

Danse Macabre



An OWBN Guide to Sabbat Status

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2026. Adam Sartori, *Sabbat Coordinator*

A, Chase, Marcus, Triv, and the rest of Team Sabbat

Chapter One: Danse Macabre

Introduction

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

Sabbat status places more of an emphasis on accomplishments, rather than perception. Unlike Camarilla status, measures of standing based on accomplishment are earned for specific acts, and once awarded, cannot easily be removed without good reason.

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

This packet hopes to simplify that process into the following categories, which are added together to discern a Cainites entire “Sabbat Status”:

Positional Status: 1-5 Rating for PCs based on the Position a Sabbat Character holds.

Reputational Status: These may also be known as “Deeds”. This status represents individual accomplishments a Sabbat Character has earned and titles they can carry as a result, with up to a max of 5 Reputational Status claimed at any time.

Negative Status: Also may be known as “Infamy”. These traits subtract from Reputational Status and are a measure of the mistakes or failures of a Sabbat Character.

Sabbat Status

Status in the Sabbat does not function like the Camarilla. There is no Harpy or Presentation. It’s based entirely on the position you hold within the Sabbat itself and your reputation of the deeds you accomplished.

Sabbat may earn status by accomplishing very specific deeds or tasks to gain glory in the Sabbat, and/or hold positions within the sect. **Without a position, the maximum status a Sabbat character may have is 5.**

Those who hold sect position may hold additional status within the Sabbat. You will find below the list of positions within the sect and the corresponding number of additional Sabbat Status traits they can hold. If a character holds multiple sect positions, they take the highest number from their positions and use that. A Sabbat character may pick and choose what Sabbat Status they like from the available list to associate with their position.

Mechanically, Sabbat Status Traits may be spent to add Bonus Social Traits to Leadership or Intimidation based Social Challenges against other members of the Sabbat. Most commonly, this is used to exert one’s authority over another member of the Sabbat, such as in an argument, or dealing with an unruly frenzy.

This may be done at the cost of one Sabbat Status Trait, once per night up, to the PC’s Status Rating. These trait spends can be spread out across the night as the player likes. Once a Trait is spent, it cannot be used again in the same night. While we recommend this not be allowed for Discipline Challenges, we do leave that choice up to the individual game. So please check local house rules on this as always.

Gaining Standing

Sabbat Status is gained through gaining new positions with the hierarchy of the Sabbat itself. It is awarded to character upon attainment of the position that grants the status level. Alternatively a character may earn sabbat status by accomplishing specific tasks for the sect (as detailed below under the status traits) to a maximum of 5

Thus a Sabbat characters Status maximum is 5+Position

Losing Standing

Sabbat Status can be lost when the character leaves their granted position. The Sabbat Character reduces their Sabbat Status Traits to their new level provided by the Sabbat position they hold as detailed below. Sabbat Status not gained through position are lost and removed according to the requirement of each Status Trait listed below

Ignoring Standing

In any Social Challenge against another member of the Sabbat where Bonus Traits from Sabbat Status are used, the defending character may “spend” 1 Trait (depending on the challenge) to negate that bonus. This is done on a one for one basis and also counts as using the “Trait” for the night and the trait does not return until the next night.

Loyalist Sabbat may also do this for free once per night, with no Traits expended.

Crimson Horde Sabbat may do this for free once per night, but only in relation to the movements of their pack in a diocese.

Infamy

When a member of the Sabbat acts in a way unbefitting of a member of the Sword, they may be awarded Negative Status, which may also be called “Infamy”. Each Infamy trait has specific requirements on how it may be awarded to a character, who can award it, and how it can be removed. Please see the Infamy section of this packet for more information.

Infamy Traits may be used as Negative Social Traits by members of the Sabbat against each other. As with the Bonus Traits from Sabbat Status, wither or not these Negative Traits can be called against a character in discipline challenges is up to each game to decide, though we recommend against it.

Additionally, a character may only ever have a maximum of 3 Infamy Traits at a time. Simply

replace the old ones should the situation arise with the new Infamy Traits.

Veteran Packs

Sabbat Packs may become as well known as individual Cainites. Once a pack has been active in the Sabbat for a number of years, the members of such a prestigious pack may receive the positional Status of “Veteran Pack”. This status is described along with the others later in this packet.

Clan Status

Those characters who start with a Free Status trait by the MET Sabbat Guide, instead gain their Clan Status as a Sabbat Status Trait detailed below. These may only be removed if the character leaves their Clan, such as if they become a Pander.

NEW STATUS TRAITS

Status Traits not found in this packet may be created by characters and games as they see fit. However, they must follow the following format:

- **Requirement:** How its Earned
- **Awarded by:** Who Gives it
- **Removal:** How its Removed

Additionally, while not required, Team Sabbat welcomes new player made Sabbat Status Traits and encourage you to provide them to us, to update this packet.

Resting on Your Laurels

A Sabbat Character’s Sabbat Status may be removed without penalty if they are over one year old (and not from a Position). These Deeds may be removed by a Sabbat Character who has a Status rating equal to or higher than the Sabbat Character they seek to strip the Status from. A Bishop or higher may remove Status at any time as well if the Sabbat Character has acted in a manner no longer fitting of the Status they claim (not including status from positions unless their position says they may do such). Status gained through Sabbat Faction membership or Clan Membership do not fall under this rule.

Word of Honor

The Sabbat has no Harpies or any official system of prestation. However, Sabbat vampires, like any other, do engage in trade in favors or “Boons”. Article 4 of the Code of Milan states “All Sabbat shall keep their word of honor to one another.” This is in actuality how Sabbat trade favors to one another. While no one keeps track of favors owed from one Sabbat to the next, and the sect does not use the term “boon”, they instead agree on their Word of Honor to owe another Sabbat vampire in the future. A Sabbat’s Word of Honor can not be traded to another Sabbat vampire. It is an agreement between two Sabbat of acknowledgment of a debt owed and a favor to be repaid for whatever service one Sabbat vampire does for another.

The Black Hand

Members of the Sabbat’s Black Hand are barred from holding certain positions within the Sabbat. Below you will find the breakdown between Disallowed, Allowed, and Coordinator Approval:

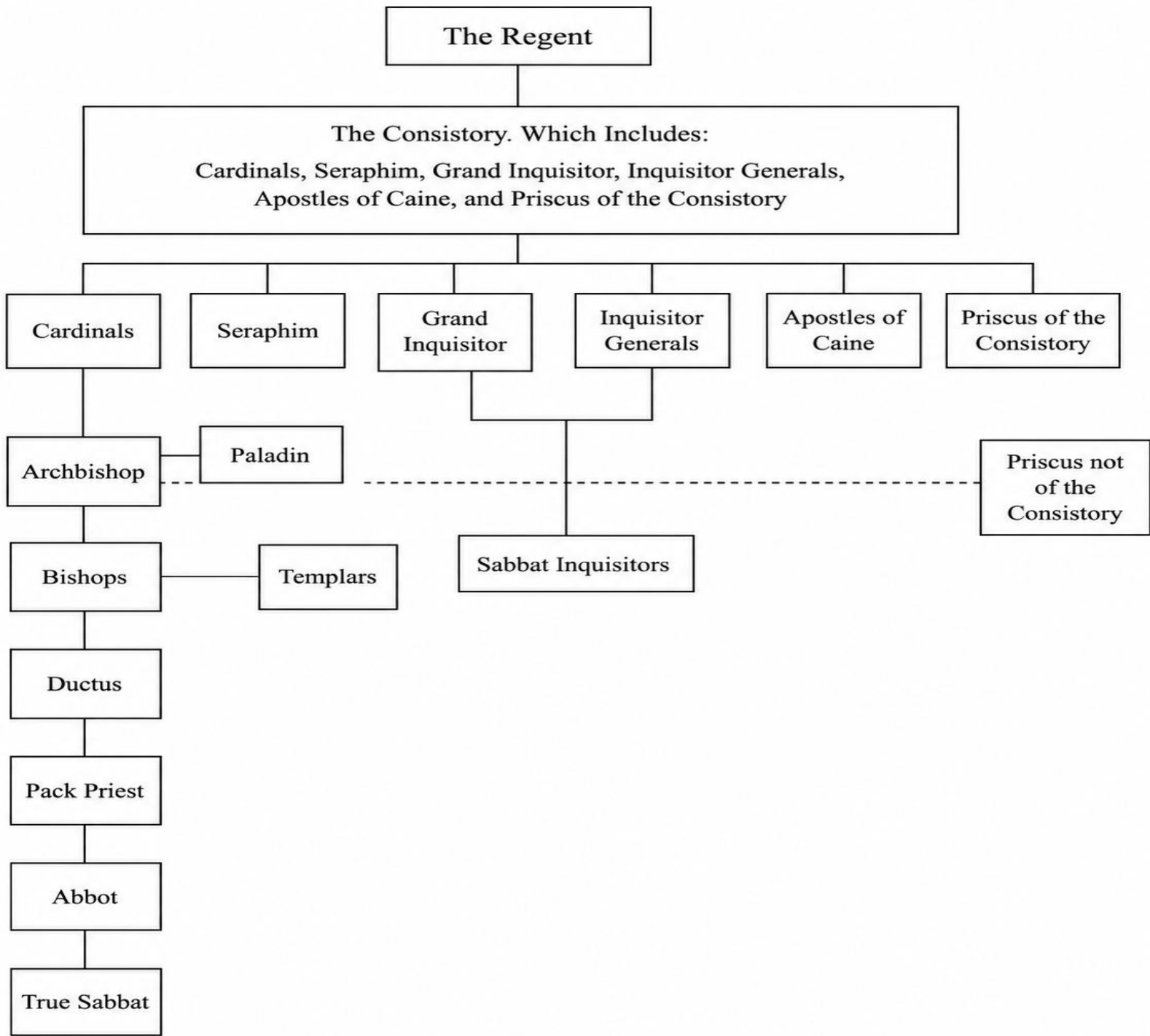
Disallowed: Templar, Paladin, Cardinal, Inquisitor General, Grand Inquisitor, Apostle of Caine, Regent, Faction Leader, Inquisitor

Allowed: True Sabbat, Abbott, Pack Priest, Ductus, Ordained Priest, Consul, Warden

Coordinator Approval: Bishop, Archbishop, Priscus

Hierarchy

Below you will find a useful flow chart to give a rough idea of the hierarchy of the Sabbat itself. It contains directions of both authority and prestige in the Sabbat’s position system in the sect.



Chapter Two: Positions

Pack Positions

False Sabbat

A False Sabbat is a vampire who has not undergone the Creation Rites, or someone who had his status among the sect revoked.

Such an unfortunate individual may not participate in Sabbat rites or functions until he has received the Creation Rites, and is in fact considered *vampira non grata*, to be kicked about, abused and ordered around at any of the "real" vampires' whims.

To be uninitiated means simply that the vampire is once more considered "False Sabbat," and does not mean that she is a traitor. An uninitiated Sabbat is still a member of the Sect, and is owned by her pack. That pack has the right to extract a heavy toll on anyone who harms their property without their consent. Uninitiating a vampire strips her of all Status and Rank, erasing all previous Reputational Status.

Such a vampire must be reeducated before again receiving her Creation Rites and becoming True Sabbat. A period of not less than a year and a day must pass during this "reeducation," unless the specific authority who punished the vampire relents and allows the Creation Rites, or unless the Regent specifically and publicly pardons the vampire's transgression.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: No

Nomad Allowed: Yes

Positional Status Traits: 0

Advantages: None

Disadvantages: Can be freely killed by any member of the Sabbat

True Sabbat

A True Sabbat is a vampire who has undergone the Creation Rites. In opposition to the False Sabbat, these are considered worthy Cainites who have proven themselves in combat or intrigue against their rivals.

The typical attitude is that being a True Sabbat is a matter of importance and distinction - you don't want just anybody coming in and claiming all the rights and privileges of Sabbat without having proven themselves first. Also, given the pack structure of the sect, many members think of themselves as a collection of gangs or neo-feudal warbands, complete with initiation rites and other ways of making themselves feel special.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: No

Nomad Allowed: Yes

Positional Status Traits: 1 (Must be Initiated)

Advantages: Protection as a member of the Sabbat Under the Code of Milan

Disadvantages: No other special privileges or abilities

Abbott

The office of Abbot goes in and out of fashion. In the Final Nights, it's favored mostly by Bishops and Archbishops who like large packs. In regions that appoint individuals to the office, the Abbot takes charge of maintaining a pack's haven and food supply. The Abbot must scout out possible locations, deal with security threats, find ways to dispose of the bodies and keep the pack rested and fit for all their various duties. Converts from the Camarilla describe the Abbot's duties as a combination of the work of Seneschal and Scourge.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: No

Nomad Allowed: Yes

Positional Status Traits: 2

Advantages: The Abbott can grant 5 additional Blood Points at the start of game that can be distributed among their pack as they see fit.

Disadvantages: The Abbott must maintain the Haven of the Pack

Pack Priest

Priest is a title held by a Sabbat vampire. They are the leaders of the sect's ritae in a given pack.

Priests are a fundamental piece of the Sabbat pack. The spiritual leaders of the pack, the Priest is usually second in command to the Ductus (though this is not always true). They officiate all the rituals and ceremonies observed by the group, and often create a few for the sole use of the pack.

All packs have at least one Priest; rarely, some large packs have two. They bear the responsibility for the spiritual wellbeing of their fellow Sabbat. In the event that the Ductus is eliminated, the Priest becomes a temporary leader until a new leader can be appointed by the Bishop, Archbishop, or in autonomous packs, the pack itself.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: Yes

Nomad Allowed: Yes

Positional Status Traits: 2

Advantages: Can learn, practice, and teach Ritae freely. They may purchase the Rituals Background.

Disadvantages: Abuse of Ritae or failure in Ritae can result in Negative Status. Those who practice ritae without being clergy and caught also gain Infamy.

Ductus

Ductus (plural Ducti), is a title held by a Sabbat vampire who acts as the leader of an individual pack, which is more a position of honor than one of responsibility.

Much like gang leaders, Ducti lead through force of personality and fear, and one that oversteps their bounds is likely to be taught a painful lesson. While they tend to work closely with pack Priests, the Ductus is normally the one to call pack gatherings and assign duties to pack members that fit the group's needs.

This title is a highly subjective one, sometimes held by the meanest thug in a pack while acquired through merit or ritual combat at other times. The Ductus decides logistical affairs of his pack, though the wise Ductus gives careful ear to his packmates' voices. Some authority accompanies the title, but the Ductus

who throws his weight around is likely to find his ass dumped unceremoniously in a trash bin, if not staked out to welcome the next sunrise.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: No

Nomad Allowed: Yes

Positional Status Traits: 2

Advantages: They are the leader of the Pack and their orders must be followed until they are removed as Ductus.

Disadvantages: The Ductus may be challenged at any time for their position in the pack. This can take the form of an official Monomacy or any other type of challenge the majority of the pack agrees to (games of instinct, etc)

Sect Positions

Templar

The Templars are an elite force of bodyguards appointed by a Bishop or greater leader of the Sabbat. Also called bloodhounds or button men, they serve exclusively the higher ranking members of the sect, always in a martial capacity. Although they have no formal organization, being named as a Templar is a great honor for the Cainite so titled. Being recognized as such is a symbol of strength in the Sabbat and a public acknowledgement of one's fighting skills. Templars may be formally recognized with a special rite called 'The Anointing'. For this reason, Templars, Paladins and Inquisitors are collectively referred to as the "Anointed".

Player Character Available: Yes

Approval Level: Storyteller

Clergy: No

Nomad Allowed: No, Unless to Nomad Priscus then Yes

Positional Status Traits: 3

Advantages: When acting under the direct authority of their Bishop, Archbishop, Priscus, Cardinal or Regent they have the same powers as those who appointed them, but only for the specifically assigned task by the one they serve

Disadvantages: Have no authority on their own, and may be removed at will by those who appointed them

Paladin

Paladins are hand-picked Templars, usually serving a Cardinal or, more rarely, an exceptionally powerful Archbishop. Such vampires can take any form, from a quasi-medieval knight, to a ninja, to a modern hitman, and anything in between.

Paladins are sworn to one of the leading members of the Sabbat (usually a Cardinal) and have the duty to protect them until Final Death. As such, they are forbidden from membership in the Black Hand. Paladins have often proven their loyalty as well as their mettle, and so are more highly trusted than Templars, sometimes taking the role of confidants and companions as well as bodyguards. Though Paladins are less expendable than Templars, they may still serve on the front-line if required, and may also perform special assignments.

Player Character Available: Yes

Approval Level: Sabbat Coordinator

Clergy: No

Nomad Allowed: No, Unless to Nomad Priscus then Yes

Positional Status Traits: 4

Advantages: When acting under the direct authority of their, Priscus, Cardinal or Regent they have the same powers as those who appointed them, but only for the specifically assigned task by the one they serve

Disadvantages: Have no authority on their own, and may be removed at will by those who appointed them

Note: PC Paladins, are known as Questing Paladins. They are not expected to constantly be at the side of the one who appointed them to protect them.

Additionally, when acting out in the world on behalf of their patron, they have no specific power or authority over other Sabbat at any given time unless it is specifically delegated to them with the authority of the office of the one they serve for a specific task. After that task is completed, their authority ends until given again.

Bishop

Bishop is a title held by a Sabbat vampire, who serves or advises an Archbishop, or a vampire who maintains Sabbat influence in a city with aid of others of equal status. Bishops are those immediately below the Archbishop but above Priests in Sabbat domains, with the same high level duties but much narrower scope.

A Bishop may be in charge of a single aspect of Cainite unlife in the domain, or they may be a more general spiritual leader, inquisitor against diabolism, military general, or any other specific aspect of Sabbat agenda.

Those who are in the know liken Bishops to the Primogen of the Camarilla, and some Sabbat domains that have no Archbishop are ruled by a council of Bishops instead.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: Yes

Nomad Allowed: No

Positional Status Traits: 4

Advantages:

1. Bishops may appoint and remove their own Templars
2. Learn, practice, and teach Ritae, including learning the Rituals Background
3. Once per night, may retest one Ritae challenge they perform
4. May eject someone from the Sabbat for Violations of the Code of Milan or other Sabbat law as they see fit. What constitutes a violation of the Code of Milan can range from obvious things (betraying the Sabbat to the Camarilla) to less obvious things. This is intentionally vague to allow for politics and role-play. A Bishop that abuses this power will quickly find themselves subject to Monomacy and killed.
5. May bar a member of the Sabbat from territory they directly control until they have performed a Contrition. Should a Sabbat member disregard this, they may be subject to Infamy as a result.
6. May Black List any member of the Clergy for abusing Ritae. Those Black Listed are officially disallowed to perform Ritae. To be removed from the Black List requires approval from a Cardinal, removed by the offended Archbishop, or a quorum of Prisci. This punishment can also include non clergy who are caught performing Ritae.
7. May create packs or organize packs within their territory. This includes re-assigning positions in a pack without the approval of those within said pack.
8. An Bishop can act as an acolyte and assist another member of the clergy to perform Ritae. Each assisting Bishop grants 3 bonus traits to the challenge.

Disadvantages: If they are Challenged to Monomacy and either lose or refuse, they lose their position.

Archbishop

Archbishop is a title held by a Sabbat vampire who has claimed a given expanse of domain as his own, generally a city, and supports that claim against all others. The term can refer to a Cainite of any gender.

With many of the same powers as a Camarilla Prince, the Archbishop is the closest analog the Sabbat has to that position. An Archbishop is different, though, in that the Sabbat is less concerned with enforcing the Traditions and more concerned with waging its holy war against the Antediluvians and everyone else. Thus, the Archbishop is part spiritual leader and part warlord, advancing the Sword of Caine's agenda and establishing Cainite primacy.

This last is a difficult task to undertake, as it's not simply a question of turning a Sabbat city into a living hell and declaring that vampires rule; the fundamentals of the Silence of the Blood and the sheer weight of the mortal population means that is a war to be waged in stages. Too many Sabbat fail to understand this, especially among the young, and lose faith in their leadership because they're too impatient to play out the long-game Jyhad. This subversion of ignorance is perhaps the Archbishop's greatest challenge to overcome.

The Archbishops usually are the highest rank in a city hierarchy, served by Bishops and Templars, but answering directly to the Cardinals, who coordinate them in their cities and direct them in the Jyhad. They serve their territory's Cardinal holding sway over a smaller region.

Such vampires usually rise through the ranks, serving lengthy tenures as Priests or Bishops of the sect. Each Cardinal has the power to appoint whomever he wishes to the position of Archbishop. Some accept bribes, but vampires who gain their positions in this manner often have difficulty to remain in office for long before Final Death catches up to them. Multiple Archbishops preside over these smaller domains, all contained within a single Cardinal's region.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: Yes

Nomad Allowed: No

Positional Status Traits: 5

Advantages:

1. Archbishops may appoint and remove their own Templars
2. Learn, practice and teach Ritae, including learning the Rituals Background

3. Once per night, may automatically win one Ritae Challenge.
4. May eject someone from the Sabbat for Violations of the Code of Milan or other Sabbat law as they see fit. What constitutes a violation of the code of milan can range from obvious things (betraying the Sabbat to the Camarilla) to less obvious things. This is intentionally vague to allow for politics and role-play. An Archbishop that abuses this power will quickly find themselves subject to Monomacy and killed.
5. May bar a member of the Sabbat from territory they directly control until they have performed a Contrition. Should a Sabbat member disregard this, they may be subject to Negative Status as a result.
6. May appoint and remove Bishops as they see fit.
7. May Black List any member of the Clergy for abusing Ritae. Those Black Listed are officially disallowed to perform Ritae. To be removed from the Black List requires approval from a Cardinal, removed by the offended Archbishop, or a quorum of Prisci. This punishment can also include non clergy who are caught performing Ritae.
8. May create packs or organize packs within their territory. This includes re-assigning positions in a pack without the approval of those within said pack.
9. An Archbishop can act as an acolyte and assist another member of the clergy to perform Ritae. Each assisting Archbishop grants 6 bonus traits to the challenge.

Disadvantages: If they are Challenged to Monomacy and either lose or refuse, they lose their position.

Priscus

Priscus is a title held by a Sabbat vampire that acts as advisor to the local authority figures of the sect, with no formal role in the internal politics but great practical influence.

Masters of manipulation, Prisci serve the Sabbat by advising Archbishops and Cardinals. The position of Priscus is more honorary than functional - they possess great insight but little "official" power.

Nevertheless, Prisci move among powerful circles and often possess a respectable personal prowess as well. One does not earn a consultory position if he is weak or foolish. Some Prisci also act as a board of directors for the Regent, similar to a Camarilla city's Primogen, advising the Regent and the Cardinals about the affairs of the sect.

Many Prisci were lords or military strategists before becoming vampires, and their vast experience (tempered with the caginess required to attain the position in the first place) serves the sect well. Often, a siege's success or failure rests on a bit of information, such as what defenses a given prince can muster, or which sympathetic vampires may be convinced to look the other way as the Sabbat roars into town. Such is the role of the priscus: to maximize the flaws of the others through proven strategies.

In Sabbat cities, they act similarly to the Primogen, but are never appointed by an Archbishop or Bishop. Prisci are always appointed by invitation to join them by at least 3 existing Prisci.

The Prisci who attend to the Regent form the Consistory along with the Cardinals - no one with Status lower than 4 could ever see the Consistory to meet with them, unless they summoned that character for a specific purpose; Prisci rise to the rank over time and according to no specific criteria, and their responsibilities include

Player Character Available: Yes

Approval Level: Sabbat Coordinator

Clergy: Yes

Nomad Allowed: Yes

Consistory: No for PCs, Yes for some NPCs

Positional Status Traits: 5

Advantages:

1. May appoint their own Templars and Paladins (or remove them) as they see fit to do so.
2. May only be removed by a Quorum of Prisci
3. May sit on a Quorum of Prisci
4. May Black List any member of the Clergy for abusing Ritae. Those Black Listed are not officially allowed to perform Ritae. To be removed from the Black List requires

Approval from a Cardinal, Removed by the offended Priscus, or a Quorum of Prisci

5. May choose to lead any Ritae in which they participate that is not run by the Consistory
6. May once per night automatically succeed in one Ritae challenge for a Ritae they are performing.

Disadvantages: Have no real authority beyond the Quorum of Prisci.

*Sabbat Consistory Prisci are Sabbat Coordinator Controlled NPCs. PC Priscus requires Sabbat Coordinator Approval

**PC Priscus must be assigned directly to a council of Bishops or Archbishops

Cardinal

Cardinal is a title held by a Sabbat vampire who oversees sect affairs in large geographical regions.

As the direct superiors of the Archbishops, Cardinals coordinate the Sabbat in their cities and direct them in the Jyhad. Further, it is their direct duty to bring any cities within their territory under the Sabbat's sway. Most Sabbat see their Cardinals no more than once per year, if at all, as the duties of the office keep them in constant communication with Bishops, Archbishops, Prisci, and the Regent himself.

Cardinals are old, powerful and deadly, having spent many centuries or more amassing their personal and political power. Many young Sabbat wonder why vampires of this age oppose the Antediluvians at all, as they are closer to the ancients than young Cainites like themselves. For whatever reason, Cardinals support and guide the Sabbat in the great Jyhad with terrifying efficiency.

Cardinals seldom answer to the Regent or the Prisci unless their activities have a detrimental effect on the Sabbat as a whole. They are responsible for all that happens within their regions, and for planning and delegating all Sabbat activities within their respective regions.

Player Character Available: No

Approval Level: Sabbat Coordinator NPC

Clergy: Yes

Nomad Allowed: No

Consistory: Yes

Positional Status Traits: 6

Advantages:

1. May appoint their own Templars and Paladins (or remove them) as they seem fit to do so.
2. Cardinals may appoint and remove their own Templars and Paladins
3. Learn and practice Ritae
4. Automatically win any Ritae challenge they perform
5. May eject someone from the Sabbat for Violations of the Code of Milan or other Sabbat law as they see fit.
6. May bar a member of the Sabbat from territory they directly control until they have performed a Contrition
7. May appoint and remove Archbishops as they see fit
8. May Black List any member of the Clergy for abusing Ritae. Those Black Listed are not officially allowed to perform Ritae. To be removed from the Black List requires Approval from a Cardinal, Removed by the Offended Archbishop, or a Quorum of Prisci
9. May kill any member of the Sabbat for any reason at any time. They need not eject them from the sect first.

*Sabbat Cardinals are Sabbat Coordinator Controlled NPCs.

Seraphim

The Seraphim are the Black Hand's generals, who answer only to the Regent of the Sabbat, and who collectively have absolute authority over all members of the Black Hand. The office of Seraph was created in honor of the fallen Assamite warrior, Dastur Anosh.

Seraphim determine which assassinations should be carried out, which requests for assistance from Sabbat leaders should be answered and how, and assign Dominions as needed to see it all done. They pass judgments on Black Hand members accused of

any disloyalty, disobedience to their superiors, or any offense against the Sabbat's Code of Milan. They also judge their own members on accusations of infernalism, refusing to surrender them to the authority of the Sabbat Inquisition.

Player Character Available: No

Approval Level: Sabbat Coordinator NPC

Clergy: Yes

Nomad Allowed: No

Consistory: Yes

Positional Status Traits: 6

Advantages:

1. May Sit on the Consistory
2. May appoint members of the Black Hand as they see fit
3. May kill any member of the Sabbat for any reason at any time. They need not eject them from the sect first.
4. When acting on the orders of the Regent, they carry his authority.
5. May only be removed by the Regent or Monomacy.

*Seraphim are Sabbat Coordinator Controlled NPCs.

Inquisitor General

In recent nights the Sabbat Inquisition has found failures in the structure of one Cainite simply being in charge. Should the Grand Inquisitor meet Final Death, be corrupted or simply lost, the Sabbat Inquisition would be without a leader. As such, the position Inquisitor General was created to help solve this problem. These three Cainites hold equal authority and weight to the Grand Inquisitor, however often defer to the Grand Inquisitor when needed. Collectively the Grand Inquisitor and the Inquisitor Generals form the council of leadership for the Sabbat Inquisition.

Player Character Available: No

Approval Level: Sabbat Coordinator NPC

Clergy: Yes

Nomad Allowed: No

Consistory: Yes

Positional Status Traits: 6

Advantages:

1. May sit on the Consistory
2. May appoint and remove members of the Inquisition as they see fit.
3. May kill any member of the Sabbat for any reason at any time. They need not eject them from the sect first.
4. When acting on the orders of the Regent, they carry his authority.

*Inquisitor Generals are Sabbat Coordinator Controlled NPCs.

Grand Inquisitor

The Grand Inquisitor is the head of the Sabbat Inquisition. Together with the Inquisitor Generals, they act as a council to give all orders and directions for the Sabbat Inquisition.

Player Character Available: No

Approval Level: Sabbat Coordinator NPC

Clergy: Yes

Nomad Allowed: No

Consistory: Yes

Positional Status Traits: 6

Advantages:

1. May sit on the Consistory
2. May appoint and remove members of the Inquisition as they see fit, including the Inquisitor Generals.
3. May kill any member of the Sabbat for any reason at any time. They need not eject them from the sect first.
4. When acting on the orders of the Regent, they carry his authority.
5. May only be removed by the Regent or The Consistory.

*The Grand Inquisitor is a Sabbat Coordinator Controlled NPC.

Apostles of Caine

These three Cainites are the personal advisors and council of the Regent of the Sabbat themselves. Apostles of Caine are put forward by the Regent of the Sabbat for the position and then confirmed by the Consistory. When there is an active Regent of the Sabbat, the Apostles have very little practical power but large amounts of political power. However, when the Regent is killed, removed, or otherwise indisposed; the Apostles of Caine assume the full power and authority of the Regent as a group until such time as the Regent returns or a new Regent is elected by the Consistory.

Player Character Available: No

Approval Level: Sabbat Coordinator NPC

Clergy: Yes

Nomad Allowed: No

Consistory: Yes

Positional Status Traits: 6

Advantages:

1. Advise the Regent and act on his Authority
2. When the Regent is missing, killed, or otherwise indisposed; the Apostles of Caine act as the Regent of the Sabbat until the Consistory appoints a new Regent.

*The Apostles of Caine are Sabbat Coordinator Controlled NPC.

The Regent

Regent is a title held by the Sabbat vampire who has the ultimate authority over the entire sect, ruling it from the Sabbat stronghold in Mexico City.

In the Sabbat, there is only one Regent at a time, and while they do have absolute authority, their directives are usually carried out. According to Sabbat doctrine, the Regent is merely overseeing the sons and daughters of Caine until the Dark Father returns to lead his children himself. The Regent is the president, so to speak, of this vampire sect, and the Cardinals, Archbishops and Bishops are ultimately accountable to this authority.

The Regent is appointed directly by the Consistory, not the body of the Sabbat as a whole. The Consistory members are those who vote who sits as the Sabbat's Regent.

Player Character Available: No

Approval Level: Sabbat Coordinator NPC

Clergy: No

Nomad Allowed: No

Consistory: Yes

Positional Status Traits: 7

Advantages:

3. Serves in this position for their entire existence once appointed, they may not be removed. Death of a Regent is the only means of removal from the position. In theory, one could retire, but it has never happened.
4. Can set Sect Policy and Law as they see fit.
5. May appoint and remove Paladins to themselves as they see fit.
6. May oversee and perform any ritae they desire and automatically win all Ritae challenges.
7. May kill any member of the Sabbat for any reason at any time. They need not eject them from the sect first.

*The Regent is a Sabbat Coordinator Controlled NPC.

Special Positions

Ordained Priest

Ordained Priests are retired Pack Priests or other clergy. They are those of the Sabbat who at one point or another served in the clerical hierarchy and learned the Ritae. As long as they commit no faux paux, they maintain the right to practice and learn Ritae. This position is appointed by a Bishop, Archbishop, Cardinal, or the Regent. If an Ordained Priest joins the Clergy; they lose this position. They may otherwise hold another position in the sect, and enjoy benefits from both.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: Yes

Nomad Allowed: Yes

Consistory: No

Positional Status Traits: 0

Appointed by: When a Pack Priest leaves their position, they may be named an Ordained Priest by a Bishop or higher and remain so until they are removed from this position.

Advantages: Ordained priests are still allowed to practice and learn ritae. This includes the Rituals Background. They may not teach ritae.

Disadvantages: A Sabbat member may have this position removed from them by a Bishop, Archbishop, Cardinal, Priscus, Consistory member or Regent should they be found to be abusing ritae.

Faction Leader

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

Player Character Available: Yes

Approval Level: Sabbat Coordinator

Clergy: No

Nomad Allowed: Yes

Consistory: No

Positional Status Traits: 5

Appointed by: Varies by Faction

Advantages: Command and lead their Selected Faction. They may also speak with members of the Consistory as needed.

Disadvantages: May be challenged via Monomacy for their position by those within their Faction. Should they lose or refuse, they lose the position.

*Sabbat Faction Leader position is Sabbat Coordinator Approval.

Consul

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

Consuls may only be appointed by Bishops, Archbishop, Priscus, Cardinal, or the Regent. All Consuls require a purpose. When a Consul is appointed, they will be given a task or a job to complete, and a time frame upon which it is to be completed. Upon the completion of such a task, the position and its protections and authorities are dissolved. Those who abuse this position or seek to acquire a Consulship that has no parameters or timeline will find themselves quickly at odds with the Consistory and the mandate of this important work.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: No

Nomad Allowed: Yes

Consistory: No

Positional Status Traits: 3

Appointed by: Bishops, Archbishops, Cardinals, Consistory or the Regent

Advantages: A Consul is assigned a diplomatic task to the Camarilla, the Anarchs, Independents, Jati, Laibon, or Ashirra. During that time, they may interact with these groups and not suffer punishment by the Sabbat for doing so.

Disadvantages: Consuls who are found to be interacting with outside groups beyond their assigned missions are committing a sect crime and may be killed for it.

Inquisitor

Inspired by the mortal Inquisition, the Sabbat Inquisition was founded to target infernalism and the Path of Evil Revelations within the Sword of Caine. This includes stamping out the use of Dark Thaumaturgy but also policing practitioners of Thaumaturgy in general.

Over the years, the Inquisition's authority has further expanded to adjudicate religious purity and heresy in the sect. This category is also assumed to include undue sympathy for the Camarilla or the Antediluvians, and speaking against Caine or Noddism. Although Lilith cults are a popular target of the Inquisition, the sect nevertheless retains an underground network of Bahari who follow the Path of Lilith.

At its height, the organization had over 50 members. From its reformation until the late 1990s, it counted only 12–15 members. Between 1997 and 1999, however, that number had doubled, with 30 members counted, in part because of the organization's known successes in Detroit and Montréal. The Inquisitors are the will and force of the Sabbat Inquisition.

Player Character Available: Yes

Approval Level: Sabbat Coordinator

Clergy: Yes

Nomad Allowed: Yes

Consistory: No

Positional Status Traits: 5

Appointed by: Grand Inquisitor or Inquisitor Generals

Advantages: When acting within their appointed duties, an Inquisitor's word is law. These duties fall under, Infernalism, the Bahari, or Antediluvian Worship.

Disadvantages: May not hold the positions of Bishop, Archbishop, Cardinal, Priscus or Templar/Paladin outside of the Inquisition.

Warden

To hear the powers that be tell it, the Warden is an ugly responsibility, but someone has to do it. The Warden has the right to attack and kill unidentified or foreign Cainites in an established diocese. Of course, if the Warden is overzealous and finds out that he's just killed someone granted recognition by the Archbishop, he'd better have a good alibi or a clueless patsy. In some dioceses, Wardens are compensated because their work is so unpleasant: ecumenical favor can grant an additional point of Resources, Herd, or Influence so long as Warden remains faithful in her duties.

Player Character Available: Yes

Clergy: No

Approval Level: Storyteller

Nomad Allowed: Yes

Consistory: No

Positional Status Traits: 3

Appointed by: Bishops, Archbishops, Cardinals, Consistory, the Regent

Advantages: When assigned Territory they are given authority over that territory to deal out sect justice as needed

Disadvantages: Wardens are not above sect law and can be removed from the position at will by those who appoint them

Veteran Pack

Packs may gain just as much respect as any individual member among them. When a pack has been in existence for over three years with no changes to leadership (Ductus, Priest, or Abbot), all members of the pack outside of its leadership may claim the Positional Status of 'Veteran Pack'.

Player Character Available: Yes

Approval Level: Storyteller

Clergy: No

Nomad Allowed: Yes

Positional Status Traits: 2

Advantages: Veteran Pack members cannot be reassigned or removed by Bishops or Archbishops. Any changes to the pack must be from within the pack itself, or from a Cardinal or above.

Disadvantages: If leadership of the pack changes, all members of the pack lose this Positional Status.

Chapter Three: Marks of Prestige and Infamy

Sabbat Status

Initiated

You have undergone the Creation Rites and thus are welcomed as True Sabbat to the sect.

- **Requirement:** Completed your creation rites.
- **Awarded by:** Pack Priest or higher
- **Removal:** Ejection from the Sabbat

Battle-Scarred

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

- **Requirement:** The Cainite awarded was wounded or incapacitated while fighting enemies of the Sabbat.
- **Awarded by:** Ductus, Pack Priest or higher
- **Removal:** A shameful display in a combat, such as fleeing a battle

Blooded

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

- **Requirement:** The Cainite awarded has slain another vampire of relative power level in fair combat.
- **Awarded by:** Ductus, Pack Priest or higher
- **Removal:** Losing badly in a one-on-one fight.

Triumphant

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

- **Requirement:** The Cainite awarded has killed three other vampires of relative power level in fair combat.
- **Awarded by:** Bishop or higher; or 3 nomadic Priests
- **Removal:** Losing an important battle for the Sabbat or Monomacy

Undefeated

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

- **Requirement:** The Cainite awarded has killed in at least five fair fights and/or Monomacies.
- **Awarded by:** Archbishop or higher; or 5 nomadic Priests
- **Removal:** The loss of any fair fight or Monomacy, outside of overwhelming odds that force flight.

Charred/Scorched

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

- **Requirement:** For Charred, the Cainite has passed a courage check with a difficulty of 5 from fire while working to further the sect. For Scorched, the Cainite has passed a courage check with a difficulty of 5 from sunlight while working to further the sect.
- **Awarded by:** Bishop or higher; or 3 nomadic Priests
- **Removal:** Failure of a Rotshreck Challenge at an unfortunate time.

Enriched

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

- **Requirement:** The Cainite successfully performed diablerie in accordance with sect practices.
- **Awarded by:** Pack Priest or higher
- **Removal:** Losing a fight to a vampire of a higher generation than you.

Fortified

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

- **Requirement:** The Cainite successfully performed diablerie in accordance with sect practices. This trait is only granted if the victim was either a sect defector, or a position-holder of an enemy sect.
- **Awarded by:** Bishop or higher; or 3 nomadic priests
- **Removal:** Losing a fight to a vampire weaker than you. i.e. someone of a higher generation.

Invigorated

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

- **Requirement:** The Cainite successfully performed diablerie in accordance with sect practices. This trait is only granted if the victim was a praxis holder in the Camarilla.
- **Awarded by:** Archbishop or higher; or 5 nomadic priests
- **Removal:** Losing a fight to a Camarilla Prince or Archon

Blessed

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

- **Requirement:** A path rating of 4 on any non-heretical Path of Enlightenment (rating 10 Scale)
- **Awarded by:** Pack Priest or higher
- **Removal:** Subject to removal should the Cainite's Path rating slip below 4.

Devoted

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

- **Requirement:** A path rating of 6 on any non-heretical Path of Enlightenment
- **Awarded by:** Pack Priest or higher
- **Removal:** Subject to removal should the Cainite's Path rating slip below 6.

Enlightened

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

- **Requirement:** A path rating of 8 on any non-heretical Path of Enlightenment
- **Awarded by:** Pack Priest or higher
- **Removal:** Subject to removal should the Cainite's Path rating slip below 8.

Sanctified

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

- **Requirement:** A path rating of 10 on any non-heretical Path of Enlightenment
- **Awarded by:** Luminary of the Path (rating of 10)
- **Removal:** Subject to removal should the Cainite's Path rating slip below 10.

Supported

You have gained the support of a friendly, and possibly well-respected, pack. The pack's Ductus has granted you the group's support in the form of a Deed. Cainites understand that messing with you is likely to incur the pack's disfavor. You tarnishing the name of the pack that supports you is likely to see this trait removed and bring ill repute upon you.

- **Requirement:** Subject to the discretion of the issuing Ductus
- **Awarded by:** Ductus
- **Removal:** Subject to removal from the issuing Ductus, possibly during a crucial or even at a potentially embarrassing moment.

Should the pack behind this status perish or be disbanded, this Deed is lost.

Protected

You enjoy the protection of a well-established Cainite. A member of the clergy or perhaps a Priscus has granted you this Deed to make all aware of her interest in you. Cainites would do well to take heed; causing you any harm is certain to bring about retribution. To kill a member of the Sabbat with the Protected Deed, is often viewed as a challenge to Monomacy by the person who granted it.

- **Requirement:** Subject to the discretion of the issuing party, who must be ranked Bishop or higher.
- **Awarded by:** Bishop, Archbishop, Priscus, Cardinal, Regent, Seraphim, Grand Inquisitor, Inquisitor General
- **Removal:** Subject to removal from the issuing party, at their pleasure. Should the issuing Cainite meet the Final Death, or be removed from office, this status is lost.

Favored

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

- **Requirement:** Subject to the discretion of the Regent or the Cardinal, whose criteria is always subject to change.
- **Awarded by:** Cardinal or Regent of the Sabbat
- **Removal:** Subject to removal by the Regent or Cardinal at any time, should your fortune change. Should the issuer be killed or removed from office, this status is lost.

Notorious

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

- **Requirement:** The Cainite is blood hunted in a Camarilla domain.
- **Awarded by:** Bishop or higher; or 3 nomadic Priests

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

Infamous

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

- **Requirement:** The Cainite is blood-hunted in three or more Camarilla domains.
- **Awarded by:** Archbishop or higher; or 5 nomadic Priests
- **Removal:** Subject to removal should the total number of Blood Hunts fall below three. A removal of this sort should be extremely rare.

Nefarious

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

- **Requirement:** The Cainite is globally Blood-Hunted.
- **Awarded by:** Cardinal or Regent
- **Removal:** Subject to removal should the global Blood Hunt be lifted. A removal of this sort should be extremely rare.

Anathema

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

- **Requirement:** The Cainite is a member of the Camarilla's Red List.
- **Awarded by:** Regent
- **Removal:** None. Once you've achieved notoriety of this sort, your reputation will endure even if your place on the Red List is reassigned, or expires.

Patriarch

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

- **Requirement:** The Cainite was seated at the negotiation table at the Convention of Fire. This award cannot be awarded as part of a background
- **Awarded by:** Priscus Sascha Vykos, on behalf of the Consistory
- **Removal:** None

Vanquisher

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

- **Requirement:** The Cainite fought during the battle at Chorazin, which took place at Midwinter 2012. This award cannot be awarded as part of a background.
- **Awarded by:** Regent Venere Carbone, the Daemon Maestro
- **Removal:** None

Glorified

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

- **Requirement:** Your pack won the last Great Game of Instinct.
- **Awarded by:** Archbishop or Higher
- **Removal:** Automatic at the next Festivo dello Estinto.

Martial

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

- **Requirement:** Yours was the pack which completed the War Party.
- **Awarded by:** Bishop or higher; specifically, the one who enacted the Ritae
- **Removal:** Automatic at the next War Party, Palle Grande, Festivo dello Estinto, or Binding.

Head Hunter

Those Sabbat who participate in the Wild Hunt are given a chance of glory and valor within the sect. The actual pack that hunts down and completes the Wild Hunt that was called upon a member of the Sabbat and those who secrets were revealed are rewarded with this renown.

- **Requirement:** Yours was the pack which completed the Wild Hunt.
- **Awarded by:** Bishop or higher; specifically, the one who enacted the Ritae
- **Removal:** Betrayal of the Sect

Pathfinder

You are one of the year few who have created a new Sabbat Path of Enlightenment for the sect. This Path needs to be reviewed and approved by both the sect's clergy and the Orthodoxy Faction.

- **Requirement:** You created a Path of Enlightenment
- **Awarded by:** The Orthodoxy Faction
- **Removal:** Leaving the Path you created.

Cleric

You are a priest of the Sabbat who created a brand new Ignoblis Ritae. You seek to spread its practice and growth within the sect. This new ritae must be reviewed and approved by the Orthodoxy Sabbat faction for you to petition them to gain this Deed.

- **Requirement:** You have created an Ignoblis Ritae
- **Awarded by:** The Orthodoxy Faction
- **Removal:** Disgracing the Ritae

Voice of the Voiceless

You have petitioned the Moderates Factions Assembly and your issue brought forward and heard by the Consistory or other leading body of the Sect. Not only, was your issue used in their Assembly, but you managed to get your issue passed (such as at Ecumenical Council)

- **Requirement:** You had an item brought to the Moderates Assembly and it was heard and approved.
- **Awarded by:** The Moderates Faction
- **Removal:** Acting against the item your brought to the Assembly

Warrior of Injustice

You have exposed corruption of Sabbat leadership and taken it to the Loyalists. They have reviewed your evidence and proven the Sabbat leader in question was indeed corrupt and the Faction has imposed the Infamy of "Corrupt" to them. While many Sabbat leaders will view you as a danger as a result, to many of the sect's neonates and Loyalists, you are a hero.

- **Requirement:** You exposed a corrupt Sabbat leader and the Loyalists acted on it
- **Awarded by:** The Loyalist Faction
- **Removal:** Taking a sect position and performing a corrupt act.

Solicitor

You have gone to the Status Quo Tribunal and they have approved your case. In addition to this, you have won your case through the Tribunal of the Faction. Your name is now renowned by the Sabbat for not only providing a case for them to review but winning your argument.

- **Requirement:** You used the Status Quo Tribunal and won your case
- **Awarded by:** The Status Quo Faction
- **Removal:** Acting in a manner opposite to the case you won in the tribunal.

Warmaster

You were appointed by a member of the Ultra-Conservatives to help lead a Crusade. Not only were you successful in your leadership, but you gained notoriety to your enemies upon the battlefield.

Glorious acts during a Crusade can earn the praise of the Ultra-Conservatives.

- **Requirement:** You were a leader in a Sabbat Crusade as appointed by the Ultra-Conservatives
- **Awarded by:** The Ultra-Conservative Faction
- **Removal:** Failing in a Crusade

Activist

You presented the Pander Movement with a growing problem the Coalition was able to solve. As thanks, the Pander Movement now keeps an eye on you to bring future issues of inter-clan related matters to them.

- **Requirement:** You brought a matter to the Pander Movement Coalition they were able to resolve.
- **Awarded by:** The Pander Movement
- **Removal:** Starting Inter-Clan issues or conflicts

Blood Witch

You are one of the more potent Blood Mages in the Sabbat. Regardless of the Paradigm you are considered a master of Blood Magic within the sect as a whole. Only those who are acknowledged as such by the Occult Underground may hold this Deed.

- **Requirement:** You Practice Blood Magic and excel at it beyond most Sabbat
- **Awarded by:** The Occult Underground
- **Removal:** A Spectacular failure or use of Blood Magic in the presence of other Sabbat

Palatine

You have impressed the Children of the Dracon with how often you give council to other members of the Sabbat and your advice proved beneficial. While you are not a member of the Children of the Dracon, the sect respects your wisdom and advice you offer others.

- **Requirement:** You have gone above and beyond giving advice and counsel to members of the Sabbat that is both listened to and helpful.
- **Awarded by:** The Children of the Dracon

- **Removal:** Giving bad advice one too many times.

Rider With the Brood

While you aren't a Nomadic Sabbat member yourself, you offer support and resources to those who are. You go above and beyond normal Sabbat members to provide for the Nomadic members of the sect as part of a Sabbat Coven. You provide blood and haven to the Nomads when they enter your city. Your work has not gone unnoticed and the Crimson Horde has honored you with this Deed.

- **Requirement:** You have gone above and beyond to support Nomadic members of the Sabbat. Most of your Backgrounds have been dedicated to aiding them
- **Awarded by:** The Crimson Horde
- **Removal:** Turning your support away from the Nomadic Sabbat

Tasked

Awarded to all members of a pack that have been tasked by Bishop or higher to accomplish a task for the Sabbat. Alternatively it may be awarded to a new or temporary pack established at the direction of the clergy to fulfill the task directed. Normally, the task follows the Deed in the listing. For example: Tasked with Killing the Lupines, or Tasked with Securing the Docks. Note that this is an in-character statement of what the pack is expected to accomplish.

- **Requirement:** The Bishop or higher must perform an Ignobilis Ritae anointing each member of the pack and dedicating the pack to accomplish the task. The ritae always ends with a Vaulderie to cement the pack's loyalty to one another and the Bishop tasking them.
- **Awarded by:** Bishop or Higher
- **Removal:** This is removed upon the same Bishop or Higher awarding it to another.

The Anointed

You are a Templar, Paladin, or Inquisitor that undergone the Ignobilis Ritae known as the Anointing. While an older ritae, it is used to mark those of the Sabbat in those positions who have truly earned their positions and titles.

- **Requirement:** Undergo the Anointing Ritae
- **Awarded by:** Bishop or Higher
- **Removal:** leaving your position or the inverse of the Anointing was performed upon you.

Adept

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

- **Requirement:** The Cainite must repeatedly demonstrate their excellence for whatever task they are known to be Adept in. In addition, this demonstration must be beyond a simple pack level, but to that of a diocese as a whole. This Deed may be awarded several times. Each is for a specific field the Sabbat Vampire is acknowledged in being an expert in. Example, Adept at Martial Combat, Adept at Noddism, etc
- **Awarded by:** Bishop or Higher, or 3 nomadic Priests
- **Removal:** Only if the Cainite has failed repeatedly at the task he is known for.

Dedicated

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

- **Requirement:** Must have declared a public cause the Cainite follows.
- **Awarded by:** Ductus, Pack Priest or higher
- **Removal:** The Cainite has acted in opposition to his declared dedication. This can then be removed by the Cainite's Ductus or higher.

Feared

Others fear the vampire. It's that simple.

- **Requirement:** Others fear you.
- **Awarded by:** Ductus, Pack Priest or Higher
- **Removal:** When others cease to fear you, this standing may be removed by your Ductus or higher

Loyal

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

- **Requirement:** Proven dedicated loyalty to the Sabbat or your pack. Usually given to those who Infiltrate other sects.
- **Awarded by:** For pack loyalty, Ductus or Pack Priest. For sect loyalty, Bishop or higher.
- **Removal:** You have proven to be disloyal, then by your Pack Ductus (for Pack Loyalty) or Bishop or higher (for sect loyalty)

Militant

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

- **Requirement:** Repeated demonstration of one's combat prowess. This isn't raw power, but also includes the use of tactics and strategy.
- **Awarded by:** Bishop or Higher; or 3 nomadic Priests
- **Removal:** May only be removed if the Cainite turns from being a warrior. Should that occur, it may be removed by a Bishop or higher.

Ominous

Avampire who has a reputation for being very feared and respected. Members of the Black Hand often hold this Deed.

- **Requirement:** The Cainite must be feared more than in his own diocese.
- **Awarded by:** Bishop or Higher; or 3 nomadic priests
- **Removal:** The Cainite is no longer feared; the removal is done by a Bishop or Higher.

Recognized

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

- **Requirement:** A Cainite must perform amazing acts during a sect holiday that causes them to stand out above all others.
- **Awarded by:** Bishop or Higher; or 3 nomadic Priests
- **Removal:** None/This Deed is automatically removed when another Cainite from the same diocese gains it.

Relentless

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

- **Requirement:** The Cainite must display on numerous occasions that their will cannot be broken.
- **Awarded by:** Bishop or Higher; or 3 nomadic Priests
- **Removal:** Open displays of the Cainite's will being broken, such as giving in to a fear frenzy. It is then removed by a Bishop or higher.

Respected

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

- **Requirement:** The Cainite must perform acts that earn them the respect of their peers.
- **Awarded by:** Bishop and Higher; or 3 nomadic Priests
- **Removal:** The Cainite has lost the respect of their peers. It is then removed by a Bishop or higher

Faction Status

Chosen

You are a member of the Black Hand

- **Requirement:** Being a member of the Black Hand
- **Awarded by:** Joining the Black Hand
- **Removal:** None

Purifier

You are a member of the Sabbat Inquisition

- **Requirement:** Being a member of the Sabbat Inquisition
- **Awarded by:** Joining the Sabbat Inquisition
- **Removal:** Leaving the Sabbat Inquisition

Firebrand

Any Sabbat member who is a known member of the Loyalist faction.

- **Requirement:** Being a member of the Loyalist Faction
- **Awarded by:** Joining the Sabbat Loyalists
- **Removal:** Leaving the Sabbat Loyalists

Bolshevik

Any Sabbat member who is a known member of the Moderates faction.

- **Requirement:** Being a member of the Moderates Faction
- **Awarded by:** Joining the Sabbat Moderates
- **Removal:** Leaving the Sabbat Moderates

Architect

Any Sabbat member who is a known member of the Status Quo faction.

- **Requirement:** Being a member of the Status Quo Faction
- **Awarded by:** Joining the Sabbat Status Quo
- **Removal:** Leaving the Sabbat Status Quo

Solider

Any Sabbat member who is a known member of the Ultra-Conservative faction.

- **Requirement:** Being a member of the Ultra-Conservative Faction

- **Awarded by:** Joining the Sabbat Ultra-Conservatives
- **Removal:** Leaving the Sabbat Ultra-Conservatives

Fanatic

Any Sabbat member who is a known member of the Pander Movement faction.

- **Requirement:** Being a member of the Pander Movement Faction
- **Awarded by:** Joining the Sabbat Pander Movement
- **Removal:** Leaving the Sabbat Pander Movement

Witch

Any Sabbat member who is a known member of the Occult Underground faction.

- **Requirement:** Being a member of the Occult Underground Faction
- **Awarded by:** Joining the Sabbat Occult Underground
- **Removal:** Leaving the Sabbat Occult Underground

Devil's Advocate

Any Sabbat member who is a known member of the Children of the Dracon faction.

- **Requirement:** Being a member of the Children of the Dracon Faction
- **Awarded by:** Joining the Sabbat Children of the Dracon
- **Removal:** Leaving the Sabbat Children of the Dracon

Pious

Any Sabbat member who is a known member of the Orthodoxy faction.

- **Requirement:** Being a member of the Orthodoxy Faction
- **Awarded by:** Joining the Sabbat Orthodoxy
- **Removal:** Leaving the Sabbat Orthodoxy

Brood

Any Sabbat member who is a known member of the Crimson Horde faction.

- **Requirement:** Being a member of the Crimson Horde Faction
- **Awarded by:** Joining the Sabbat Crimson Horde
- **Removal:** Leaving the Sabbat Crimson Horde

Clan Status

Keeper

You are a member of Clan Lasombra.

- **Requirement:** Member of Clan Lasombra
- **Issued by:** Given at character creation
- **Removal:** May not be removed unless the character leaves the clan.

Angel of Caine

You are a member of the Assamite Antitribu bloodline.

- **Requirement:** Member of the Assamite Antitribu
- **Issued by:** Given at character creation
- **Removal:** May not be removed unless the character leaves the clan.

Lazarene

You are a member of the Harbingers of Skulls bloodline.

- **Requirement:** Member of the Harbingers of Skulls
- **Issued by:** Given at character creation
- **Removal:** May not be removed unless the character leaves the clan.
- **Note:** A Harbinger of Skulls Character may take this up to 3 times at character creation as per their clan advantage.

Crusader

You are a member of the Ventrue Antitribu bloodline.

- **Requirement:** Member of the Ventrue Antitribu
- **Issued by:** Given at character creation
- **Removal:** May not be removed unless the character leaves the clan.

Infamy

Orphan

The Vampire is not a member of a pack, causing their adherence to the ritae and loyalty to the sect to immediately be called into question.

- **Requirement:** The Cainite has lived without a pack for 4 months or more.
- **Issued by:** Any True Sabbat in a pack
- **Removal:** The Cainite joins a pack and shares the Vaulderie with them for a month

Dangerous

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

- **Requirement:** The Cainite has acted dangerously while on a hunt or combat operation.
- **Issued by:** Ductus or Pack Priest within a pack, Bishop or higher in a diocese
- **Removal:** The Cainite must participate in two hunts or combat operations without risky behavior.

Ignorant

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

- **Requirement:** The Cainite has made an embarrassing faux pas, forgetting an essential tenet of the Sabbat and its mission.
- **Issued by:** Ductus or Pack Priest within a pack, Bishop or higher in a diocese
- **Removal:** The Cainite must demonstrate that they've learned from their formerly ignorant behavior on two separate occasions.

Slow

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

- **Requirement:** The Cainite has failed to elude humans, whether on foot or in a vehicle
- **Issued by:** Ductus or Pack Priest within a pack, Bishop or higher in a diocese
- **Removal:** The Cainite must make some demonstration of their agile superiority over the kine on two separate occasions

Untrustworthy

Cainites who hold positions in the Sabbat are expected to do more than simply sit and look pretty. Whether it's the performance of sacred Ritae, or keeping the group haven stocked with vessels, members of the Sword of Caine are expected to execute their duties faithfully and with some degree of competence. Those who fail are subject to the Infamy of Untrustworthy.

- **Requirement:** The Cainite has failed at an essential function of their office
- **Issued by:** Any Cainite to another beneath their chain of command
- **Removal:** The Cainite must successfully execute of the duties of their office on two separate occasions

Vain

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

- **Requirement:** The Cainite has bragged about their talents in a particular area, and then failed in a spectacular way
- **Issued by:** Any Cainite to another beneath their chain of command

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

Unfaithful

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

- **Requirement:** The Priest has failed two simple tests after a failed Ritae challenge
- **Issued by:** Automatic after the two failed tests
- **Removal:** The Cainite must successfully perform two Auctoritas Ritae.

Questionable

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

- **Requirement:** The Cainite has failed or misused the Sabbat's Ritae
- **Issued by:** Archbishop or Higher
- **Removal:** Archbishop or higher. Those who remove a Questionable Infamy inflicted by another Archbishop are sure to incur the disdain of the original issuer.

Unreliable

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

- **Requirement:** The Cainite has grossly failed in their duties as Priest.
- **Issued by:** Archbishop or Higher
- **Removal:** Archbishop or higher, with good reason

Cowardly

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

- **Requirement:** The Cainite has failed a Courage check in a hunt or combat operation.
- **Issued by:** Any Cainite to another beneath their chain of command
- **Removal:** The Cainite succeeds in Courage checks in two separate hunts or combat operations.

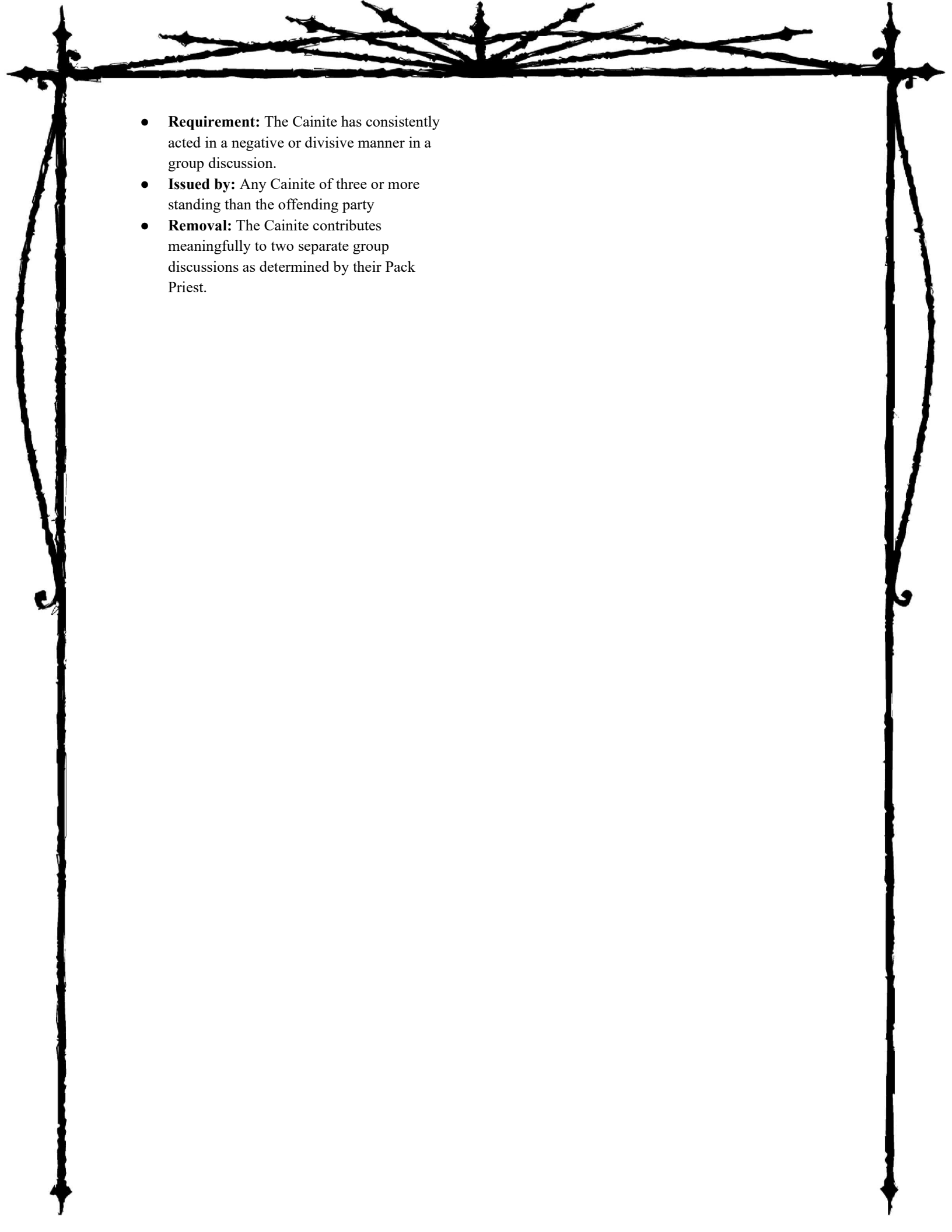
Anxious

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

- **Requirement:** The Cainite has withdrawn or failed to make good on a threat to challenge someone to Monomacy.
- **Issued by:** The Pack Priest of the Cainite challenged to Monomacy
- **Removal:** The Cainite participates in two Monomacy challenges. Challenges where the challenged refuses Monomacy or backs down still count towards this total.

Troll

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

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- **Requirement:** The Cainite has consistently acted in a negative or divisive manner in a group discussion.
 - **Issued by:** Any Cainite of three or more standing than the offending party
 - **Removal:** The Cainite contributes meaningfully to two separate group discussions as determined by their Pack Priest.

Chapter Four: Tools of Political War

War Parties

The War Party Ritae is never performed on a member of the Sabbat. It is only ever used against Elder enemies of the Sect.

Wild Hunts

The Wild Hunt is performed on Members of the Sabbat who betray sect secrets to outsiders. The targeted Sabbat member that is Wild Hunted, also by default, has all those whom they shared secrets with also under the same Wild Hunt even if they are not members of the Sabbat.

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

Outsiders

Vampires outside of the Sabbat who are not members of the Sect may never have Sabbat Status.

Additionally, only vampires may undergo the Creation Rites. Ghouls and Revenants are property of their vampiric owners and have no rights or protections in the sect beyond those their masters give them personally. They too may not possess Sabbat Status.

Crimes and Punishments

Sabbat justice generally does not follow a uniform process nor does the process repeat itself in each instance. Some Cardinals, for example, could simply kill a full member of the Sabbat outside of Monomacy and suffer no repercussions for this. The argument is largely, if you are famous enough, important enough, and can get away with it, you do. A quorum of Prisci to judge crimes committed in the sect is NOT the standard, or the correct course for most disputes. This confusion often comes from Code of Milan itself, particularly Article 15 (All

Sabbat possess the right to call a council of their peers and their immediate leaders.) and Article 16 (All Sabbat shall act against Sect members who use the powers and authority the Sabbat has given them for personal gain at the expense of the Sabbat. Action shall be taken only through accepted means, approved by a quorum of Prisci.). Roleplay, argument, and support allow for alternate interpretations of the Code. Cainites CAN kill outside of Monomacy and maybe even get away with it. There are no mechanics intentionally as punishment is something that should involve roleplay. These suggested forms of punishment appear on page 45 of the Table Top Guide to the Sabbat:

Crime	Punishment
Treason Against the Sect	Torture and dismemberment in whatever poetic fashion the “judge” decides (includes being thrown off buildings, being drawn and quartered, having limbs removed, etc)
Murdering a fellow Sabbat	Diablerie at the hands of the murdered vampire’s pack (or a pack of an elder’s choice, should the victim have been an elder.)
Deceiving Sabbat leaders	Burning or flaying
Failure to respond to a leader’s call	Branding or mutilation (often the vampire loses a hand)
Striking a vampire of greater station (i.e. has more Positional Status than you.)	Blinding, mutilation (often the vampire suffers several broken bones)
Associating with Camarilla vampires	First Offense: Censure Second: Flogging Third: Staking or Death
Failure to accomplish an important mission assigned by leaders	“Spite” punishment, generally of a humiliating nature (such as cutting off the vampire’s nose, branding his forehead with an “F”, dashing out his teeth, etc)
Displays of cowardice	Blood Feast for fellow pack members, though the vampire is usually

	left undead to atone for himself.
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Re-Initiation into the Sabbat

Is it possible for a vampire who has been ejected from the Sabbat to be given the Creation Rites and rejoin the sect? The answer is, technically yes with some exceptions. Those Sabbat who have undergone a Wild Hunt or the Destruction Ritus can not be simply given the Creation Rites by any Pack Priest and welcomed back into the Sabbat. Barring those situations, however, can anyone else? Yes, but that does not mean the whole Sabbat forgives them for their crimes or they simply can't be ejected from the Sabbat again. One who has betrayed the Sabbat and thus been ejected from the Sect and wishes for redemption to return to the sect can expect a long hard road in doing so. To say the least, they should expect several Contritions, to be treated as greatly untrustworthy, and often treated poorly by other Sabbat until they have earned their redemption. Regardless, such stories are an opportunity for dramatic Role-Play about falls and redemption and best left to that then mechanics.

One rule for this is: Such a vampire must be reeducated before again receiving her Creation Rites and becoming True Sabbat. A period of not less than a year and a day must pass during this "reeducation," unless the specific authority who punished the vampire relents and allows the Creation Rites, or unless the Regent specifically and publicly pardons the vampire's transgression.

Treaties

Current Treaties the Sabbat has signed can be found on the OWBN Sabbat Wiki here:
<https://sabbat.owbn.net/wiki/index.php/Treaties>

Paths of Enlightenment

The Current list of Heretical Sabbat Paths of Enlightenment can be found on the OWBN Sabbat Wiki here:
<https://sabbat.owbn.net/wiki/index.php/Heresy>

The Litany of Blood

The Litany of Blood is a document of the Sabbat that details the history of the fallen heroes of the sect. The Litany originated in the Liber Defectorum created by the Sabbat to honor those who had fallen in the struggle to establish the sect in the Montréal region around the 1660s. Under the guidance of Sœur Marianne, other stories of different dioceses were added and several Noddists contributed by providing genealogical notes on the fallen.

When Marianne left Montréal for a life of isolated contemplation, the Litany was passed to her Noddist aides, who formed the Librarians coven. Under the Librarian's care, the Litany was standardized and the Skintomes became their medium. The original paper records are maintained, although several were lost in fires over the centuries.

The Librarians moved the Litany to a new venue, a spectacular library called Alexandrium, which was linked to the newly constructed Temple of Eternal Whispers. The modern Litany is written in tomes of flesh inscribed with refined vitae enabled by a combination of Thaumaturgy and Vicissitude. It is divided into three tomes:

The Book of the Fallen details the sacrifices of Sabbat members, their Final Deaths and – if available – a short biography.

The Book of Trees details the lineage of each Sabbat member accounted for in the Litany, with ancestral charts that ostensibly date back to Caine and the Second Generation.

The Book of Champions details the most heroic deeds of Sabbat members, be they individuals or packs.

The Opening of the Litany is an annual tradition of the Montreal Sabbat and many luminaries of the sect come to witness the festivities (that include a presentation of the Choir of Caine), and study the Litany under supervision.

Additions to the Litany of Blood are done through coordination with the Orthodoxy Faction and the Librarian pack of Montreal

The Consistory

Consistory is a term used to describe the council of resourceful Sabbat vampires who support and advise the Regent of the sect and impose sect law through Consistory voting. They are composed by all Cardinals and a number of Prisci, the Seraphim, The Grand Inquisitor and the Inquisitor Generals.

The Sabbat prizes itself on its egalitarian nature and tries to create the facade of equality among its members. The Consistory elevates this concept from the neonate level up to the Elder level. It is in function similar to the senate of the late Roman Republic, having been called to advise the Regent. Only the majority vote of the consistory can grant membership to the Consistory to someone, however the Regent and Prisci may "suggest" someone. There is no additional Status nor Deed for belonging to the Consistory, members are expected to be powerful enough in their own right when they receive a seat.

Efforts are made to represent all member lines of the Sabbat, even with the Lasombra and Tzimisce still in the majority. The Consistory is rooted in Mexico City, near the seat of Regency. Its members, however, come from all dioceses over the world, so it is rare for the whole Consistory to be assembled (which only happens once a year).

All Consistory NPCs are Sabbat Coordinator Controlled NPCs.

Covens and Nomads

Within the Sabbat there are two types of lifestyles members of the sect enjoy. The first is known as Covens. These packs of Sabbat vampires are those who reside in cities and can call a single location home. They work within the structure of a diocese and fall under the authority of the cities Archbishop and Bishops. Coven packs maintain the city for the Sabbat and have numerous holdings, territory, and havens they can claim as their own.

On the other end you have the Nomads of the Sabbat. These packs claim no city as their home and are always on the move. Their havens take the form of nightly motels and vans. They travel from city to city, ever on the move, viewing the nomadic lifestyle as the ultimate expression of freedom.

Since the Pack is the core unit of the Sabbat itself, packs are defined as Coven or Nomadic, generally not an individual Cainite. Regardless, players are free to define their packs as Coven or Nomad as they like. A reminder, however, Coven or Nomad is a lifestyle choice not a political group within the Sabbat. The closest the Nomads get to a faction is the Crimson Horde Faction. Those nomads who are not a member of that Faction are simply just nomads.

Chapter Five: A Sect At War

Abilities

Politics

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

Lore: Sabbat

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

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

Lore Sabbat Levels	Sabbat Status
1	5
2	4
3	3
4	2
5	1

Merits and Flaws

Reputation (2 pt Merit)

This merit allows for you to have a title that informs others what your character is known for (or "has a reputation for"). Examples include: Ezekiel "Lord of Montreal," Venere Carboni "The Daemon Maestro,"

Sascha Vykos "Caine's Angel." This reputation does not factor into the Status system. It allows others to know your PC by that title. It does, however, give you two bonus traits in all Social Challenges with other members of the Sabbat or Enemies of the Sabbat who know your Title.

Prestigious Sire (1pt Merit)

Like the Reputation Merit, this informs others that your Sire is a famous member of the Sabbat. Others may choose some form of respect or expect much of you as an heir to such famous blood. This merit does not require Sabbat Coordinator approval unless you are the childe of a White Wolf Canon Sabbat NPC. Characters with this merit get two bonus traits in all social challenges with members of their clan within the Sabbat.

Infamous Sire (1pt Flaw)

This Flaw functions as the exact opposite of Prestigious Sire Merit. The character is down two traits in all Social Challenges made against them by members of their own clan within the Sabbat.

Notoriety (3pt Flaw)

This flaw functions as the exact opposite of the Reputation Merit. There is a deed or title associated with the Notoriety. Examples could be "Tor the insane", "Ed the frenzy machine" or "Misty the useless" Characters with this flaw are two traits down in all social challenges with members of the Sabbat.

Probationary Sect Member (4pt Flaw)

You may hold no Status in the Sabbat and are not considered True Sabbat. You are a shovelhead. This Flaw may only be removed upon the character undergoing their Creation Rites. This flaw is given also to converts to the Sabbat until they undergo their Creation Rites. They may not partake in any ritae besides Allegiance and the Vaulderie. In terms of the Vaulderie, they may not put their blood into the Chalice and can only drink from it. The exception to this rule is if the Probationary Sect Member needs to break their blood bond.

Special Responsibility

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

Ritae

Monomacy

Certain Sabbat are unable to decline Monomacy without repercussions. Bishops and higher will lose their positions if they decline a valid Monomacy. However, it must be a valid challenge to these characters within those positions. That is to say, the challenge must be reviewed by a neutral Priest and deemed valid that is willing to perform the Ritae. If the neutral priest overseeing the Monomacy declares a challenge of Monomacy to be invalid, the Bishop or higher retains their position.

A neutral Priest is defined as a Priest outside of the packs of those involved in the challenge.

Other members of the Sabbat do not have to accept just because the Priest approves. Declining involves some loss of reputation in the Sabbat, but the defender encounters fewer hassles if the challenger is of much lower rank. Please see the chart below:

Difference in Positional Status	Cost of Declining Monomacy
Defender has less, equal, or one more status than challenger	Removal of 1 Status trait This Deed may be earned again in the future
Defender has less, equal, or one more Positional Status than challenger, and Deed to Remove	Gain an Negative Status / Infamy Trait
Defender has two more Positional Status than challenger	Loss of 1 Status for a month
Defender has three more Positional Status rating than challenger	Can decline without penalty. This may still remove a Bishop or higher from their position if the challenge is considered valid

Contrition

This Auctoritas Ritae is performed for any Sabbat who erred or made a mistake in order to make restitution. Upon completing the Contrition, the

Cainite's misdeeds are forgotten and the once offended parties can even wipe clean relevant gained Infamy traits from the transgression. Any Sabbat who brings up the issue that the completed Contrition solved in a negative manner to be used against the once Contrite member of the Sabbat, immediately loses one Status Trait for each instance they do so as if they had spent it for the evening.

Destruction Rites (Ignoblis)

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

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