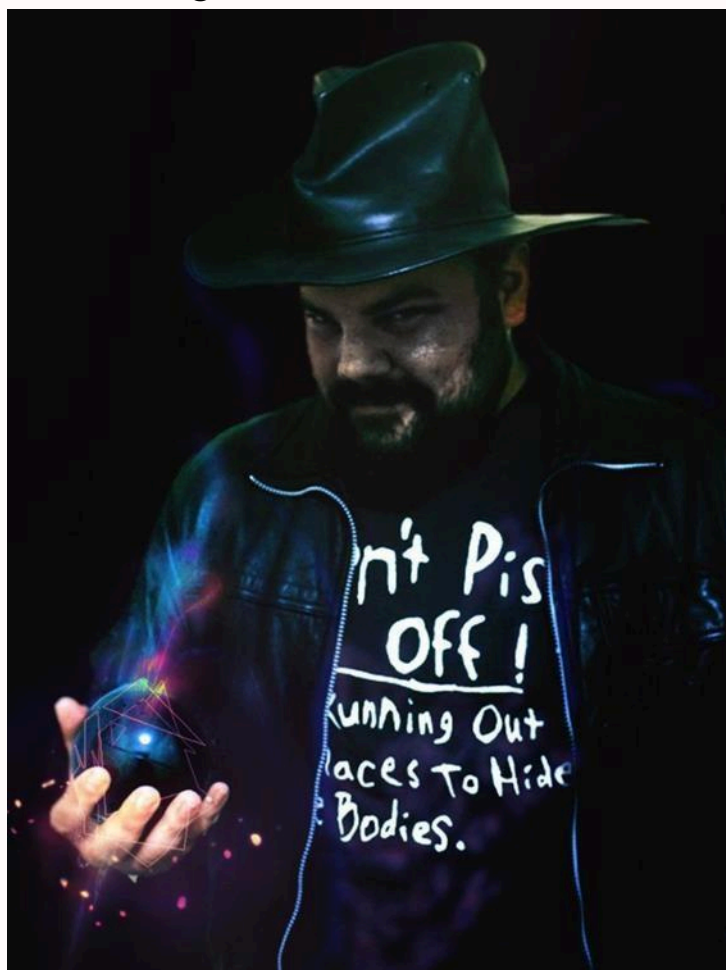
Anarch to light the fires of the first Anarch Revolt. Their relationship became strained and distance grew between them.

During the Year of Fire, Robin denounced his title of Prince and began publicly supporting those from the 1st city of Carthage that had awoken when Troile rose. He warned the Camarilla and others that the powers of Carthage would be turned full force if they attempted to stop their dream of Vampiric Freedom among Mortals.

Having earned the ire of the Justicariate, Robin became a wanted man for his support of the Carthaginians that sought to rip the masquerade wide open. Then with the corruption of the Carthaginians by the Baali within their ranks, Robin disappeared for some time, unable to be found.

He is said to have been last seen at the "el Libertad" in NY over the summer of 2016. He has shown he supports the Changed and calls them brothers, as well as announced the reformation of the Prometheans.

Smiling Jack



Smiling Jack is the epitome of an iconoclast, Nihilist, so called Captain Anarch. He's been seen all across the world from the Caribbean, South America, East Coast West Coast, if there is trouble to be made and Ventrue to piss off, Jack has probably been there.

His most well known "trick" would have been when he held the guests of the Queen Mary all Hostage back in Los Angeles 2013 by rigging explosives throughout the ship. Some found it hilarious, some genuinely feared for their lives. Smiling Jack got his rocks off.

Smiling Jack has never been one for politics or taking up a gang or leadership role within the Movement, he instead mentors young Anarchs and acts like a role model. He has taken in many thin bloods and is rumored to have agents of his in the Blood Republic that formed from the west Coast of Canada.

A common rumor still implies that Jack has been aiding Tremere who have run from the clan by protecting them in exchange for access to their magic. None have been able to confirm the truth to this, nor has anyone had the nerve to address the suspicion of Smiling Jack directly. He can definitely shoot fireballs though. So there's that.

Dark Selina

An elder Brujah and former prince of the Camarilla, Dark Selina has long since supported what she believes to be the true ideals of the Sword of Caine - absolute freedom from the oppression of the Elders. She is known to have supported the Sabbat of New England for years in their campaigns to destroy the Ivory Tower. Her support (often unknown to many Sabbat) has resulted in New England becoming the largest and

Roman Pendragon

Roman Pendragon was born in 1683 CE, the third son of a wealthy landowner in eastern England. Pendragon joined the British Army and fought in the campaigns of the War of Spanish Succession.

He advanced quickly through the officer ranks. His leadership qualities, combined with a ruthless persistence and a Machiavellian approach to politics, were rewarded often and well by his superiors. It was no secret that he was being groomed for a top seat in Parliament. However, his political dreams in the mortal world were never to materialize in the manner he had planned.



Tonight, Roman remains a powerful Camarilla elder and Prince in New England. His reputation for war and brutality in his pursuits are becoming more widespread. Roman is not the model humane Camarilla citizen. He is the necessary evil of a War General the Camarilla often desperately lacks. Some claim his Military prowess equals or rivals that of the Legendary Cardinal Polonia.

Critias

During his lifetime, Critias lived in Athens and was a popular philosopher who populated Sophist teachings. His philosophies made him many enemies among the nobility of the city and when the plague hit Athens they accused him of corrupting the city's youth and exiled him. But before he could go anywhere, he was visited by a dark stranger who introduced himself as Menele.

Sometime in the 16th century he founded the Council of Scales, a kind of oversight committee who took an interest in how justice was carried out by agents of the Camarilla. He spends his time teaching a few courses of philosophy at the university, enjoying the company of bright young males who later become part of a network of intellectual retainers that stretches across the whole United States.

Masako

The once proud Justicar of the Brujah clan has fallen from the Ivory Towers Grace since the death of her lover Madame Guil. Since that faithful

night when Madame Guil slew and diablerized the Assamite Tariq the Silent, and Masako was forced to execute her love; the once proud Justicar was adrift in events that caused the death of her love. Following her last task as Justicar, Masako resigned as the Brujah Justicar and returned to her homeland of Japan to find peace in what had happened.

Unable to cope with the loss of her love, Masako spent many nights contemplating meeting the sun to be with her once more. She could not understand how someone with so much standing and value to the Camarilla could be killed for slaying one of the Red List. This puzzle racked at Masako for years. How could all she believe in have so quickly turned on her? It was all to become one night in the Streets of Tokyo.

While quietly contemplating her own final death and her sorrow; Masako was greeted by someone who held the answers. Madame Guil's former lover Luc of the Sabbat found Masako and explained to her what truly had happened. Luc revealed that he had known Guil for centuries, and they too were lovers. It would seem the Inner Circle had found out about their forbidden love and manipulated events to result in her death before she would have a chance to defect to the Sabbat to be with Luc. Despite all the arrangements Luc had made with the Black Hand, it was too late. Madame Guil was dead and not Masako was to blame for being played in the Jihad by the Camarilla.

Furious with this revelation, the once proud Justicar turned her sorrow into fire. She would seek revenge against the Camarilla that had forced her hand in slaying her love. That night with the help of Luc, Masako swore to the cause of the Sword of Caine and revenge. So as to not immediately





alert the Camarilla of the defection of a former Justicar to the Sabbat, Luc and the local members of the sec decided to keep such conversion as quiet as possible. This was fine with Masako who wanted to climb the ladder of the Sabbat to grow in strength and see her revenge upon the Ivory tower.

Once news of the former Justicar's defection to the Sabbat made its way to the Consistory, they decided for the time being Masako should remain in Asia and in hiding. They agreed the Camarilla's response would be strong to such an act and the sect would rather hold its cards to its chest rather than lay them all out on the table. After many years since then that time has finally come.

Cristobal Santos

Calm, measured, and unyieldingly disciplined, Cristóbal Santos represents the path of law, tradition, and measured power within the Santos bloodline. As the Camarilla-aligned progenitor, he seeks to protect humanity and the integrity of his clan while honoring the Wanga traditions passed down through his line. Cristóbal's wisdom and diplomacy have allowed him to act as a stabilizing force among the scattered Santos, fostering loyalty and trust within the Camarilla. Though less overtly militant than Mateo, his mastery of blood magic and presence in vampire politics makes him a formidable and subtle manipulator of events behind the scenes.

Mateo Santos

A brooding and charismatic figure, Mateo Santos embodies the fiery spirit of rebellion. Deeply devoted to the faith of his ancestors, he embraces

the Wanga and Santeria practices of his lineage as both a spiritual path and a source of supernatural power. As the founder of the Sabbat branch of the Santos bloodline, Mateo emphasizes community, balance, and loyalty to family above all else. He is a natural leader among those who seek freedom from oppression, and his presence commands respect and fear alike. Despite his Sabbat alignment, Mateo's devotion to faith tempers his brutality, making him both a spiritual guide and a fierce warrior.





Source Material

V20: Vampire: the Masquerade, 20th Anniversary Edition
PGtHC: Players Guide to the High Clans

PGtLC: Players Guide to the Low Clans
LotC: Lore of the Clans

LS2: Libellus Sanguinis 2
CoP: Council of Primogen

DA20: Vampire: the Dark Ages, 20th Anniversary Edition
Laws of the Night: Revised

Laws of the Night: Revised - Storytellers Guide
Clanbook Brujah: Revised

Encyclopedia Vampirica

Chase Ashford will always be a Brujah Antitribu no matter how much KJ juice he drinks and gets

