

Camarilla Societies Packet

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Notify/Approval/Disallow

This is not a comprehensive list of Camarilla R&U, but only those pertaining directly to Camarilla Societies and Cults. Please see the OWbN Character Bylaws for a comprehensive list.

Society Membership and Rank

Membership in any Society without going through the IC process outlined in this packet requires Camarilla Coordinator Approval for PCs and NPCs.

Advancing in rank for any Society without going through the IC process outlined in this packet requires Camarilla Coordinator Approval for PCs and NPCs.

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- i. E Division membership
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- iii. Ivory Legion membership
- iv. Elysian Knights membership
- v. Compass Academy membership
- vi. Edenic Groundskeepers membership
- vii. Phaniel's Call membership

- b. Camarilla Organizations, Societies, and Cults Controlled Membership - PC: Coordinator Approval - NPC: Coordinator Approval - Coordinator: Camarilla

- i. Josian Solicitor
 - i. Requires signed Binding Agreement
- ii. Josian Magistrate
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3. Beast's Bane
4. Open Communication
5. Knowledge is Power
6. See the Veiled Truth
7. Wolf in Wolf's Clothing
8. Phantom Ward: (Creature)
9. Reveal Beast's Compact
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 - c. Non-Camarilla PCs and NPCs: Coordinator Disallowed - NPC: Coordinator Disallowed -Coordinator: Camarilla
14. Unified Will
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24. Micro Management
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49. Camarilla Regulated Combination Disciplines for Society Members - PC: Storyteller Approval- NPC: Storyteller Approval- Coordinator: Camarilla

- a. Kindred who have achieved the appropriate rank in E-Division and are still in E-Division:
 - 1. Knowledge is Power
 - 2. See the Veiled Truth
 - 3. Wolf in Wolf's Clothing
 - 4. Phantom Ward: (Creature)
- b. Kindred who have achieved the appropriate rank in Elysium Knights Society and are still in Elysium Knights Society:
 - 1. Invitation Please
 - 2. Mind the Dress/Suit
 - 3. Beast's Bane
 - 4. Open Communication
- c. Kindred who have achieved the appropriate rank in the Josians and are still in the Josians
 - 1. Reveal Beast's Compact
 - 2. Kindreds' Domain
 - 3. Powers at Play
 - 4. Strength of Conviction
 - 5. False Death
- d. Kindred who have achieved the appropriate rank in the Ivory Legion and are still in the Ivory Legion:
 - 1. Unified Will
 - 2. Glancing Blow
 - 3. Armor Dance
 - 4. Iron Resolve
 - 5. Determination
- e. Kindred who have achieved the appropriate rank in M.U.T.E and are still in M.U.T.E.:
 - 1. Obfuscate Program
 - 2. Free Hand Hacking
 - 3. Predictive Analytics
 - 4. Malware Scan
 - 5. Corporate Umbrella
 - 6. Micro Management
- f. Kindred who have achieved the appropriate rank in The Compass Academy and are still in The Compass Academy:
 - 1. Moral Counseling
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50. Camarilla Regulated Combination Disciplines - PC: Coordinator Approval - NPC:
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 False Death

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i. Non-Camarilla PCs and NPCs: Coordinator Disallowed - NPC: Coordinator Disallowed - Coordinator: Camarilla

Abbreviation Guide

BA	Binding Agreement
EKS	Elysian Knights Society
IC	In Character
OOC	Out of Character
ST	Storyteller

Foreword

Almost as long as there have been Kindred, they have grouped themselves together in various broods, sects, societies, coteries, etcetera. While the definitions of these groupings can get blurry or intermingle, they are an integral part of Kindred culture. This Packet explores some of these groups inside of the Camarilla; mainly focusing on the Major Societies.

Overview of Major Open Societies

New challenges face the Camarilla in modern nights, such as difficulties keeping the Masquerade around modern technology, other vampires encroaching on their dominance, confused neonate morale, and forces seeking to destroy the world itself. These problems are often so great that they are beyond the resources or bounds of a single Domain. The Camarilla formalized Societies to address such issues more effectively and efficiently. The Societies also serve as platforms to encourage and teach Kindred to take more productive roles in the Camarilla.

This section outlines the framework and powers of the Camarilla's official open Societies. Each Society has its own unique culture that continues to evolve and may not be fully detailed within this document.

The Elysian Knights Society, E-Division, Josians, Ivory Legion, M.U.T.E., and the Compass Academy are sanctioned Societies that recruit from Acknowledged Kindred. They have a mandate to actively support the Ivory Tower and are backed by the Camarilla's Elders. A Camarilla Kindred may be a member of only one Major Society with the exception of the Compass Academy.

Two Worlds

In the Camarilla, there is a divide between the older Domains based primarily in Europe and the newer Domains of the Americas. While the top leadership of the Societies is global, crossover between New and Old Kindred is limited. Even in the Societies, older Kindred tend to be more insular and static. Since European Kindred are loath to interact outside of areas where they have entrenched themselves, the Camarilla often calls upon younger North and South American Kindred when travel or dramatic action is necessary.

OOO Expectations

Societies are vehicles for greater connectivity across OWbN for all Camarilla players, both those inside and outside of the Societies. Members are expected to stay responsive. There are certainly real life exceptions, but players wishing to join should enjoy a certain amount of email/Discord/proxy play, especially if they want to move up.

Anyone with the prerequisites may apply to the Major Societies. Application and admission are handled in character. Most admissions, promotions, and routine operations are handled by PCs with NPCs existing to provide oversight, both IC and OOC. Having the OOC prerequisites does not guarantee admission or promotion. Should a PC be rejected they *may* appeal the decision to an NPC (or Camarilla Coordinator and team), but there will need to be a very good reason (either IC or OOC) to overrule the PC leadership's call. PCs may not be a part of a Society without going through these channels.

No member of a Societies should feel entitled to interact with a local plot and no local ST should feel obligated to directly involve PCs outside of their game. Crafting collaborative stories can be difficult and trying to involve people on a national level adds a whole new level of complexity that should be appreciated.

General IC Expectations

The Societies are supported by the Justicars and Camarilla Elders because they believe that the Societies contribute to the betterment of the Camarilla. Members who are not seen as contributing to their Society's mandate may be demoted or removed. Contribution differs depending on the Society, from risking your unlife against a demon, lending resources to repair

a Masquerade breach, or hosting a party. The Ivory Legion, M.U.T.E., and E-division especially are meant to be resources that Princes can call to aid their Domain.

As members of Societies gain Honorary Status and other benefits, they should not necessarily expect further payment for fulfilling the duty of the Society. While nothing prevents Society members from accepting gifts or payment if offered, demanding Boons or other payment for performing their Society duties may be considered scandalous. That said, the line between aiding a Domain and helping a Prince with a personal project is not always clear. Princes should not fear incurring debt due to enlisting the support of a Society for the good of their Domain, but that does not mean they have a blank check for building up their own personal assets. A Prince should also not become overly reliant on a Society for their Domain to function.

Trial Membership

All Camarilla Societies have the optional rank of Initiate. An Initiate is a trial member that *may* be added to group communications or take part in Society functions but gains *none* of the other benefits. They are not considered a full member and may leave the group without repercussions. You may *not* be an Initiate of more than one Society at the same time, but may leave at will and attempt to become an Initiate in another Society. Initiates are added or removed by the same process as the lowest rank or by Society leadership.

Leaving a Society and Punishment

Sometimes, someone might want to leave a Society for IC or OOC reasons. If addressed properly, OOC or IC you can leave a society on good terms.

If one leaves a Camarilla Society on bad terms, they may be granted the Negative Status *Dismissed*. Each Society has its own way of granting the *Dismissed* status. *Dismissed* counts against you in a comparison of Status traits (seen as one less) and you may not join any other Society until it is removed. *Dismissed* lasts a year and a day, but can also be removed by the terms of the Society where it was granted, by a Justicar, or by the Harridan.

In times when removal is not desired, Society leadership may also give the Negative Status *Admonished*. Those with the Negative Status *Admonished* may not claim the Honorary Status for being a member of a Society nor call on any other Society benefit. *Admonished* lasts from three to six months as determined when it is given.

Society-specific perks, Combination Disciplines, and Merits are lost if you are not a member of the society. XP can be refunded with local ST approval. Individuals are also responsible for removing themselves from Society communications.

Society Negative Status Summary

Dismissed - A Kindred bearing this negative has been disgracefully ejected from a Society

- Mechanics: Seen as one less in comparison of Status traits; may not join any other Major Society until removed
- Given by: Society leadership (see “Procedures and Punishments” section under each Society for more details)
- Duration: 1 year and a day; may be removed sooner by Society that granted it, the Harridan, or a Justicar.

Admonished - this Kindred has been reprimanded by their Society, but not ejected

- Mechanics: May not claim the Honorary Status for Society membership or call on any Society benefits.
- Given by: Society leadership (see “Procedures and Punishments” section under each Society for more details)
- Duration: 3 to 6 months; may be removed sooner by Society that granted it, the Harridan, or a Justicar.

Elysian Knights Society

Overview

After the formation of The Ivory Legion, E-Division, and M.U.T.E., several influential elders (notably including Princes François Villon and Anushin-Rawan) lamented that there was not greater attention paid to what they considered the most important facets of the Camarilla. To them, part of being “Kindred” was gathering and connecting with each other to stay social and keep engaged.

The Justicariate elevated the Elysian Knights as a Society in 2023 to focus on the social aspects of the Camarilla. Its members primarily concentrate their efforts on the importance of social norms, culture, and safe places to gather. In practice, they enjoy planning parties, hosting salons, and sharing successful salon topics and party games with each other.

Source Material: One World by Night

Nicknames: Socialites, Social-Knights, EKS

Role Within the Camarilla: planning parties, hosting salons and other discussions, keeping Kindred engaged, and protecting Elysia

Authority within the Camarilla: Members of the EKS do not claim to have any official authority, but tend to be masters of Prestation. In recognition of its influential members, the Grandees have been granted some power to strip temporary Standing. Members will often work together to use the established rules of Prestation to their advantage. They are respected for their efforts and value being well-connected. Members are usually happy to help non-members with planning parties or salon ideas.

Titles and Status: Members of the Elysian Knights Society may claim their rank as their title. Note that some in the Elysian Knights Society refer to themselves simply as “Knight”; these members tend to focus on the physical protection of Elysia. All members gain the Honorary Status *Honorable*.

Grandees and the Patron (NPC only) get the Honorary Status *Honorable* and *Admired*. These positions also raise the limit on their Honorary Status by one.

Structure and Ranks of the Elysian Knights Society

The EKS has three ranks. That vast majority of EKS members are Magnificos. Every year a few members are elevated to the temporary position of Grandee. The head of the Society is known as the Patron.

- **Magnifico (or Knight)**
 - Prerequisites:
 - At least Etiquette 3, Politics 3, and Camarilla Lore 3
 - At least 3 personal standing. *Note: members are not automatically removed if they drop to 2 status.*
 - Applicants must secure support from at least three current members and be confirmed by a referendum or the Patron
 - Notification to Camarilla Coordinator
 - Advantages:
 - Members of this Rank and higher may receive the Society benefits and Combination Disciplines listed in the Society Benefits section. There should be at least 3 months between the purchase of any Society-Specific Merit or Combination Discipline.
 - Mentors to help with learning the Merit: Calm Heart and Merit: Magic Sensitivity.
 - Members may call on an NPC in the EKS to act as an Ally/Mentor to loan Standing for one night. This advantage should not be used more than once every 3 months. *NOTE: Local STs may create and portray this NPC. These NPCs are Notified to the Camarilla Coord and no more than one should exist per game. Otherwise, the Camarilla Coord or subcoord can provide an NPC.*
 - Expectations:

- Members of the EKS are expected to participate in the Camarilla. They should communicate on the Camarilla forum *at least* once every three months. Even a “congratulations” message counts for this expectation. *Note: This requirement is not necessary for NPCs*
 - Members are expected to be socially active and to actively encourage and support Elysia, salons, and other peaceful gatherings. Civility among members of the Society is expected. Thus, unexplained isolation, blatant rudeness to other members, patterns of overt violence, or undermining the safety of a peaceful gathering may result in expulsion.
 - Acquiring the negative Status *Despoiler* results in immediate expulsion.
- **Grandee**
 - Prerequisites: Below is the system for Grandees in North and South America (PCs). The Elders of Europe use a different system (NPCs).
 - Once a year in February, the Patron organizes a public vote among the EKS to choose the Grandees. The Patron first determines how many Grandee positions will be filled for the year. There may not be more than three per Continent, but they may decide to have fewer.
 - Members who wish to serve as Grandee must declare their desire to the members of the EKS by February 15th.
 - Members each get two votes, which are submitted to the Patron. No member may vote for themselves.
 - Voting concludes on the last day of February or when all members have voted, whichever comes first.
 - The Patron tallies the votes and announces the Grandees for the upcoming year. They may adjust the total number of Grandees for the year depending on the outcome of this vote.
 - Advantages:
 - Grandees get an additional honorary status of “Admired”, which also raises their Honorary Status limit by one.
 - Grandees may temporarily strip Status from any member of the Camarilla for acting rude or boreish in Salons the EKS hosts or from those involved in conversations a member of the EKS initiated in a public forum. This temporary stripping lasts up to three months and costs the Grandee nothing. While the Grandees have this ability to strip Standing, they have no special immunity from repercussions from Princes, Harpies, the EKS, etc.
 - A Grandee may call a referendum for any matter they find important to the EKS without the need of other members’ support.
 - Expectations:
 - Monitor the activity of EKS members to ensure that they are fulfilling expectations
 - Perform other tasks as requested by the Patron
 - Act as an ambassador and point of contact for the EKS
 - No one can serve as a Grandee for two years in a row.

- Patron (NPC): This influential Elder serves as the internal arbiter for the Elysian Knights Society should the need arise. The Patron gains the additional Honorary Status of *Admired*, which also raises their Honorary Status limit by one. They are allowed to unilaterally remove any member, grant the Negative Status *Dismissed* and *Admonished*, demote Grandees, call for a special election, and make any other decision for the good of the Society.

Procedures and Punishments

The EKS usually workshops projects or handles them as small groups. Members will lend each other Standing for sensitive salon topics so as to guard against a local Harpy calling scandal. Likewise, they may act in concert as per the normal rules of Prestation, to temporarily (or even permanently) strip Status from an individual who has too aggressively harassed one of their number. (see LotN:R pg.218)

The Patron can give the negative Status *Admonished* to any EKS member, as well as remove them and give the negative *Dismissed*. Furthermore, these punishments can be levied by successfully passing a referendum. Grandees may call for such a vote. Any other member who wishes to initiate the process must have the support of at least two other EKS members. All members of the EKS are given the opportunity to say if they are for or against the action while declaring their total Permanent Status (loaned Status cannot be called upon for this purpose). The motion is decided by the side of the issue that is backed with the most Standing. Therefore, an Individual with 12 Status can stop a removal brought forward by 3 individuals with 3 Status each, totaling 9. If the referendum is to decide punishment, the individual to be sanctioned may not add their Standing.

Society Specific Benefits

General Advantage

For each point of Politics and Etiquette that an EKS member possesses, they gain one 'free' use of that Ability per night. For example, if they have Politics 4, they may expend Politics eight times in a night.

Combination Disciplines

Invitation Please

Prerequisites: Auspex 2, Animalism 3

XP Cost: 5

For Kindred wishing to gather in peace, recognizing interlopers is a very important skill. This Combination Discipline allows one to instantly recognize those who are of the Blood and those who are not by sensing the Kindred Beast.

With a moment of concentration with either touch or eye contact you can sense the connection to the Vampiric Beast in a Kindred or a Ghoul. Once the conditions have been met, you can ask your target OOC, "Are you a vampire or a ghoul?" and expect a truthful answer of Vampire, Ghoul, or neither. While there may be ways to mask the Beast and so hide one's Kindred nature, it is impossible to fake a Kindred Beast making false positives impossible.

Mind the Dress/Suit

Prerequisites: Celerity 2, Fortitude 4

XP Cost: 4

There is never any collateral damage to your clothes or any art you care about when you are around. Blood, soot, and debris wipe away with a simple swipe of your hand. Paintings may be knocked off the walls, flames may lick at tapestries, furniture may be tossed across the room, but all will remain miraculously unharmed. You may suppress Mind the Dress/Suit at will. This power cannot prevent purposeful damage, such as, "I am Brutal to tear the Picasso in half."

Beast's Bane

Prerequisites: Animalism 3, Presence 3

XP Cost: 6

By augmenting your own Beast with Presence, you become an undesirable target for those in Frenzy, even if it is a controlled frenzy. Spend a Willpower to activate Beast's Bane for the scene; this is instant, may be declared in response to a character entering Frenzy, and does not require an action. While this power is active, those in Frenzy must first spend a Social Trait and defeat you in a Social Test (retest Animal Ken) before they can target you with any action. If they fail this test, they lose their action as their Beast balks. This effect ends immediately for an individual in Frenzy if you target them with any power other than Animalism or Presence, or if you deal any damage to them. Once this power is activated, you may expand the protective effect to others you can see by spending a Blood on your action. Should they violate the terms of Beast's Bane, it breaks only for them, not for you.

Open Communication

Prerequisites: Auspex 4, Presence 1

XP Cost: 6

When hosting Salons, it is important that everyone is able to understand each other. Spend a Willpower to activate Open Communication. For the next scene or hour, everyone in the conversation with you will be able to understand each other's language. This technique will only work if the speaker *wants* to be understood. It does not function through recorded media and cannot overcome flaws in communication; it only allows an unknown language to be understood. Characters will realize they are understanding a language they do not speak.

Other Benefits

Merit: Master of Elysium

XP Cost: 6 (note, this is the post-character creation cost, as this Merit cannot be purchased at Character creation)

While on the grounds of an established Elysium, you may spend a Willpower for a retest on any tests involving your attempts to preserve or protect Elysium, or those on it, to a limit of once per challenge. This only works on Established Elysia that can be considered places of culture, not places named the same night, nor low-brow places like warehouses or shady bowling alleys. The ST is the final arbitrator of when this retest would be applicable.

E-Division

Overview

E-Division dedicates itself to studying supernatural creatures and phenomena that Camarilla Kindred encounter and providing advice on how to deal with them when they become threats. Members of E-Division take many different forms, such as adventuring archaeologist, clandestine men in black, sterile scientists in pristine labs, and hoary scholars in musty libraries. Any supernatural creature, such as Lupines, Fae, Wraiths, creatures of Smoke and Shadow, supernatural Hunters, Mages, and even Demons can fall under their purview.

Once limited to Archons, E-Division has opened itself up to others to be able to draw on the full expertise the Camarilla has to offer. While many members of E-Division may be capable warriors, their role is investigation, research, collecting knowledge, and providing advice. Besides working with Princes, they will often work in tandem with the Ivory Legion and the Josians to provide support.

Source Material: Archons & Templars, pg. 21

Nicknames: Enigmas, Agents

Role Within the Camarilla: E-Division's purpose is to study and advise on supernatural threats focusing on non-Kindred entities and phenomena

Authority within the Camarilla: Membership in E-Division does not grant any specific legal or legislative power within the Camarilla. While they have no authority to compel compliance with their advice, E-Division members are respected and sought for their expertise.

Titles and Status: Members of E-Division may claim the title "Agent" or "Special Agent" and gain the Honorary Status of *Insightful*.

Structure and Ranks of E-Division

E-Division values knowledge and the ability to cooperate and advise. Scholarly achievement is required for advancement, but one must also demonstrate commitment to the Society and inspire trust.

E-Division leadership also attempts to control the flow of valuable and dangerous knowledge by closely monitoring what Lore their members teach to those outside of the Society. They dissuade their members from teaching without sufficient compensation, strongly favoring deals that will grow their collective libraries.

- Agent:
 - Prerequisites:
 - Investigation 3, Enigmas 3, Academics 3, and 9 points of non-Kindred related Lores
 - Approved by a Directing Agent or higher
 - Notification to Camarilla Coord
 - Advantages of Rank:
 - E-Division acts as a Mentor to teach two non-Kindred related Lores up to level 2 (subject to regular Bylaw restrictions and ST approval)
 - Instruction in the combination discipline *Knowledge is Power*
 - Expectations:
 - E-Division expects full disclosure of Lore possessed by its members. Directing Agents have access to this information.
 - Directing Agents and higher can require you to teach other members of E-Division non-regulated Lores up to 2 without offering compensation.
 - Should not teach any non-Kindred related Lore over 2 outside of E-Division without notifying an Overseeing Agent.
- Supervising Agent:
 - Prerequisites:
 - Investigation 4, Enigmas 4, Academics 4, and 18 points of non-kindred related Lores
 - Promoted by a Directing Agent or higher
 - Advantages of Rank:
 - E-Division acts as a Mentor to teach up to three non-Kindred related Lores up to level 3 (subject to regular Bylaw restrictions)
 - Instruction in combination discipline *Wolf in Wolf's Clothing* and *See the Veiled Truth*
 - Expectations:
 - Should not teach any non-Kindred Lore over 3 outside E-Division without notifying an Overseeing Agent
- Directing Agent:
 - Prerequisites:
 - Investigation 5, Enigmas 5, Academics 5, and 30 points of non-Kindred Lore
 - Note of recommendation on file from two Camarilla Princes
 - Promoted by Overseeing Agent or higher
 - Advantages of Rank:
 - Instruction in the Combination Discipline *Phantom Ward*
 - E-Division acts as a Mentor to teach two non-Kindred related Lores up to level 5 (subject to regular Bylaw restrictions)
 - May purchase a "Mirror of Second Sight" for a Major Boon through the Tremere Justicar's office.

- Access to Occult Library 6. This can be run by local STs to help with specific questions to help with plots and should not be used for learning Lore.
 - May award Special Certification (see “Additional Internal Titles” section)
 - Expectations:
 - Should proactively bring new information into E-Division. This may take the form of new Lore or written reports of unique situations.
- **Overseeing Agent (PC or NPC):** Overseeing Agents coordinate all Agents in their region. No more than 3 Overseeing Agents will be appointed per continent.
 - Prerequisites:
 - 45 points of non-Kindred related Lores.
 - Note of recommendation on file by a total of five Camarilla Princes
 - Promoted by a Global Overseer
 - Approval by Camarilla Coord
 - Advantages of Rank:
 - Can ask for mission reports from any Agent
 - Can assign Agents to assist Princes, Archons, or other Agents
 - Can assign Agents to specific projects or tasks, such as public relations or recruitment
 - Can request Agents to pursue specific Lores
 - May award Special Certification (see “Additional Internal Titles” section)
 - Expectations:
 - Manage the reputation of E-Division
 - Cannot serve as a Prince, Archon, or Fury
 - Responsible for maintaining a database of E-Division’s collected knowledge and reports; this task may be delegated
- **Global Overseer (NPC Only):** The Overseers are the overall head of E-Division. They are responsible for guiding the Directors’ actions across the world and making sure E-Division operatives are always where they are needed. They possess all advantages and authority listed under the lower ranks, in addition to being able to overturn any decision made by lower ranking Agents.

Additional Internal Titles

Special Certifications are not part of the linear ranking of E-Division, but rather a recognition given to those that possess a certain skill set or knowledge. Any Agent may submit themselves for Special Certification to be recognized by a Directing Agent or higher. An Agent may claim the title “Special Agent” after achieving at least one Special Certification.

- **Expert Certification:** Agents with this certification have proven themselves knowledgeable in a specific supernatural element and are considered an expert. Agents may only claim one Expert Certification.
 - Requirement: At least 15 points of Lore directly related to the area of non-vampiric expertise. For example, to get your Expert Certification in Mages,

you may have the following Lores: Mage 5, Sphere 5, Order of Hermes 3, and Technocracy 2. Note that a Lore at 5 is preferred but not required.

- Reward of Recognition: Instruction in the Merit: Certified Expert (X)
- **Field Certification**: Agents with this Certification are capable and *willing* to engage in physical conflicts.
 - Requirement: 16 points from Archery, Blind Fighting, Brawl, Dodge, Firearms, Melee, Throwing, or Tactics and 10 dots in Physical Disciplines with at least one at Advanced.
 - Reward of Recognition: provided with a Crafts 5 weapon created with Potence 6: Master of the Forge with a Ward chosen by the Agent.
 - *Note: this certification and its reward may be removed if the Agent is no longer seen as willing to assist in physical conflict for E-Division.*
- **Erudite Certification**: Agents with this Certification are considered to be Lore masters among Lore masters and have deep knowledge over a broad range of subjects.
 - Requirement: 80 or more total points in any Lore
 - Reward of Recognition: Instruction in Merits: Eidetic Memory or Magic Sensitivity
- **Kindred Certification**: While E-Division focuses on non-kindred phenomena, they recognize the importance of understanding the intricacies of the Vampiric world. Agents with this Certification are well-versed in Kindred Studies.
 - Requirement: 40 points in Vampire related Lores including: Sect, Clan, Bloodline, etc.
 - Reward of Recognition: Instruction in the Advanced level of one of the common 8 Disciplines

Procedures and Punishments

E-Division has a hierarchical structure, with those of lower rank expected to defer to those above them in Society matters. Any disagreements can be appealed all the way up to the Global Overseer if necessary.

The Global Overseers and Overseeing Agents may demote lower ranked members, remove lower ranked members from E-Division, and grant or remove the Negative Status *Dismissed* or *Admonished*.

Society Specific Benefits

General Advantage

Should a member of E-Division fail a lore challenge to recall information and also fail their lore/ability retest they may call one additional free retest on the challenge.

Combination Disciplines

Knowledge is Power

Prerequisites: Dominate 3, Auspex 4

XP Cost: 7

Members of E-Division sometimes struggle with wanting to help with their knowledge but not wanting to share their hard-won Lore. This combination power allows them to temporarily implant pertinent knowledge in another's mind without them consciously knowing what they have learned. It also allows them to more directly apply their own knowledge.

Spend a blood trait and expend 1 to 4 of any "Lore" ability traits. For each lore trait spent you may gain a plus one trait bonus to either Occult or Investigation to a maximum of 2 bonus traits each. You may also use Knowledge is Power on another by spending a blood, making eye contact and spending 2 "Lore" ability traits for each bonus trait you wish to give to Occult or Investigation. Maximum of 2 bonus traits each still applies. Knowledge is Power last the scene of the hour whichever is shorter.

See the Veiled Truth

Prerequisites: Dominate 3, Auspex 4

XP Cost: 5

Many supernatural creatures have abilities that alter memories to hide their existence. See the Veiled Truth lets you know when these phenomena were at play. To use this Combination Discipline, you must have first established Telepathy, have eye contact and win a static Mental Challenge vs your target's Mental Traits, retest Intimidation. Once these conditions are met, you may spend Mental Traits in sequence for the effects below:

- First Mental Trait: You will know if your target was affected by a memory altering phenomenon within the last three months
- Second Mental Trait: You can identify what memory was altered or the time of the memory loss. This does not recover the memory; it just lets you know it was altered.
- Third Mental Trait: You can identify the power that affected your target such as Forgetful Mind, Mind Sphere, The Mists, The Fog, Delirium, Arcane, etc. Responses will be tailored by the ST dependent on your level of Lore.

Note: See the Veiled Truth only works with powers that affect memories, **not** powers that hide one's presence such as Obfuscate or Blur the Milky Eye. Rule of thumb, it affects powers that include the words like "memory" or "remember".

Wolf in Wolf's Clothing

Prerequisites: Animalism 3, Fortitude 3, Obfuscate 3

XP Cost: 6

Sometimes it is better that others do not know you are a vampire. Wolf in Wolf's Clothing can effectively hide your nature, but it is undeniable you are still something other than human.

Spend 1 Blood and a Willpower to activate this Combo. For the rest of the night, you gain the Flaw: Eerie Presence and any supernatural power used to determine your creature type automatically fails. While powers to determine your nature fail, the user of such powers can sense that their power failed even if they would not normally be aware of failure. You may end this power early.

Phantom Ward: (Creature)

Prerequisites: Presence 2, Auspex 5; at least Lore 2 for the chosen Creature Type

XP Cost: 8

You must specify the Creature Type (Lupine, Spirit, Mummy, etc.) at the time of purchasing this Combination Discipline. As stated above, you must have at least 2 levels of the appropriate Lore. You may not choose Kindred. You may buy this Combination Discipline multiple times for different creature types.

To create the Phantom Ward, you must first create a line on the ground in some way. For example, you can use a piece of chalk, trace in the dirt with your toe, or lay out a length of twine. The line may curve or angle into any shape you wish. Touch the line, and spend 1 Blood for every 10 feet of line to activate Phantom Ward. The chosen creature type will see a shimmering translucent barrier. To cross the line, affected characters take an action and beat you in a contested Social challenge, retest Intimidation. You gain a bonus trait for every point in appropriate Lore you possess, up to a maximum of 5 for this challenge. If they are physically forced across the Phantom Ward, they lose 2 Willpower. Phantom Ward lasts the scene or hour and remains in place even if the original 'line' used as the focus is disturbed. Once someone has won the challenge to cross your ward, they are immune to your wards for the rest of the scene or hour but are still impeded by Phantom Wards created by others.

Other Benefits

Certified Expert: (X)

XP Cost: 5 (note, this is the post-character creation cost, as this Merit cannot be purchased at Character creation)

You have learned to engage a specific enemy of the Camarilla. You must have at least 3 levels of Lore in your chosen enemy, which must be specified at the time you purchase this merit. You may call an Expert retest on 3 challenges a month in tests against your declared enemy. This counts as a Merit retest (like Luck) and may not be combined with other Merit retests in the same challenge. You may only purchase this Merit once.

Note: E-Division may not choose a Vampiric expertise for this Merit. Any supernatural creature type other than vampire is a valid focus.

Josians

Overview

Originally, the Josians were a secret order within the ranks of the Archons, a group sanctioned to hunt down and destroy Gehenna Cults, collect their seditious tomes, and prevent the spread of their teachings. In the years since the order's formation, their role slowly expanded, finally coming to a head during the Year of Fire. With the sudden resurgence of the Baali and the massive wave of Infernalism, the destruction of these creatures became a prominent focus for the Josians. At the behest of the Eldest of the Camarilla, they became a public Society and expanded their ranks to include non-Archons.

While they have become experts in combating infernal threats external to the Camarilla, their true mission is to investigate corrupting and seditious elements *inside* the Ivory Tower. They work to root out Gehenna cults, Infernalists, Noddists, and other treacherous beliefs that could threaten the Camarilla. This includes investigating those who seem overly sympathetic to external influences, such as Anarchs, Giovanni, or Followers of Set. Keeping regular contact with unAcknowledged Kindred can be enough to attract Josian scrutiny. While they are expected to be mindful of etiquette and social expectations when investigating Camarilla citizens, they will doggedly pursue any suspected evidence of corruption.

The Josians must walk a political tightrope within the Camarilla. They are the keepers of dangerous knowledge, secrets, and artifacts. They must often employ intrigue to ferret out their quarry. At the same time, they have learned that facing such dangerous adversaries exposes them to great risks of corruption. The Josians accept that no one is immune from falling to temptation. They maintain strenuous standards of accountability and internal disclosure of all evidence. For this reason, many Kindred are hesitant to involve a Josian in their own personal intrigue and some Josians become increasingly insular.

Note: While Josians are given the significant advantages they are the most scrutinized. They are limited in the stories they can pursue. Playing a Josian requires a Binding Agreement (BA) with the Camarilla Coordinator and a PC may be dismissed for reasons beyond their control. Even if someone leaves the Josians, a BA will stay in effect. Once a Josian, the character will not be allowed to bring shame to the Camarilla.

Source Material: Archons & Templars, pg. 21; Rites of Blood, pg.127

Nickname: Thought Police, Demon fighters

Role Within the Camarilla: An organization that hunts down and destroys Gehenna Cults, Infernalists, Noddists, and those that walk some of the most vile Paths of Enlightenment (such as, but not limited to, Path of Night, Lilith, Caine, and Evil Revelations). They also look into any

that have been “corrupted” away from the ideals of the Camarilla, such as those who get too close to Setites or even Anarchs.

Authority within the Camarilla: While individual Josians have relatively little authority, they are backed by some of the most powerful and influential Kindred in the Camarilla, including the Justicariate. Many are Servires or Archons themselves and able to use that authority in pursuing their Society’s mission. To deny a Josian is to ensure they return with the proper authority and a worse attitude.

Josians are expected to root out disloyalty wherever it may lurk within the Ivory Tower. They enjoy a certain level of political protection for the purposes of carrying out their duty. First, no one other than a Justicar or higher Ranking Josian may require them to reveal their sources or reasons for suspicion. Furthermore, no local authority may strip Status, demand Boons, or grant Negative Status to a Josian for questions or accusations made in private. This does *not* give Josians the intrinsic right to compel answers or use invasive interrogation techniques. Also, high ranking Josians have the ability to name individuals *Malcontent* should they feel it appropriate.

Titles and Status: Members of Josians may claim their Josian rank as their Title and gain the Honorary Status of *Feared*. Josians may opt to keep their membership a secret to the Camarilla at large, but in doing so claim neither title, Status, or political protection.

Structure and Ranks of the Josians

While Josians have become the face of Demon fighting, their true role is to police internal threats to the Camarilla’s stability. Even though powerful Disciplines and magics are used to ensure their loyalty, they are encouraged to keep watch on each other for signs of “wrong thinking”. As such, they are required to have a strong understanding of Camarilla laws and history. Rank is a matter of trust and experience, with the understanding that no one is above the risk of corruption. Josians may also develop a network of operatives called “Intercessors”, either as moles or to call on in a fight.

Kindred with the *Malcontent* negative Status are not permitted to hold Josian Rank. The Josians encourage Archons in their ranks so that they may use their authority as Archons in Josian duties. Likewise non-Archon members are often made Servires. On the other hand the Josians are hesitant to allow Princes into their ranks, and Princes may not rise to the rank of Arbiter, as the group does not wish the two responsibilities to come into conflict.

- Solicitor:
 - Prerequisite to Join:
 - Must have Camarilla Lore 3 or higher

- Must have at least two of the following Lores at 2: Sabbat, Anarch, Follower of Set, Giovanni, or any other Kindred group that might undermine loyalty to the Camarilla.
 - Undergo an extensive, invasive interview by at least two current members and must be approved by the Council of Invisibles.
 - Must have approval from Camarilla Coord with a Binding Agreement
 - Advantages of Rank:
 - Instruction in the Combination Discipline: *Quicken Sight* (Archons and Templars, pg. 14)
 - Instruction in the Combination Discipline: *Ear for Lies* (Road of Kings, pg. 72)
 - Instruction in the Combination Discipline: *Mind's Eye* (Archons and Templars, pg. 143-144)
 - Instruction in Combination *Discipline: Reveal the Beasts Compact*
 - Instruction in Combination *Discipline: Kindreds' Domain*
 - May not be stripped of Status, given negative Status, or forced to owe Boons for privately asking questions or voicing suspicions in pursuit of Josian duties. (See 'Authority Within the Camarilla' for more details)
 - Expectations:
 - Must submit to questioning from higher ranking members at any time
 - Give at least 5 traits of their Blood to the Council of Invisibles
 - Be bound by Oath to the Council of Invisibles (see 'Policies and Procedures' for more information)
 - Must send regular reports of their activities
 - Must proactively disclose any potential conflicts of interest or potential liabilities to those of higher rank
- Magistrate:
 - Prerequisite to Join:
 - At least two of the following Lores at 2: Noddist, Infernal, Bahari, Baali, Path of Enlightenment, Demon, or Wyrms
 - Sponsorship by an Arbiter and approval by the Invisibles
 - Advantages of Rank:
 - All advantages of lower ranks
 - Instruction in the Combination Discipline: *Anticipatory Locution* (Archons and Templars, pg. 142)
 - Instruction in the Combination Disciplines: *Anticipatory Visage*, (Archons and Templars, pg. 142)
 - Instruction in the Combination Discipline: *One of Us* (V20 Darkening Skies, pg 108)
 - Instruction in Combination *Discipline: Powers at Play*
 - Instruction in Combination *Discipline: Strength of Conviction*
 - May request the Ritual: *Recall Pattern* be cast upon them
 - Access to Occult Library 5 for specific information to perform duties, not for learning Lore

- May call on an Elder Arbiter as a Mentor/Ally to use the Superior Auspex power *Karmic Sight* on someone in their presence via *Clairvoyance*. Such use can be run by local STs, but must be reported to the Camarilla Coordinator
 - May call on an Elder Arbiter as a Mentor/Ally to cast *Tangle the Sisters' Skein* on them. Such use can be run by local STs, but must be reported to the Camarilla Coordinator
 - Expectations:
 - Must submit to questioning from higher ranking members
 - Must send regular reports of their activities
 - Proactively seek and suggest subjects for further investigation
- Arbiter:
 - Prerequisite to Join:
 - At least Camarilla Lore 4
 - At least 5 of the following Lores at 3: Sabbat, Anarch, Follower of Set, Giovanni, Noddist, Infernal, Bahari, Baali, Path of Enlightenment, Demon, Wyrn or any other Kindred group that might pull loyalty from the Camarilla.
 - Must have the Ritual: *Recall Pattern* cast upon them.
 - Advantages of Rank:
 - All advantages of lower ranks
 - Instruction in the Combination Discipline: *False Death* (Rites of Blood, pg. 127)
 - Instruction in the Combination Discipline: *Sound of a Breaking Oath* (Road of Kings pg. 73)
 - Access to Occult Library 6 for specific information to perform duties. This may help find details on specific rituals or demons at ST discretion. This access is not a blanket justification to learn Lores.
 - May grant the negative status *Malcontent* to any Kindred they investigate and find deserving of the moniker.
 - May grant the negative status *Admonished* to lower ranking Josians, but must have the support of at least one other Arbiter
 - Expectations:
 - Must submit to questioning from fellow Arbiters, the Invisibles, and their Voice.
 - Must proactively consider what information about themselves would cause ire in the Josians and share it appropriately. If something is considered a "Clan secret", it takes no less than a Justicar's clearance to avoid answering questions.
 - Cannot serve as a Prince
- Voice of the Invisibles (NPC Only): These potent, influential Kindred are assumed to know the true identity of the Invisibles. They use their name and Status so that the true identity of the Council of Invisibles may remain secret. In addition to this added level of

authority, they have all the powers and privileges of Arbiters. They may remove Josians and grant the Negative Status *Dismissed* and *Admonished*.

- The Council of Invisibles (NPC Only): Little is known about the mysterious individuals who make up the Council. They are rarely ever seen, instead preferring to communicate through secure channels or the Voice of the Invisibles. The Council is the highest authority among the Josians. They assign priority operations and review all information provided to them on investigations and local matters of interest.

Additional Internal Titles

Intercessors are not ranked members of the Josians but rather an internal title for Josians' operatives, close allies, or disposable assets. Intercessors receive no Status, and the title carries no weight outside of the Josians. They may be informants, captured members of a cult sent back to destroy their compatriots, or trusted individuals tapped for their combat prowess. Intercessors must be sponsored by an Arbiter even if they are brought in by a lower ranking member of the Josians.

- Prerequisite to Join:
 - Intercessors can be recruited by any Josian, but must have continuing sponsorship by an Arbiter
 - Intercessors must be made public to all of the Arbiters
 - Camarilla Coord Notification
- Advantages:
 - *May* gain access to some Josian benefits, but not any Josian-specific Combination Disciplines. To gain and keep these benefits they must have a Binding Agreement with the Camarilla Coord Office, and each item requires Camarilla Coord approval as they are not true members of the Society.
- Expectations:
 - Depending on circumstances, Intercessors may be required to have a BA with the Camarilla Coord.
 - Recruiting and sponsoring Josians may be held accountable for the failures of their Intercessor

Procedures and Punishments

Josians are bound by an oath to the Council of Invisibles. The exact nature of this bond is not known to outsiders and may include several different forms of supernatural enforcement. Should a Josian seek to betray the Camarilla they will be brought in and destroyed. In the rare circumstance one leaves the Josians, the Council of Invisibles does not remove these enforcement mechanisms. Once one is a Josian, they are not allowed to shame the group. (Note that the in character oath is enforced by the player having a Binding Agreement with the Camarilla Coord. If a PC leaves the Josians, their BA may be modified but not removed entirely.)

The Council of Invisibles, and by extension their Voice, can remove Josians and grant the Negative Status *Dismissed* and *Admonished*. An Arbiter may give *Admonished* to lower ranking Josians, but must have the support from at least one other Arbiter.

Society Specific Benefits

General Advantage

Josians maintain an arsenal of magical items and minor relics to aid in their mission. Characters may borrow common magic items, minor unique magical items, blessed items, or minor relics to aid in specific missions, up to local ST discretion. A character may borrow up to three consumable items and one permanently magical item at a time. These must either be used or returned before they are able to borrow more.

Josians also have the support of powerful Elders in the Camarilla. See ‘Structures and Ranks’ for some of the corresponding benefits.

Combination Disciplines

One of Us, V20 Darkening Skies, pg 108

Prerequisites: Presence 1, Obfuscate 3

“The Cainite can convince observers that her clothing and features fit into any group of people, regardless of how discerning or secretive the group is. By sheer force of personality, she can convince even the most scrupulous observer that she belongs to the group, even if she doesn’t know the correct secret language or signs to normally pass as a member. (Darkening Skies, pg 108)

Suggested OWbN MET Mechanics: Spend a blood and win a static social challenge vs. 8 to activate this power for the hour, retest Subterfuge. You must spend an additional Blood per hour you wish for *One of Us* to remain active. You appear to belong but not as any specific member of the group, by flawlessly mimicking clothing, mannerisms, speech patterns, etc. This power will only function on groups where members do not personally know all members of the organization. Each time you need a secret password, code phrase, handshake, or similar authentication protocol, spend a Social Trait to satisfy all onlookers of your authenticity. *One of Us* does not impart any knowledge of the group; it only makes them believe you belong and possibly gives the opportunity to learn more. This power is meant to “get you in the room” but does not hold up under detailed scrutiny by itself. It requires ST oversight when used.

False Death

Prerequisites: Auspex 3, Obfuscate 5,

XP Cost: 10

As per Rites of the Blood, page 127:

This power may be used on the wielder, or on any other willing individual within five feet/one and a half meters. The target of this power appears to die. The death appears genuine in all ways, including leaving behind remains. However, the target instead slides sideways into a pocket realm without the passage of time and is displaced from the physical world. A lifeless but identical construct of the victim's own physical matter has been swapped into its place just before death occurs. The target remains displaced until a predetermined set of circumstances occur at the location where they "died." These circumstances are chosen by the user at the moment the power is activated, and may not be altered thereafter. Once those circumstances are fulfilled, the individual reappears in the precise location from which they vanished. There are known cases of Josians vanishing into the grip of this power, never to reappear. Either the circumstances were poorly defined, it is presumed, or they somehow became impossible to fulfill. False Death is useful for faking a Josian's final death when they are compromised, or to allow an infiltrating Josian to pretend to take part in sacrificial rituals. The Josian appears to slaughter their target, proving their dedication to the cult, and then returns hours (or weeks, or years) later to rescue the innocent from displacement.

The use of this power wipes any knowledge-locks on the target individual. Therefore, powers such as Summon, Scry, or Clairvoyance, can no longer target them (and register as if the individual is dead). The ability to use such powers on this person may be reestablished as per a first use of those powers. Josians are known to use False Death on themselves and their Servires routinely, to invoke this erasure against those who might be spying on them or tracking their movements.

Suggested OWbN MET Mechanics: This power cannot be used on unwilling targets, though they do not need to fully understand the nature of this power. They simply must be willing to escape the current circumstances. If used on another, the Josian must win a Static Mental Challenge with a difficulty of 8, Retest Subterfuge. If successful, the Josian appears to kill the target.

If used on themselves, the Josian may declare the use of this power at any time to the Storyteller. As above, they must win a Static Mental Challenge with a difficulty of 8, and may retest with Subterfuge. If successful, they appear to die. The player and Storyteller collaborate to determine the exact appearance of this 'death'.

Characters who appear to die under the effects of False Death cannot return in the same combat scene. If the defined circumstances occur that would cause them to return, they instead reappear after the scene has ended.

Reveal Beast's Compact

Prerequisites: Auspex 4, Animalism 3

XP Cost: 10

The Beast is always present. The philosophy used to keep it in check must likewise permeate the Kindred whenever the higher mind is in control. This Discipline Technique allows an observer to discern what system of morality a Kindred follows.

Spend a blood and Make a Social Challenge against your target, retest with Empathy; the target retests with Subterfuge. If successful, you may spend 1 - 3 Mental Traits to gain the following information:

1. The virtues of the Path or Road (ie, Conscience or Conviction and Self-Control or Instinct)
2. What Path/Road the target follows. This Discipline Technique does not directly reveal the name of the Path. Instead, it gives the user an idea of the ethics and sins. Identification of the exact Path will depend on the PC's Lores and knowledge.
3. The target's Path/Road and virtue ratings, and specifics of their Code of Honor (if applicable)

Kindreds' Domain

Prerequisites: Auspex x 4, Potence x 4, Presence x 2

XP Cost: 10

Often the Josian's duties lead them to disrupting an infernal ritual or some other gathering of malevolent supernatural forces. Kindreds' Domain allows the user to *claim* the area around them causing other preternatural beings to lose the will to remain.

By spending at least one Willpower and meditating, you leverage the power of your blood to project your beast around you. Kindreds' Domain lasts the scene or until you take an offensive action. Any supernatural being must spend a Willpower every combat round, or every 10 minutes outside of combat, to remain in your presence; if they do not or cannot spend Willpower, they must leave as they are overwhelmed by a sense of not belonging. This effect includes any beings that can observe or interact with you. Other Josians with Kindreds' Domain are immune to its effects. If multiple Josians activate the Combination Discipline, the effect is not cumulative.

Powers at Play

Prerequisites: Auspex x 4, Fortitude x 2

XP Cost: 8

Even if you can not stop something, just knowing what is happening can be very important. This Combo Discipline allows you to recognize the use of supernatural powers used around you. Spend a Blood and win a static Mental test vs 8 to activate this power for the scene. Once active, you will automatically know if you are being affected by any supernatural power and its general effect, though you will not know specifics or its origin. While aware of the power, you are still affected by it. For example, you may know you can't act against someone because they are using Majesty, but must still win the challenge to break the Majesty. You can also know someone is supernaturally hidden, but must win your Auspex Challenge to see them. You might know something has altered your memories but not recover them.

After successfully activating Powers at Play, if you have physical touch or eye contact with a target, you may spend an additional Blood. For the rest of the scene, you will know any supernatural power affecting your target and any power they try to activate, including magical items.

While you may know the general effect of powers using this Combination Discipline, you do not automatically know the name or category of power being used. If you have the

appropriate Lore (or possess the power yourself), you may make additional static challenges (difficulty determined by ST) to more specifically identify the power. For example, low level Lupine Lore may help you identify the supernatural invisibility power was a Lupine gift, but higher Lore would be needed to know it's called Blur of the Milky Eye.

Strength of Conviction

Prerequisites: Fortitude x 3, Potence x 3, Animalism x 3

XP Cost: 8

By tapping into the power of your Beast, you are better able to stand against those that threaten the stability of the Camarilla. Pick a target, spend a blood, and win a Self Control test vs 3. On a success you gain +3 traits and a free "Conviction" retest on all contested challenges against your target for 10 minutes or combat scene.

Only targets that you consider in the purview of your Josian duties are viable targets for Strength of Conviction, and you may only have one target at a time; it should not work on every Sabbat, a random Lupine, or a personal enemy. It may function when interrogating a suspect so long as there is a specific reason for the suspicion. ("I'm not completely certain he *isn't* in a cult," isn't sufficient. "A captured Baharist named him as a fellow devotee of Lilith," is an example of reasonable suspicion to justify the use of this power.)

Other Benefits

Elder Rituals

Josians have the support of powerful Elders. While PC Josians may not learn the following Rituals directly, those of sufficient rank may request these Rituals to be cast for them.

Abolish that which has Offended

Level 7 Hermetic Ritual

This ritual allows a Thaumaturge to permanently remove an identified Discipline, Combination Discipline, Blood Magic Ritual, or Path of Magic from a subject. The Thaumaturge must spend an hour preparing the ritual by drawing intricate runes on their hand and arm. On a willing target, it only takes physical touch with the prepared hand and eye contact while speaking a specific incantation. An unwilling subject must also be staked for the ritual to function. XP should be refunded for the lost power.

Tangle the Sisters' Skein

Level 7 Hermetic Ritual

Cast on the new moon, the target of this Ritual is aware of any form of divination power used on them for 3 lunar months. Should a divination power be used on the subject, they are afflicted with a sharp pain behind their eyes. By winning a contested Mental challenge, retest Awareness, they may know what information was sought and feed the diviner false information.

Recall Pattern

Level 8 Hermetic Ritual

With access to a subject and a trait of their Blood, a Thaumaturge with this Ritual can create a summoning circle that can recall the person no matter the circumstances. The subject must remain in place, arms and legs outstretched while lying on the ground, as the Thaumaturge draws an intricate summoning circle around them. At any time later the Thaumaturge may activate the circle by spending a Blood and a temporary Willpower, and the subject will teleport inside of the circle. Recall Pattern will work no matter the circumstance of the subject, functioning even if they are on another plane of existence or if they have used False Death. There are rumors it has even been known to summon someone's wraith, their reincarnation, or their very soul from hell.

NOTE: This Ritual is a RP tool to enforce BAs with the Camarilla Coord and cannot be cast without the existence or creation of a BA.

Ivory Legion

Overview

Most members of the Camarilla would prefer to avoid violence and any risk to themselves, but they realize violence is very much a part of their world. In times past, relatively few elite combatants acting with surgical precision was enough to protect the citizens of the Camarilla. Modern nights seem less secure.

The Ivory Legion was created under the authority of Warlord Karsh to be a standing army ready for any martial threat that might present itself. While combat prowess is expected of Ivory Legion members, their ability to forgo their individuality and be one with the Legion is more important. They must travel at a moment's notice to confront enemies that threaten to overwhelm local Domains.

For all the Legions' willingness to fight, the Camarilla as a whole is slow to declare war, preferring less direct and risky strategies. Most of a Legionnaire's time is spent training, preparing, or other projects. The Immunes, specialists of the Legion, especially create "downtime" projects for themselves.

Source Material: One World by Night. Some of the Immunes groups are modified from groups presented in Archons and Templars such as the Dogcatchers (pg. 18) and the Doppelgangers (pg. 20).

Nicknames: The Legion, The Ivory Shield, The White Hand

Role Within the Camarilla: The Ivory Legion is a military force and standing army for the Camarilla. When the Camarilla must take up arms, the Legion is often consulted if not tasked with the mission directly.

Authority within the Camarilla: On a night-to-night basis, the Ivory Legion provides soldiers and support to Princes in their Domains. When called upon, the Ivory Legion can bring the might of a well-oiled, military machine down on the Camarilla's enemies.

Titles and Status: Members of the Ivory Legion may claim the title Legionnaire and gain the Honorary status *Valorous*.

Structure and Ranks of the the Ivory Legion

The Ivory Legion is structured in a military fashion. While combat prowess is certainly important, more important is the Legionnaire's ability to listen and work tactically within the Society. Once one reaches the rank of Centurion they are bound into service to the Imperator but should those

of lower rank find the Ivory Legion too demanding they may opt to leave. Due to the structure of the Ivory Legion, Princes may find it difficult to balance their position with a role in the Ivory Legion. For this reason Princes in the Ivory Legion or those who wish to join are highly scrutinized.

- Milites:
 - Prerequisites:
 - 8 points from Archery, Blind Fighting, Brawl, Dodge, Firearms, Melee, Throwing, or Tactics.
 - 6 dots from Celerity, Potence, and Fortitude.
 - Enlisted by a Centurion or higher. The Enlisting Legionnaire may set a test for the new hopeful such as getting a letter of recommendation from a Prince, destroying a specific target, or joining in a Legion operation to be evaluated.
 - Notification to the Camarilla Coord
 - Advantages of Rank:
 - Instruction in Combat abilities such as Archery, Blind Fighting, Brawl, Dodge, Firearm, Melee or Throwing, or Tactics up to 5
 - Instruction in the Merit *Code of Honor: Ivory Legion*
 - Instruction in the Merit *Loyalty: Camarilla/Ivory Legion*.
 - Instruction in Combination Discipline: *Glancing Blow*
 - Instruction in Combination Discipline: *Unified Will*
 - Expectations:
 - Members of the Legion cannot hesitate to fight when ordered and will not be admitted with Humanity greater than 3 on a 5 point scale or 6 on a 10 point scale.
- Decanus:
 - Prerequisites:
 - 16 points from Archery, Blind Fighting, Brawl, Dodge, Firearms, Melee, Throwing, or Tactics.
 - 9 dots in Physical Disciplines with at least one at Advanced.
 - Must be interviewed by a Centurion. Promotion is not based solely on combat prowess or meeting minimums.
 - Advantages of Rank:
 - Instruction in one of Advanced levels of Celerity, Potence or Fortitude.
 - Instruction in the Merit Certified Expert
 - Instruction in Combination Discipline: *Armor Dance*
 - Instruction in Combination Discipline: *Iron Resolve*
 - Instruction in Combination Discipline: *Inspire Greatness (Road of Kings, 72)*
 - Expectations:
 - Expected to travel for Legion operations
- Centurion:
 - Prerequisites:

- 24 points from Archery, Blind Fighting, Brawl, Dodge, Firearms, Melee, Throwing, or Tactics.
 - Advanced Celerity, Fortitude, and Potence.
 - Must have served as a Decanus for at least 6 months
 - Must be interviewed by at least 2 Centurions. Promotion is not based solely on combat prowess or meeting minimums.
 - Must swear an Oath of Fealty to the Legion spoken before the Legatus or Emperor. This Oath is reinforced with powers of the Blood.
 - Must give a Life Boon to the Emperor signifying giving their life to the Legion.
 - Camarilla Coord Approval with BA
 - Advantages of Rank:
 - Instruction in the Advanced level of ONE of the common 8 Disciplines
 - Instruction in Combination Discipline: *Greater Inspire Greatness (Road of Kings, 72)*
 - Instruction in Combination Discipline: *Determination*
 - May pay a Major Boon to the Tribunus Militum or higher to be provided with a custom weapon created by an Elder of the Legion with Potence: *The Forger's Hammer* at Crafts 7 that has two Wards of your choosing. (statistics are up to home chronicle STs).
 - Can enlist or promote Milites or demote Decanus
 - Can add or remove Legionnaires from the Immunes
 - Expectations:
 - Must be able to lead and organize. If the leadership of the Ivory Legion believes you to be a poor leader, they can demote you.
 - Held to a higher standard and expected to be proactively involved
 - May be assigned to oversee and manage a group of Immunes
- Tribunus Militum (PC or NPC): The Tibunus Militum commands all Legionnaires in a region no smaller than a continent. The Tibnus Militum does not normally deal directly with Milites or Decanus; instead they usually work through the Centurions to lead the Legion.
 - Prerequisites:
 - Must have served as a Centurion for at least a year
 - Demonstrated IC and OOC administrative skills
 - Chosen by the Legatus to serve for at least a year term
 - Camarilla Coordinator Approval
 - Advantages of Rank:
 - Can assign Legionaries to projects or to assist Princes or other Legionaries
 - Can assign Legionaries to tasks, such as PR or recruitment
 - Expectations:
 - May not hold the position of Prince, Archon, or Fury.
- Legatus (NPC Only): The Legatus serves as a second-in-command to the Emperor and generally handles most of the nightly functions of the Legion.

- **Imperator (NPC Only):** This is the highest authority among the Legion and as such, they rarely interact with the lower ranks. Most PC interaction will occur with the Legatus.

Additional Internal Titles

Immunes are specialists that fulfill specific roles within the Ivory Legion by taking on extra duties. These designations do not fall within the linear ranking system of the Legion. A Legionnaire petitions a Centurion or higher to be confirmed into one of the Immune ranks. Immunes can only serve in one role at a time and any change must be approved by a Centurion or higher. Each group of Immunes report to an assigned Centurion to provide oversight and leadership. Discens are Legionnaires that hope to join the ranks of the Immunes and are being officially mentored by a current Immune.

- **Venatores:** This group was originally an informal organization within the Archons unofficially known as “Dogcatchers”. They are fierce warriors that specialize in battling Lupines and to some extent the Spirits they work with. Many also look unfavorably on Kindred who get too close to Lupines or Spirits.
 - Prerequisites:
 - Total of 6 points of Lore related to Lupines (Lupine, Spirit, Umbra, etc.)
 - Must have killed a Lupine
 - Advantages of Rank:
 - Instruction in the Combination Discipline: *Instantaneous Transformation*, (Archons & Templars, 143)
 - Instruction in the Combination Discipline: *Mortal Terror* (Archons & Templars, 142)
 - May pay a Major Boon to the Tribunus Militum or higher to be provided with a Crafts 5, silver weapon created with Potence 6: Master of the Forge, that is Lupine and Spirit warded. Stats determined by local ST.
 - Expectations:
 - Members gain the Flaw: Lupine Notoriety (4): Lupines will attack you on sight and refuse to negotiate or be reasoned with. They will abandon other missions to kill you.
 - You must buy the Merit: *Certified Expert* specialized in Lupines or Spirits
- **Signifer:** These Immunes served as the Legion’s influence division. Military interventions can generate breaches in the Masquerade or otherwise cause issues that require intervention in mortal society.
 - Prerequisites:
 - At least one Influence at 5 and four others at 3
 - Fame 5
 - Advantages of Rank:
 - Signifer’s total maximum Influence allowed is increased by 5
 - The Legion gives access to Retainers 5 at no cost representing a group of blood bound mortals or ghouls well-trained in crowd control and not asking questions.
 - Expectations:

- As it takes Blood and time to manage so many retainers, informants, and mortal operatives, the Signifer starts each game session with one less blood.
 - Must be ready to use their Influence for the good of the Ivory Legion, always prioritizing Legion projects over personal ones
- **Armicusto:** This group is tasked with the administration and supply of weapons, armor, and equipment. They also have members skilled in enchantments and support magic.
 - Prerequisites:
 - At least 2 crafts at 5
 - At least Arsenal 3 and Herd 3
 - Advantages of Rank:
 - The Legion acts as a Mentor to borrow 5 levels from Resources, and the Influences: Industry, Occult, or Transportation for the creation or transportation of weapons for the Ivory Legion. These resources are in addition to the Legionnaire's personal backgrounds.
 - Armicustos can expect to be paid for creation of custom weapons or enchantments. They work together to ensure fair payment with a Major boon being the standard payment for a custom master work.
 - Expectations:
 - Must create/supply standard equipment for Legion operations without expecting compensation.
 - While they will still be compensated, Armicustos can be ordered by a Centurion or higher to create a custom work for another Legionnaire.
 - **Frumentarii:** Formerly known as the elusive "Doppelgangers", these Legionnaires are used to investigate and gather information on enemies of the Camarilla. Frumentarii are chosen directly by the Legatus and are given a specific target to deal with. The objectives of their operation will largely vary from one situation to the next but it is expected the Frumentarii will infiltrate and become close to their target individual or organization. How they do this is their choice but mostly involves acting under a false identity. *NOTE: Frumentarii can be exceptionally difficult to portray in a Live Action setting. It is advised that the Storytellers work very closely with the Camarilla Coordinator offices on any Frumentarii actions.*
 - Prerequisites:
 - Joining the Frumentarii means being thoroughly interrogated and having various Disciplines used on you to ensure you are more of a benefit than a liability.
 - Approval from Camarilla Coord with a BA
 - Advantages of Rank:
 - Instruction in the Combination Disciplines: *Anticipatory Visage* (Archons & Templars, 142)
 - Instruction in the Combination Discipline: *Anticipatory Locution* (Archons & Templars, 142)
 - Instruction in the Combination Discipline: *Sanguinary Expulsion* (Archons & Templars, 142)

- May refuse an order from any Legionnaire lower than the Tribunus Militum or assigned Centurion if it will comprise your assigned mission
- Expectations:
 - If a Doppelganger's true mission is revealed, they can be in great danger from either their intended target or the Legion.
 - They are not allowed their own secrets or privacy.
 - Their memories may be altered by high ranking Legionnaires in order to perform their missions

Procedures and Punishments

In official Legion operations, those of lower rank are expected to obey the orders of higher ranking members. While there could be difficulties if a Legionnaire's orders conflict with those of a local court Officer, the Legion generally tries to avoid such situations by proactively working with the Domain's Prince.

Those of higher rank can temporarily strip Standing for up to 3 months from those below them for failing to follow orders. Centurions and above can remove individuals from the Immunes or demote Legionnaires. They can also permanently strip Status from Legionnaires, as well as give the Negative Status *Warned* or *Admonished*. Furthermore, they may remove members from the Legion and grant the *Dismissed* Negative Status. Any of these punishments may be reversed by a Legionnaire of higher rank.

Society Specific Benefits

General Advantage

When using the Tactics ability, Legionnaires may use the Tactics retest in *addition* to their normal ability retest, though they are still limited to one Tactics retest per challenge.

Combination Disciplines

Unified Will

Prerequisites: Presence 3, Fortitude 2

XP Cost: 6

You may spend a temporary Willpower to grant an ally you can see an additional defensive retest. This does not take an action, but may only be done once a round. No character may benefit from *Unified Will* more than once a challenge.

Glancing Blow

XP Cost: 6

Prerequisites: Celerity 2, Fortitude 3

With speed, resilience, and armor you have a chance to partially deflect an incoming physical attack. If your armor is damaged by an attack when you have Celerity active, throw a simple test. On a win (not tie), the damage to your armor is reduced by two. As the special ability Armor Piercing bypasses armor, this effect is moot in such cases.

Armor Dance

XP Cost: 8

Prerequisites: Auspex 2, Celerity 2, Fortitude 4

By observing an attack and quickly shifting your position, you can choose to take damage instead of letting it hit your armor, possibly saving your armor for a more dangerous attack. If you are wearing armor and have Celerity active, you may decide if damage from an incoming attack is taken by your armor or by you directly. You can even split the damage between yourself and your armor. As the special ability Armor Piercing bypasses armor, this effect is moot in such cases. Additionally, if Celerity is active, you gain traits equal to your armor's craft rating (max of 5 traits) to defensive physical challenges to dodge or take a hit.

Iron Resolve

Prerequisites: Fortitude 5, Potence 1

XP Cost: 8

Upon purchasing this Discipline Technique, the Character permanently adds 4 extra *Healthy* health levels to their Character sheet. These Health levels may be damaged and healed just like normal. Furthermore, from now on, the Character takes no wound penalties from normal damage or pain (though powers which impose pain-based penalties may still function normally).

Determination

Prerequisites: Fortitude 4, Auspex 4

XP Cost: 10

While in combat you may spend a Physical Trait to call a retest in any non-physical challenge where you are the defender. Use of this retest deals an unsoakable lethal damage that cannot be redirected or tested down in any way; if you do not take the damage, you may not call the retest.

Other Benefits

Code of Honor: Ivory Legion

Merit (1)

1. Obey the orders of your superior
2. Do not abandon Camarilla comrades in battle
3. Do not disrespect local Domain Officers
4. The protection of Camarilla non-combatants takes precedence in battle

Certified Expert: (X)

Merit (5)

You have learned to engage a specific enemy of the Camarilla. You must have at least 3 levels of Lore in your chosen enemy, which must be specified at the time you purchase this merit. You may call an Expert retest on 3 challenges a month in tests against your declared enemy. This counts as a Merit retest (like Luck) and may not be combined with other Merit retests in the same challenge. You may only purchase this Merit Once.

For Ivory Legion characters, valid Enemy options are as follows: A specific Clan (or antitribu) in the Sabbat or independents, wielders of a specific type of Blood Magic outside of the Camarilla, Lupines or specific Fera, Mages, Hedgemages or numinous mortals, Fae, Mummies, Wraiths, Spirits.

Masquerade Unit for Technology Enforcement (M.U.T.E.)

Overview

M.U.T.E. has its origins in 2011 during the Year of Fire with a coterie consisting of Nosferatu technophiles, Malkavian seers, and technology-focused Tremere. In the face of widespread cameras, rampant infernalism, and the rise of ancient vampires who saw no need to stay hidden, this group was at the forefront of protecting the First Tradition. They pioneered techniques to manipulate digital media and the Internet with powers of the Blood.

The increasingly ubiquitous nature of the Internet and phone cameras presents increasing challenges for Kindred. The 2015 Conclave of Baltimore included a proposal to establish a committee specifically focused on threats to the Masquerade from mortal technology. A Nosferatu named Slink proposed the new group be called the “Masquerade Unit for Techno-Enforcement” or “MUTE”. The Camarilla included M.U.T.E. among the initial group of formally recognized Major Societies.

M.U.T.E. leadership later recognized the need to add a branch focusing on Influence over the mortal world. The two branches work together to best fulfill their mandate.

Source Material: One World by Night Specific

Nickname: Pre-Crime, M.U.T.E.

Role Within the Camarilla: M.U.T.E. serves to protect the Masquerade focusing on the threats that modern technology and the Internet represent, such as leaked videos or hacking attempts.

Authority within the Camarilla: M.U.T.E. has no official authority within the Camarilla. They should work with the Princes and Keepers of the Domains in which they are operating. That said, there has been some tension over who holds Domain over the Internet.

Titles and Status: Members of M.U.T.E. may claim the title Specialist and gain the Honorary status *Dedicated*.

Structure and Ranks of the M.U.T.E.

Rank in M.U.T.E. is more a recognition of ability and respect than a chain of command. Members have two separate paths to become Elite, either focusing more on technology or mortal control.

Newb is the entry level for M.U.T.E. From there, members may move into Tech Support or Human Resource Specialist before being eligible for promotion to an Elite. Some members may choose to claim both Tech Support and Human Resource Specialist, but it is not required or expected.

- Newb:
 - Prerequisites:
 - Must be supported by two existing members.
 - At least Computers and Security 3
 - Contacts at 3
 - “Tested” and admitted by any member of M.U.T.E higher than Newb and accepted by Root.
 - Advantages of Rank:
 - Instruction in Combination Discipline: Mortal Skin
 - Instruction in Combination Disciplines : *Malware Scan* and *Obfuscate Program*
 - Expectations:
 - MUTE is a community expected to investigate and clean many risks to the digital Masquerade. Members need to submit reports to ROOT at least every three months expressing how they have helped or contributed to show their commitment to the Society. The point of the reports is not to show any specific progress but to show the Newb is engaged.
- Tech Support: Members of Tech Support focus on directly exploiting technology and computers. They create equipment and software to facilitate M.U.T.E.’s mission.
 - Prerequisites:
 - At least Computers 4 and Security 4
 - At least 10 points from Engineering, Science, or Crafts: Electronics
 - “Tested” and admitted by an Elite or ROOT
 - Advantages of Rank:
 - Instruction in Combination Disciplines: *Free Hand Hacking* and *Predictive Analytics*
 - M.U.T.E. acts as the background Allies: Hackers 5 at no cost
 - Expectations:
 - Expected to continue to submit reports every 3 months. Failure to do so is grounds for removal from the Society.

- Human Resources Specialist: These members of M.U.T.E. put more emphasis on mortal influence. They realize that without varied control over mortal institutions the Masquerade will ultimately fail.
 - Prerequisites:
 - At least Computers 4 and Security 4
 - At least 5 influences at 5
 - Fame 4
 - Recognized by Root
 - Advantages of Rank:
 - M.U.T.E. acts as a Mentor that can loan any Influence at 5 once a game without asking anything in return as long as the influence is used to protect the Masquerade or for personal growth.
 - Their maximum total points allowed in Influence is increased by 5
 - Instruction in Combination Disciplines: *Corporate Umbrella* and *Mico Management*
 - Expectations:
 - Support M.U.T.E. projects where needed
- Elite (Business and/or Development): One may become eligible for advancement into the Elite via two different tracks though both receive the same benefits. Business focuses on M.U.T.E.'s mandate to work and coordinate with others, while Development focuses on technological research and advancement. Individuals may claim both tracks if they are so inclined but there is no additional benefit for doing so.
 - Prerequisites:
 - Both Business and Development
 - At least Computers 5 and Security 5
 - Contacts 5
 - Promoted by Root
 - Approval by Camarilla Coord
 - Business:
 - At least Politics 3
 - Written recommendations from at least 3 Camarilla Princes
 - Development:
 - 20 points from Engineering, Science, Crafts: Electronics, or similar abilities.
 - Advantages of Rank:
 - May receive Instruction in Thaumaturgy: *Path of Technomancy* through the Tremere Justicar's office. The Justicar reserves the right to veto instruction. Learning requires a BA with the Camarilla and Tremere Coordinators.
 - The following Rituals can be purchased for a Major Boon each (or one Blood Boon and one Major for all) through the Tremere Justicar's office if you have been instructed in *Technomancy*. These Boons may be transferred to Tremere in the Root or Elite ranks. These Rituals must be purchased at standard XP cost.

- Banish Big Brother (basic ritual)
- Blood into Water (basic ritual)
- Dominoe of Life (basic ritual)
- Encrypt Missive (basic ritual)
- Machine Blitz (basic ritual)
- Illusion of Peaceful Death (Intermediate ritual)
- Telecommunication (Intermediate ritual)
- Ghost in the System (Advance ritual)
- May give the Negative Status *Admonished* to lower Ranking members of M.U.T.E.
- Expectations:
 - Magic taught through M.U.T.E. is done in such a way that it can be stripped from anyone who offends the highest ranking Society members or the Tremere Justicar's office. (This is enforced via the BA. The home Chronicle's STs determine if XP will be refunded.)
 - They may be assigned projects by Root.
 - May give the negative Status *Admonished* to lower ranking members
 - Elite are expected to proactively pursue M.U.T.E.'s mandate. If they are perceived to not be actively contributing to M.U.T.E.'s mission, they may be held accountable by their peers and/or demoted by Root.
- Root (NPC Only): Root comprises the most skilled members of M.U.T.E. who have dedicated themselves to the most sophisticated inner workings of computer systems. They are the ultimate hacker, coder, and technological engineer. They have infiltrated governments, corporations and their satellites and perpetually monitor the Internet for threats to the Masquerade and the Camarilla. They may give the Negative Status *Admonished* to members of M.U.T.E., as well as remove any member and give the Negative Status *Dismissed*.

Procedures and Punishments

Members have no official ability to give each other orders but are expected to work together and defer to those with more experience. Failure to work as a team or submit appropriate reports is grounds for removal from M.U.T.E.

Root and Elites may give the Negative Status *Admonished* to lower Ranking members of M.U.T.E. In addition, Root may remove any member and give the Negative Status *Dismissed*.

Some members of M.U.T.E. have been noted to work with the Hackavists and Digital Draculals of the Anarch movement. There is even suspicion of shared resources and techniques. While cooperation to protect the Masquerade may be taken for granted, it has put certain members of both groups on the Josians' radar.

Society Specific Benefits

General Advantage

For each point of Computers that a M.U.T.E. member possesses, they gain one 'free' Computers retest per night. For example, if they have Computers 4, they may get 4 extra Computer retests a night. Note: this does not raise their effective overall level of Computers, but only grants additional retests over the course of the night

Members of M.U.T.E. may act as if they have an additional level of Fame.

Combination Disciplines

Obfuscate Program

Prerequisites: Obfuscate 2, Dominate 3

XP Cost: 6

You can obfuscate code or software from mundane or supernatural detection. Spend a Blood and record your Mental Traits and Generation at the time of activating this power. To notice the code, file, or program, one must be looking for the item with Auspex or similar supernatural investigation power and make a Static Mental challenge at the difficulty of the recorded traits. Obfuscate Program has no effect on Kindred of lower Generation. If no Generation is recorded this power will not function against vampires.

Free Hand Hacking

Prerequisites: Auspex 3, Dementation 3

XP Cost: 6

When confronted with the need to enter a combination, code, or PIN to unlock something, you can touch the lock, pin pad, or device and discover the needed input without external equipment. Make a Static Mental test vs a difficulty set by the ST (retest Security) to know the appropriate sequence. This will not work on puzzles or encryptions, just simple inputs. Free Hand Hacking will work on mechanical or digital locks as long as there is a place to input an unlock sequence. This power can even unlock computers or phones, but only to unlock the device; It can not help with other sign-ins, passwords, or biometrics.

Predictive Analytics

Prerequisites: Auspex 5, Celerity 2, Dementation 3

XP Cost: 12

Information is now being collected by virtual assistants, cameras, tracking apps, Fitbits, GPS, and more. By embracing this massive influx of information and applying the powers of the Blood, members of M.U.T.E. may get premonitions of Masquerade breaches as, or even before, they happen.

Spend a Blood to activate this power. As long as you stay engaged with an internet connected device, you may get a “feeling” to be at the right place at the right time to readily clean up or possibly even prevent a breach of the Masquerade. NOTE: This is purely meant to be a tool for STs to put players at the right place at the right time. As any predictive power, it is not guaranteed to have results or work in a consistent way.

Malware Scan

Prerequisites: Auspex 3, Celerity 3

XP Cost: 6

This specialized form of Spirit’s Touch can pull information from software. Touch a device and spend a Blood. You may then receive answers to the below questions at the cost of one Mental Trait per question asked:

1. Is there malware on this device?
2. How did the malware get on this device?
3. What is the nature of the malware and what does it do?
4. Who made the malware?
5. Is this device currently affected by magic?
6. Has the malware gone to other devices from this one?

Note: Like Spirit’s Touch, STs can limit or give more information than the questions above.

Corporate Umbrella

Prerequisites: Dominate 4, Fortitude 4

XP Cost: 8

Ghouls and mortals fully Blood Bound to you gain a free retest to resist Dominate, Telepathy or similar powers from anyone but you. Note that this power only works on mortals and ghouls who are not otherwise supernatural. For example, it has no impact on a ghouled hedgemage.

Micro Management

Prerequisites: Auspex 4, Fortitude 2, Dominate 2

XP Cost: 8

If someone uses a contested Mental or Social supernatural power on one of your mortal or Ghoul Retainers or one of your Influence contacts, the ST or Narrator should throw a simple test with you, retest Awareness. You get this test even if the power was not successful. If you win, you know that a power was used on that individual. You do not learn the nature of the power or who did it. If this power is triggered during the day while you are asleep, it does not wake you up. Instead, if you win the challenge, upon waking you know when your retainer was targeted. This only works for Retainers or Influences represented as Backgrounds on your character sheet.

The Compass Academy

Overview

Long before the Camarilla, various Kindred societies existed among those who walked the Road of Humanity. “The Academy” was a network of philosophers, scholars, and other thinkers devoted to *Via Humanitatis*. Drawing inspiration from these historical organizations, the Camarilla formally established the Compass Academy in 2023. While some see this Society as the rebirth of The Academy, the modern incarnation has shifted the focus from purely academic study to practical application.

First and foremost, members of the Compass Academy must demonstrate a personal commitment to the Path of Humanity. They must also seek to promote Humanity within the Camarilla. They do this on an individual level by helping those who have fallen close to their Beasts to regain mastery over it. So long as a Kindred has a sincere desire to climb up the Path of Humanity, they will never turn away any who request their aid.

Others within the Society also try to shield mortals from vampiric machinations. They encourage Kindred to find humane solutions, or at least guide them toward actions that will minimize the number of innocent bystanders put in harm’s way. Princes and other Camarilla Officers may call upon the Compass Academy when trying to find nonviolent solutions to particularly difficult situations.

Members of the Compass Academy may join one other Camarilla Society but must choose which Honorary Status to claim for membership; they can not claim both.

Source Material: Road of Humanity p.51-53

Nicknames: The Academy, Humane Society

Role Within the Camarilla: Promoting Humanity and protecting mortals

Authority within the Camarilla: The Compass Academy has no official authority. There are those in the Camarilla who only pay lip service to the ideal of Humanity, and this Society’s worth can often be quietly discounted. Nevertheless, most greatly value them for their support, and they have saved many from falling to their Breast.

Titles and Status: Members of the Compass Academy may claim the title of Conservator and gain the Honorary Status of *Humane*

Structure and Ranks of The Compass Academy

There is no real hierarchical ranking system within the Compass Academy. Every member of the society takes the title Conservator. However, the founders of the Compass Academy, known as the Cornerstones Members, collectively possess more authority as it is their influence that garners continued Justicial support.

- Conservator
 - Prerequisites:
 - Humanity 4 or higher on the 5 point scale; Humanity 7 or higher on the 10 point scale
 - Empathy 3, Academics 3, and Kindred Lore 3
 - A simple majority vote by existing members for admittance.
 - Notification to the Camarilla Coordinator
 - Advantages:
 - Mentors to help with learning Merits: *Calm Heart* and *Slowed Degeneration*.
 - Instruction in the Combination Discipline: *Beasts Communion* (Road of Humanity, 70-71)
 - Instruction in the Combination Discipline: *Mortal Skin* (Road of Humanity, 70-71)
 - All benefits listed in the Society Benefits section for this Society. There should be at least 3 months between instruction of benefits.
 - Expectations:
 - If members drop below Humanity 4 (or 7 on the 10 point scale), they should seek help from the rest of the Society to regain their Humanity. Members that are found not devoting themselves to regaining Humanity will be voted out.
 - Falling to Humanity 2 (or 4 on the 10 point scale) is grounds for instant expulsion without a vote should it be known.
 - While re-admittance is possible, there must be no dissenters.
- Cornerstone Members (NPC Only): The Cornerstone Members continue to use the title of 'Conservator', but it is their work and influence that formalized the Compass Academy. If acting unanimously, the Cornerstones have the authority to override a vote or enact policies without calling for a wider vote at all. They are loath to use this option, as they prefer for the Society to be run democratically. Nevertheless, they doubt the Justicariate would support the Compass Academy without more accountable oversight.

Additional Internal Titles

The Compass Academy elects a Chairperson every year. This position has no additional power or benefits, but is responsible for carrying out processes and procedures for the group. Their primary duty is to ensure that all members are aware when a referendum is called and that votes are properly collected and counted. Elections occur every July or if there is a vote of no

confidence in the current Chairperson. Other positions may be created on an *ad hoc* basis, such as secretary, committee chair, or project lead.

Procedures and Punishments

There is no hierarchical structure in The Compass Academy. Instead, everything is handled democratically, with any member able to call for a vote. Admitting a new member, removal from the society, and granting the Negative Status *Admonished* or *Dismissed* are all handled by majority vote. The only exception is that Cornerstone Members can make these decisions or overturn the results of any vote if they unanimously agree on the action.

While all within the Compass Academy are devoted to Humanity, there is quite a variety among its members. There are strict pacifists as well as those who will not hesitate to take up arms to slay the monsters who threaten the innocent. Many are proactively involved in charity work to improve the lives of mortals, while others feel that any interference with mortal society is unethical. Some seek to proactively push the Camarilla in making laws and policies in keeping the ideals of Humanity. Others try to avoid politics and focus only on helping individual Kindred who seek the Academy's aid.

Society Specific Benefits

General Advantage

The effects of the Herd background are doubled for all members of the Compass Academy.

Combination Disciplines

Moral Counseling

Prerequisites: Presence 3, Animalism 3, Auspex 4

XP Cost: 6

It is all too easy to justify actions that could give the Beast a greater hold. Those with Moral Counseling have learned to understand the balance that others have with their Beast to empower their human selves. When consistently working with someone with Moral Counseling, it is significantly easier to regain Humanity and raise the Conscience Virtue. Additionally, if trying to switch to Humanity from a Path or Road, guidance from someone with Moral Counseling greatly assists in the transition and may even eliminate the risk of Wassail.

Note: As Humanity is handled very differently from game to game, the final mechanics of this power are up to local STs, but should dramatically improve outcomes vs. working alone.

Accountability

Prerequisites: Animalism 3, Auspex 4

XP Cost: 6

Sometimes it takes the knowledge that someone is watching to keep a Kindred on the straight and narrow. Spend a Blood Trait while making eye contact with your target and throw a Static Challenge comparing your Morality ratings, retest Empathy. If successful, name a sin on the

Path of Humanity. The next time the character violates that Sin (even if they are not on the Path of Humanity), your heart will give a single painful beat letting you know the sin has been violated and who violated it; the player or ST must inform you. This power does not have a natural expiration, but may fade away if you have no contact with your target for over 3 months.

Shield Bystanders

Prerequisites: Fortitude 3, Presence 5

XP Cost: 12

Spend a Willpower and spend any number of temporary Physical Traits; for each Physical Trait spent, you may target one non-supernatural mortal non-combatant you can see in the scene. For the rest of the scene, anyone who wishes to take an action to physically harm one of these mortals must first spend a Willpower and best you in a contested Social challenge, retest Leadership. If an attacker fails the Social Challenge, they lose their action but may try again on another action. "Non-combatant" is defined by the ST.

Other Societies and Coteries

The following are groups within the Camarilla that are not controlled by the Camarilla Coordinator.

The Hague

This public organization is a Ventrue-led group of Kindred focused on keeping records of Camarilla law and policy. Members may claim the title of "The Right Honorable" and gain the Honorary Status of *Esteemed*.

Note: Those interested in joining the Hague should reference Ventrue resources, as it is not under the purview of the Camarilla Office.

Council of Scales

The Council of Scales is an informal group founded by the Elder Brujah Critias that is dedicated to the philosophical study of the Traditions, their application, and the reasons for calling in a Blood Hunt. They are not concerned with just the letter of the law but also the spirit of the law. They have even applied pressure to bring consequences to Princes they feel have abused their legal power to the detriment of the Camarilla.

Note: Those interested in joining the Council of Scales should reference Brujah resources as it is not under the purview of the Camarilla Office.

Note on Player Made Coterie and Groups

As long as there have been vampires, they have grouped themselves into broods, coterie, societies, and orders. The creation of the Camarilla did not diminish the formation of these groups, though they have certainly found differing amounts of favor in the Ivory Tower. Some merely seek to exist for the moral support of their members, others are a vehicle for personal power, while yet others seek recognition or to make a noticeable impact on the Camarilla. Some last for centuries, while others come together for a specific purpose and dissolve after the project is completed.

The only real difference between a coterie and a Camarilla “Society” is the recognition and support the group gets from the Camarilla and its Elders. PCs should feel encouraged to form their own coterie as it can add more interesting dynamics to Camarilla play.

Cults and Seditious Movements

While the Camarilla has official Societies, sanctioned organizations, and tolerated groups, there are others that are scorned or outright criminalized. These groups have ideas or practices that are thought to be harmful to the Camarilla or its ideals.

Anarchs and Sympathizers

Most Camarilla Elders consider Anarchs to be under the banner of the Ivory Tower, though without the full rights or requirements of citizenship belonging to Acknowledged Kindred. While many Anarchs believe that the “Loyal Opposition” refers to “Acknowledged Anarchs”, these terms have little to no meaning from the Camarilla context. The Ivory Tower recognizes all those with Acknowledgement as either a Camarilla citizen or as an infiltrator. For more information on the Anarch perspectives, see the OWbN Anarch Genre Packet.

The Camarilla does not look kindly on those who have strong sympathies with any other “Sect” of Kindred. This disdain extends to those who support the Anarch “cause” or consider the Anarch Movement as a distinct, autonomous political entity with equal validity as the Ivory Tower. Acknowledged Kindred may also be seen as sympathizers for other groups outside the Camarilla such as the Followers of Set, the Giovanni, or even the Sabbat. While viewed with suspicion, they are usually still tolerated unless certain lines are crossed. If they are not careful, these sympathizers could find themselves a target for Josian attention.

New Carthage Movement

The New Carthage Movement is centered on the idea that vampires can exist openly and peacefully with humanity. Although the movement was severely undermined by infernal

manipulations during the Year of Fire, there are still vampires that work towards this idyllic world. Obviously, this idea is directly counter to the foundation of the Camarilla. A very dim view indeed is taken with anyone with this “dream”. Anyone who crosses the line and puts such ideas into practice can expect swift execution should they be discovered.

Phanuel’s Call

Phanuel’s Call traces its roots to the Path of Illumination that existed during the Dark Ages. Their name derives from the belief that it was the angel Phanuel who offered the promise of Golconda. They follow an alternate version of the Path of Humanity, which grew out of the Path of Illumination. Their studies of Golconda, the Beast, and practices around diablerie put them in conflict with the Camarilla.

Note: Those interested in Phanuel’s Call should reference the Phanuel’s Call packet.

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