

Camarilla Genre Packet

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STATUS

Status defines the level of respect or social renown that a Kindred has within Camarilla society. It determines the weight with which a Kindred's word should be regarded, their position in the social hierarchy, and serves as a measure of their accomplishments and character in the eyes of the Society. The ebb and flow of one's reputation has a serious effect on a character's life even in modern nights. A Character's Total Status consists of their Personal, Positional, and Honorary Status with certain caps listed below.

Respect cannot be quantified by sheer numbers however, and while those that are held in higher regard can be seen as more respected than those with less standing, the granter of a measure of Status is almost as important as having the Status itself. Likewise, the deed for which recognition is earned plays a role in what the Status means to others. After all, being praised by a *Justicar* or *Prince* should be far more meaningful than the *Primogen* of a small unknown Domain.

Status should always be difficult to gain, easy to lose, and even harder to regain. There is no hard and fast rule to handle every single scenario that may come up during game. Backroom deals, manipulation and subterfuge are, after all, the bread and butter of Camarilla genre -- and being cleverly sneaky is not only allowed but encouraged. However, it should be noted that the rules and guidelines presented in this packet constitute what is commonly perceived as proper behavior and genre. Although there are deliberate gray areas and room for bending the rules, finding oneself on the wrong side of scandal is a real possibility for those treading these fine lines. There is no statute of limitations on scandals. They do not expire, nor do they have a "timer" during which they can be used against you by a driven *Harpy*. The memories of immortal creatures can be very long, and you might find yourself being punished for something you did years ago.

Kindred who are not **Acknowledged** members of the Camarilla cannot hold other Camarilla Status. Therefore, Camarilla Status cannot be granted to an Independent or to a member of the Sabbat.

When a Kindred is visiting a Domain, he is subject to the will and laws of that *Prince* and the Officers of that Domain. If he misbehaves or earns the ire of his hosts, he may be punished in any fashion the hosting Officers see fit, within their roles. By the same token, an outstanding visitor may be honored with an award of Status before he leaves.

While in general a host's power over his guests is limited to the duration of the visit, it is neither impossible nor unheard of for a *Harpy* or another Officer to attempt to strip Status or apply Negative Status to a visitor after he or she departs for something he did during his visit. It may be much more difficult to do so after the offender is home again, as the *Harpy* of that Domain may have his own opinions about the scandal, but fleeing a Domain within which crime or scandal was committed should not automatically mean that the perpetrator is safe from the consequences of his actions. Should there be contention over whether or not the actions of the Domain Officer in which the situation happened is legitimate, the *Harridan* may be consulted for a final decision.

Players should always keep track of their Status on their character sheets or by any other means they deem suitable. Many players find it useful to log their Status into the Camarilla Wiki, which makes it easier for others to expend Politics to learn a character's Status as well. Information such as the Status trait itself, who awarded it, why it was given, and a rough idea of when it was gained are all things a player should know. If they can't remember who or why someone granted them Status, it likely wasn't important -- and a *Harpy* may opt not to recognize it as having been granted in the first place. Or, they may consider

the memory of the deed faded enough that you clearly don't deserve it, and claiming it is scandalous. Any OOC disputes on this should be resolved by the Storytellers.

ACKNOWLEDGEMENT

The social life of a Kindred begins with his Acknowledgement. Until Acknowledgement, a vampire under the Accounting has no rights, and his misdeeds fall upon the Sire's (or whomever holds the Accounting's) head. When the Accounting is completed and the Sire feels the child is ready to be introduced in the Camarilla society, he is presented to the local authorities and ultimately the *Prince*, who may or not grant him his Acknowledgement. As such, **Acknowledged** is always the first Status Trait given to a member of the Camarilla

Gaining Acknowledgment in the Camarilla is to be considered a full member of the Sect. While a Kindred under the Accounting is often afforded some considerations, it is not until a Kindred is fully **Acknowledged** that they can occupy Camarilla positions or hold Positive Status.

Only a Prince or Justicar may strip the **Acknowledged** Status, and it must be the last Status removed.

Characters that relinquish or are stripped of **Acknowledged** and then later rejoin the Camarilla are automatically given the Flaw: **Notoriety** that cannot be lost for a minimum of a year and a day after the Acknowledgement is regained. Prior to that time, the Character may petition the *Harridan* or a *Justicar* to remove the **Notoriety** early. Often, an Ordeal or task will be given to the character to prove their loyalty to the Camarilla before having this flaw removed early.

PROBATIONARY SECT MEMBER

As per the Baltimore Conclave of 2015, any Camarilla Kindred who does not go through the Accounting as part of the Camarilla and seeks to join it later shall be given the flaw **Probationary Sect Member**. This flaw may only be removed by either their resident *Prince* after they have held Acknowledgement in that Domain for at least a year and a day, or sooner by going through a *Justicar* with the sponsorship of their *Prince*. Kindred who go through Accounting as part of the Camarilla or who are already members of the Camarilla are not required to undergo a period of Probation.

STATUS LIMITS

For Camarilla PCs, the Status Limit is set at 6 Personal plus the Positional Status from one position and up to 3 Honorary Status. Camarilla NPCs may have up to 7 Personal Status. Each Personal Status possessed by an NPC beyond their 7th requires **Camarilla Coordinator Approval**. Additionally, certain modifiers to the Status Cap exist. Unless specifically noted, these modifications stack with one another:

- **Pillar Clan:** You belong to one of the core Clans of the Camarilla, and as such you may claim your full measure of Status. You are either a member of the Founding Clans of the Camarilla (*Brujah*, *Gangrel*, *Malkavian*, *Nosferatu*, *Toreador*, *Tremere*, or *Ventrue*) or a Respected Clan of the Camarilla (*Assamite* or *Lasombra-Antitribu*).
 - *Limit Modification:* None.
- **Subjacent Clan:** You do not belong to one of the core clans of the Camarilla, and as such you may not claim the full Status that a Pillar Clan member can.
 - Limit Modification: Minus 1 to your Personal Status

- **Clanless:** You do not know which Clan sired you, or have been driven out of your Clan and are considered Clanless. As a result, you are looked down upon by those who do. Worse than not being the child of a Founding or Respected Clan is not knowing which one you belong to - or being disinherited by your Clan of Embrace.

Limit Modification: Minus 2 to your Personal Status. This reduced cap is not cumulative with the one presented for the Subjacent Clan.

- **Additional Personal Status:** This is an award made by some of the most prominent and respected figures in the Camarilla. As this additional standing is granted by someone of great repute, people should give great thought to stripping this standing.

Associated Merit: *Additional Personal Status*

- Limit Modification: Plus 1 to your Personal Status.

- **Infamous Sire / Lineage:** Due to the foul deeds of your Sire or your Lineage, you are seen as an infamous Kindred. Should you be from Infamous blood and gain the Reputation Merit, you are considered to have superseded the notoriety of your breeding and you gain the benefit of that Merit, removing the *Infamous Sire/Lineage* Flaw from yourself and your childer.

- Associated Flaw: Infamous Sire / Lineage
- Limit Modification: Minus 1 to your Personal Status.

- **Notorious:** You are not as well seen as members of the Camarilla in good standing, due to your own actions. The Camarilla does not look kindly upon those that cannot behave themselves. You cannot go from having *Notoriety* to having *Reputation* without first losing the Flaw, as one needs to first move past their errors in order to rebuild their reputation. A character may be given the Notoriety Flaw for heinous deeds by their Storytellers and sometimes at the recommendation of a Coordinator (with Storyteller approval). However, *Notoriety* will also be given automatically to those that lose their Acknowledgement.

- Associated Flaw: *Notoriety*
- Limit Modification: Minus 1 to your Personal Status.

- **Sovereign Prince Title / Venerable Honorary Status:** A *Prince* recognized to be **Venerable** is granted more Honorary Status than others in the Camarilla.

- Associated Merit: *Sovereign Prince*
- Limit Modification: Plus 1 to your Honorary Status.

CHARACTER CREATION

At character creation, a Camarilla character may enter play with **Acknowledged** at no cost. Characters may purchase one (and only one) additional Personal Status with Storyteller Approval. Additionally, they may purchase Merits that grant Camarilla Titles (with **Camarilla Coordinator Approval**, see below).

Additionally, Lasombra Antitribu have an altered Clan Advantage from the one presented in Laws of the Night. Their new advantage lets them start with the Personal Status of **Loyal**. However, that Status cannot bring them over the OWbN maximum. They can choose to keep the Clan Advantage or replace it by Status granted for their deeds.

GRANTING & REMOVING STATUS

In reward of service to the Camarilla in whatever form, certain Officers and entitled Camarilla citizens may grant or remove Status to others of the Sect. Granting and removing Status Traits, either Positive or Negative, should be done publicly, be it at an assembled gathering or an e-mail announcement over a public list. Such changes must always be logged with a *Harpy* and should be announced publicly.

While there is no set time by which Personal Status may be granted or removed, climbing the social ladder too quickly by gaining multiple Status Traits in a short period of time or by gaining recognition too quickly after being involved in a scandal can itself be seen as highly scandalous for both the Kindred receiving the award and the one giving it.

If the motives for granting Personal Status come into question, the *Harpy* may initiate an investigation. The *Harpy* has the power to strip the Status Trait, as well as a Status Trait from the one who has granted it, if the exchange is viewed as scandalous. Such an action is likely to deeply offend both Kindred, but if the *Harpy* believes the Status award is unwarranted, she can disrupt the process and punish everyone involved.

A Positional Status may never be permanently removed, but can be temporarily nullified by the same route. It should be noted that while the Positional Status itself may be temporarily nullified in such a fashion, the powers of the Position remain.

TEMPORARY STATUS EXPENDITURES

There are times when a character may temporarily expend their Personal Status such as when certain positions use it to grant or remove Status. Much like with Attribute Traits, expending Temporary Status reduces your effective Status for the duration of the session (which may last multiple evenings at a weekend event). This reduces both the number of bonus Traits you can bid on a tie (if using Status for social challenges, per *Laws of the Night*, Revised, pg. 218), and your effective Status when relating to others - your social clout in the Camarilla has been strained by exerting it, but will recover at the beginning of the next session you check into - or two weeks after the Temporary Status is spent if you do not attend another session beforehand.

POSITIONS IN THE CAMARILLA

The Camarilla is governed by various different positions that serve different functions. These common, recognized positions often grant bonus Status referred to as Positional Status and some have the ability to grant or remove the Personal Status of others. In OWbN, some jobs have been given extra authority beyond what was originally published. In such cases, that extra responsibility will be listed. Additionally, while some Kindred may find themselves holding multiple positions simultaneously, they may only claim the status of one position at a time.

Several offices have lesser positions or assistants. These assistant positions do not gain a Positional Status Trait. However, in order to be named, the parent position needs to loan one of their Status Traits and announce the appointment. While it is possible to have “secret” assistants and thus not loan them standing, they do not officially gain the benefits of the parent position.

Lesser positions include:

- *Whips* that serve a *Primogen*
- *Stewards* that serve a *Keeper of Elysium*
- *Deputies* that serve a *Sheriff*
- *Hounds* that serve a *Scourge*

- *Lesser Harpies* that serve a *Harpy*
- *Servire* that serve an *Archon*

Note: Player Characters and Chronicle NPCs may only hold Domain Positions in areas that are controlled by Chronicles. Coordinator controlled territory and neutral territory may not be used in this fashion. Domain Positions being: *Prince, Seneschal, Primogen, Harpy, Sheriff, Keeper of Elysium, Scourge, Consul, and Assistants.*

- ***Justicar (Coordinator NPC Only)*** - These are the agents of the Camarilla that work to resolve matters that are of significance on a global scale.
 - Positional Status Gained: **Exalted, Formidable, Just, Respected, Well-Known** (5)
 - Granting Personal Status: May give Personal Status to any member of the Camarilla, in any Domain, at any time. Should those grants total more than 5 Traits to the same person in a single evening, additional awards require a Temporary Status be expended.
 - Granting Negative Status: A *Justicar* may grant **Warned, Incompetent, Guilty, Despoiler, Malcontent, Shameful, and Pariah** in any Domain so long as the character meets the requirements of the Negative Status. In working with the Josian Council of Invisibles, they may also levy the **Profane** negative status.
 - Removing Personal Status: May remove Personal Status from any member of the Camarilla, in any Domain, at any time. Should these removals total more than 5 Traits of Status from the same person on a given evening, additional removals will require a Temporary Status to be expended per Status Trait removed.
- ***Alastor (NPC Only)*** - Those agents that hunt the *Anathema*, the Red-Listed enemies of the Camarilla.
 - Positional Status Gained: **Feared, Sanctioned** (2)
 - Removing Personal Status: May remove Personal Status from any Camarilla member that hinders their official missions at the cost of one Temporary Status for each removal.
- ***Archon (Coordinator NPC, Chronicle NPC or PC with Camarilla and Clan Coordinator Approval. PC's will always require a signed Binding Agreement. Chronicle NPCs may not have a Binding Agreement with Coordinator consent)*** - The eyes, ears, and hands of the *Justicariate*. *Archons* are often the agents in the field that bring information to their *Justicars*.
 - Positional Status Gained: **Empowered, Feared, and Loyal** (3)
 - Removing Personal Status: May remove Status if expressly allowed by their *Justicar*, following the same rules as the *Justicars*. In addition, *Archons* may remove Personal Status from any Camarilla member that has interfered with a *Justicarial* investigation at the cost of one Temporary Status Trait for each removed
- ***Harridan (Coordinator NPC Only)*** - With recent events causing a stir in the social tapestry of the Camarilla (such as the public dispute between two claimants for *Justicarial* seats, the Extremis Boon from Clan Toreador and the need for supervision over international virtual communications), it has become clear that the Camarilla, and by extension the *Justicariate*, needs someone to mediate higher level matters.

This role is not a new one; historically, it was previously held by Lana di Medici before being disbanded in early 2000s, with the *Justicariate* trusting their own *Archons* to handle these sorts of affairs. However, with enemies, new and old, resurfacing and their other duties taking a more

prominent role for the *Justicariate*, there is once again a need to reinstate the position in order to handle the mediation of cross-Domain scandals that cannot be resolved by local authorities.

The *Harridan* will be appointed to oversee those affairs, with each *Justicar* loaning the holder of the seat one of their Personal Status. The *Harridan* can name assistants who are known as *Furies* to act as its eyes and ears throughout the world, much as a *Justicar* employs *Archons*. The *Harridan* is considered to be a global *Harpy*, having the same powers as a regular Harpy on a global level.

- Positional Status Gained: **Famous, Influential, Well-Connected, Well-Known** (4)
 - Granting Negative Status: A *Harridan* may grant **Warned, Oathbreaker, Incompetent, Disgraced, Guilty, Despoiler, Malcontent, Shameful, Overambitious,** and **Pariah** in any Domain so long as the character meets the requirements of the Negative Status.
 - Removing Personal Status: May remove Personal Status from any member of the Camarilla, in any Domain, at any time without having to spend their own temporary Status for scandal committed. Status removed by the *Harridan* should accompany some scandal that must have a grain of truth to it. May remove Negative Status from any member of the Camarilla, in any Domain, but doing so requires an expenditure of their own Temporary Status.
- ***Fury* (Coordinator NPC or PC with Camarilla and Clan Coordinator Approval and a signed Binding Agreement)** - *Furies* are agents of the *Harridan*. They are the eyes and ears of the office. They scour rumor and scandal and present it to the *Harridan* much in the same way an *Archon* serves a *Justicar*. The *Furies* have the delegated powers of the *Harridan* just like a *Lesser Harpy*, with their decisions being able to be revoked by the *Harridan* but otherwise having to be just as respected.

As it is known that often *Harpies* are threatened for doing their duties, in order to allow for some level of safety to those that carry the mantle of *Fury*, each of them has an alias selected from among Greek mythological entities that may be passed along to their successor. As such, the proclamations of the *Furies* and the *Harridan* Office remain anonymous for the Camarilla at large, although their identities are known by the *Justicariate*. Since they maintain an alias, *Furies* are not required to publicly reveal their identity. However, should they opt to remain secret, they cannot claim their positional Status, since their membership is not publicly known.

Furies are primarily selected from among the *Harpies* of the Camarilla, however it is not a requirement. The *Harridan* may seek to include Elders or former *Harpies* who have been removed from their position by their local *Primogen*. After all, only the *Harridan* may dismiss a *Fury*, and local politics should not impact their choices in the greater scheme of things. Since the *Harridan's Furies* represent the proper standard of behavior for Camarilla citizenry, should a *Fury* become embroiled in scandal, their membership will likely be revoked -- much as an *Archon* who has embarrassed their *Justicar*.

- Positional Status Gained: **Influential, Well-Connected, and Empowered** (3)
- Granting Negative Status: A *Fury* may grant **Warned, Oathbreaker, Incompetent, Guilty, Despoiler, Overambitious,** and **Malcontent** in any Domain so long as the character meets the requirements of the Negative Status.
- Removing Personal Status: May remove Personal Status or Negative Status following the same rules with the authorization of the *Harridan*.

- **Prince (PC, Coordinator NPC, or Chronicle NPC)** - The *Prince* is the absolute ruler of a Camarilla Domain. Therein, his word is absolute.
 - Positional Status Gained: **Exalted, Famous, Well-Known, and Distinguished.** (4).
 - Granting Negative Status: A *Prince* may grant **Warned, Incompetent, Guilty, Despoiler, Overambitious, and Malcontent** in their Domain so long as the character meets the requirements of the Negative Status.
 - Granting Personal Status: May give Personal Status to any member of the Camarilla physically present in his Domain at the cost of one Temporary Status for each award.
 - Removing Personal Status: May remove Personal Status from any member of the Camarilla physically present in his Domain at the cost of one Temporary Status for each removal.

- **Seneschal (PC, Coordinator NPC, or Chronicle NPC)** - The *Seneschal* is the aid, advisor, and second of the *Prince*. He often serves in the *Prince's* stead when they are unavailable.
 - Positional Status Gained: **Cherished, Esteemed, and Trusted** (3)
 - Granting Personal Status: May grant Personal Status in the absence of the *Prince*, who may overturn the *Seneschal's* award of standing.
 - Removing Personal Status: *Seneschals* may remove Personal Status in the absence of the *Prince*, who may overturn the *Seneschal's* removal of standing.

- **Harpy (PC, Coordinator NPC, or Chronicle NPC)** - The gossip and rumor mongers of a Domain, they also serve as the social judges of the Camarilla.
 - Positional Status Gained: **Influential and Well-Connected** (2)
 - Granting Negative Status: A *Harpy* may grant **Warned, Oathbreaker, Incompetent, Guilty, Despoiler, Overambitious, and Malcontent** in their Domain so long as the character meets the requirements of the Negative Status.
 - Removing Personal Status: May remove Personal Status at no cost from any Camarilla member who has backed out of a Boon, become embroiled in scandal, or committed crimes against the Camarilla, as long as there is some truth to the scandal and the scandal happens within her jurisdiction. Evidence of such must be produced at the gathering (or via an e-mail list) where the Status is removed. *Harpies* may restore Personal Status they have themselves removed at the cost of one Temporary Status for each Status thus restored. *Lesser Harpies* may remove Personal Status temporarily, but such losses must be approved by the *Harpy* before they become permanent. Otherwise, lost Status Traits return at the end of the evening. However, any scandal a *Lesser Harpy* invokes can be later invoked by the *Harpy* to strip a Kindred of Status permanently, regardless of the fact that they may have already been punished.
 - Note: A *Harpy* is appointed by the *Primogen Council* and is customarily shown support by the *Primogen*. This support takes the form of a bonus Temporary Status per supporting *Primogen* that the *Harpy* can call upon when conducting affairs of their office. This is not considered a loan from the *Primogen* but rather the weight of their name behind the *Harpy* they support. Should a *Primogen* feel that the *Harpy* is not properly doing her job, they can temporarily, or in extreme cases, permanently remove their support from the *Harpy*. This bonus is considered loaned status, however, for determining how much status can be loaned to the *Harpy*. The support a *Harpy* draws from the *Primogen* may not exceed that of her combined Personal and Positional Status (not Honorary Status).

Previously, a *Primogen* would loan one of their Personal Status to the Harpy to show their

support. However, this occasionally led to confusion as to when the *Primogen* did and did not have access to the loaned standing. As such Temporary Status boost a *Harpy* receives is no longer considered a loan but a boost of their status so that the *Primogen* does not have to lose one of their standing simply to support the *Harpy*.

- **Primogen (PC, Coordinator NPC, or Chronicle NPC)** - Advisors and confidants to the *Prince*. In many Domains, *Primogen* are appointed by Clan, however this is not necessarily true everywhere. In some Domains, *Primogen* are chosen from those Kindred that have the most to offer the Domain. In other cases, *Primogen* are given a portion of territory to adjudicate over on their *Prince's* behalf.

- Positional Status Gained: Revered (1)
- Granting Personal Status: May give Personal Status to a Camarilla member physically present in his territory (as mentioned, some Domains do not choose *Primogen* by Clan) at the cost of one Temporary Status for each award. *Whips* may grant Personal Status only in the absence of the *Primogen*, who must approve the grant before it is considered permanent. As a result, it is the *Primogen's* name that will be associated with that Status trait.

Additionally, *The Primogen Council* may collectively band together to grant their *Prince* Status in a show of support of his reign. To do so, they must all temporarily expend their positional Status trait of **Revered** and publicly announce the standing granted.

- Granting Negative Status: A *Primogen Council* of a given Domain may band together to collectively (and unanimously) bestow the Negative Status of **Incompetent** on their *Harpy*.
- Removing Personal Status: May remove Personal Status from a member of their Clan or a resident of their territory physically present in his territory at the cost of one Temporary Status for each removal. *Whips* may remove Personal Status only in the absence of the *Primogen*.

Additionally, the *Primogen Council* may remove a Personal Status from their *Prince* by collectively expending Permanent Personal Status equal to the *Prince's* Total Status. This may require one or more *Primogen* to spend more than one Personal Status. Who expends which Trait(s) should, of course, be decided through role play.

- **Keeper of Elysium (PC, Coordinator NPC, or Chronicle NPC)** - The organizers and protectors of the Elysia of the Camarilla. Often serve as monitors of the Masquerade within a Domain.

- Positional Status Gained: Honorable (1)
- Granting Negative Status: A *Keeper of Elysium* may grant **Warned** or **Despoiler** in their Domain so long as the character meets the requirements of the Negative Status.
- Removing Personal Status: May remove Personal Status at no cost from any Camarilla member physically present in his Domain who is caught breaking the Masquerade or violating Elysium. The *Sheriff* is immune to the *Keeper's* powers to remove Status, but not the consequences of their actions. A *Steward* may remove Personal Status only in the absence of the *Keeper of Elysium*.

- **Sheriff (PC, Coordinator NPC, or Chronicle NPC)** - The lawkeepers and the muscle of the *Prince*. They are often called upon to protect the Domain from all manner of threats.

- Positional Status Gained: Feared (1)
- Granting Negative Status: A *Sheriff* may grant **Guilty** or **Warned** in their Domain so long as the character meets the requirements of the Negative Status.

- Removing Personal Status: May remove Personal Status at no cost from any Camarilla member physically present in his Domain who refuses to accompany him for questioning or judgment. Additional duties may be assigned to a *Sheriff* by their *Prince*, under the Tradition of Domain which might allow for further possibilities of removal. A *Deputy Sheriff* may remove Personal Status only in the absence of the *Sheriff*.
- **Scourge (PC, Coordinator NPC, or Chronicle NPC)** - Those that hunt and destroy the unacknowledged Kindred that seek to hide from the Ivory Tower.
 - Positional Status Gained: **Feared** (1)
 - Removing Personal Status: May remove Personal Status at no cost from any Camarilla member physically present in his Domain that is discovered to be harboring or abetting vampires created without the *Prince's* permission or that have not gained Hospitality in the Domain. Status removed in this fashion may be returned by the *Prince* should there not be enough evidence to back the Scourge's decision, or if the *Prince* can be convinced otherwise. A *Hound* may remove Personal Status only in the absence of the *Sheriff*.
- **Consul (PC, Coordinator NPC, or Chronicle NPC)** - The *Consul* is a recently created position within the Camarilla, the creation of which stems from a recognized need for the occasional conversation with other Sects in an official capacity. The position of *Consul* will be recognized as one authorized by their Prince to speak with those of other Sects of Kindred. This is not open-license for Camarilla *Consuls* to freely roam Sabbat Esbats or vice versa. *Consuls* are often closely watched by their superiors to ensure that they are only fulfilling the needs of their role. Just as a Domain recognizes only one *Sheriff* or *Keeper*, so too will they only recognize one *Consul*.

It is also expected that many Princes and other Camarilla dignitaries will not trust the position of *Consul*. It is very likely some will even speak out negatively against the position and prohibit its use in their Domain, just as some Princes do not have *Scourges*.

- Positional Status Gained: **Diplomatic** (1)
- Note: How a non-Camarilla *Consul* is treated within a Camarilla Domain remains up to the Prince's discretion. Until a Prince recognizes a non-Acknowledged visiting *Consul* (such as one from the Sabbat), they should be treated like any other member of their Sect. This includes those that may have been recognized as *Consuls* by other Princes. If a Prince does choose to welcome such a *Consul* into their Domain and recognizes them accordingly, it is expected that Camarilla citizens will respect the visitor's *Diplomatic* name.

Other Positions: *Princes* or *Justicars* may choose to create titled positions, such as *Dux Bellorum* or *Lord Arcanum*, but these positions do not carry official Positional Status like those listed above. While they may be given a Status for those assigned duties, invented positions may not take a character over the OWBN Status maximum, and whatever powers they have are part of the Tradition of the Domain and do not necessarily carry any social weight, respect, or benefits outside of it. If the *Prince* or *Justicar* wishes the position to raise a character in esteem, he or she may loan Status to the individual, using the proper rules.

Clanmates: Characters may remove a Personal Status from a member of their Clan by collectively expending permanent Personal Status equal to the member's total Status. This may require one or more

clanmate to spend more than one Personal Status. This only applies to clanmates that reside in the same Domain. A Clan stripping standing from one of their own should be a vocal statement and not one taken lightly.

Regarding Followers of Set: As per the Columbus Conclave of 2011, those that ascribe to the Faith of the Followers of Set (be they of the Setite Clan or an Apostate) may not hold any Camarilla position. Should a Setite choose to renounce his faith, they are permitted to serve as *Archons*, *Sheriffs*, and *Scourges*.

TITLES IN THE CAMARILLA

The following titles are ones that are granted under specific conditions. Each is a merit that may be purchased when the character meets certain prerequisites, and comes with additional standing. Honorary Status stacks with Personal and Positional Status, and if you receive multiple forms of Honorary Status, they stack with one another as well. Honorary Status may never be loaned to anyone else, nor does it count for your total when figuring how much Status you can have loaned to you.

MERIT-BASED TITLES

- **Sovereign Prince** - You are considered to be a paragon among Princes, representing stability and setting examples for others to follow. As such, you gain the Status of *Venerable* as long as you remain a Prince.
 - Requirements: In order to qualify for this Title, you must have held the position for at least 3 years (OoC requirement that should not be taken IC), and you may not carry any *Negative Status* or *Notoriety*. Should you gain *Notoriety* or be granted *Negative Status* by a *Justicar* or the *Harridan* after having received the title of *Sovereign*, the title and Status will be removed and will need to be re-granted at a later date should your name be cleared. There can be no good example set by being *Notorious*, or by having broken the laws of the Camarilla on an international level.
 - Associated Merit: Sovereign Prince (see *Merits & Flaws*)
 - Honorary Status Gained: **Venerable**. Additionally, this Honorary Status does not count towards the character's maximum allotted. Therefore, a *Sovereign Prince* may have three Honorary Status in addition to their **Venerable** name.
- **Dignitary** - You have been around long enough that people look up to you as someone of higher prestige.
 - Requirements: In order to qualify for this merit, the character must have been consistently played as a member of the Camarilla for at least 5 years (if the character ever had the flaw *Probationary Sect Membership*, this 5 years begins after its removal). However, should you have *Notoriety* or the Negative Status of *Guilty*, *Disgraced*, *Despoiler*, or *Pariah*, you cannot claim this bonus Status. Age alone is not worthy of value if not associated with a good reputation.
 - Associated Merit: Dignitary of the Camarilla (see *Merits & Flaws*)
 - Honorary Status Gained: **Dignified**
 - Awarding Status: May give Personal Status to a Camarilla member of their Clan as long as their Total Status is more than double the Personal Status of the individual receiving the award at the cost of one Temporary Status for each award. It is not required for the awardee to be present in the same Domain as the **Dignitary/Luminary**, though it is

advisable to tread carefully in this case, since some Princes might consider this a breach of their Domain.

- **Luminary** - You have been around long enough that people look up to you as a Kindred of great prestige, and see you as setting an example to be followed.
 - Requirements: In order to qualify for this merit, the character must have been consistently played as a member of the Camarilla for at least 10 years (if the character ever had the flaw *Probationary Sect Membership*, this 10 years begins after its removal). This merit stacks with **Dignitary**. However, should you have *Notoriety* or the Negative Status of *Guilty*, *Disgraced* or *Pariah*, you cannot claim this bonus Status.
 - Associated Merit: Luminary of the Camarilla (see *Merits & Flaws*)
 - Honorary Status Gained: **August**
 - Awarding Status: May give Personal Status to a Camarilla member of their Clan as long as their Total Status is more than double the Personal Status of the individual receiving the award at the cost of one Temporary Status for each award. It is not required for the awardee to be present in the same Domain as the **Dignitary/Luminary**, though it is advisable to tread carefully in this case, since some Princes might consider this a breach of their Domain
- **Scion** - Your reputation or the prestige of your blood allows you to carry more social weight than that of others. While coming from good breeding should give you a head start in the social arena of the Camarilla, upon gaining enough Reputation of your own, you are known by your own merits rather than those of your sire or lineage.
 - Requirements: This Title is simply granted upon acquisition of one of the listed Merits,. However, should you be from prestigious breeding and fall into *Notoriety*, you suffer the penalty of that Flaw and your childer do not inherit the advantages of the prestigious lineage, since you now became a black sheep.
 - Associated Merit: Reputation or Prestigious Sire/Line (see *Merits & Flaws*). While multiple merits grant this Status, these merits do not stack and a character may only gain this particular title once.
 - Honorary Status Gained: **Respected**. While there are multiple Merits that grant the Title of *Scion*, a character may only receive the benefit from one.

ORGANIZATIONAL TITLES

Certain Camarilla Societies grant titles and Status. See the Camarilla Societies and Cults Packet for details.

PRINCES OF AMERICA

The Camarilla of the Americas is a younger institution than its counterparts in Europe and for some time, *Princes* of the Americas struggled to find their place in the society. There were stories abound of *Princes* that would forsake their duties to the throne they claimed that disappointed many. In an attempt to curb this abuse of Praxis, the *Rinaldi Doctrine* was created as a statement made by several Camarilla *Princes* (European and American). It is an affirmation of their dedication to the stability of the Camarilla through the Domains they rule and their reign of such. The *Doctrine* stated that those who signed agreed that they would not lightly leave their Praxis and should such occur, they would willingly divest themselves of standing. It was an effort that helped galvanize the authority of the *Princes* of America.

Another such action was the formation of the title of a *Sovereign Prince*. These were *Princes* that were recognized for their dedication to the Domain they lay claim to, usually in the face of grave opposition. Those unwavering *Princes* started to be given the title of Sovereign Prince, and with the title came an even greater respect.

POLITICS ABILITY

The usage of the Politics ability represents what you have heard from your *Harpy* or other sources throughout your life as Kindred. It is not a magical encyclopedia, and extremely recent changes may be left out if the Storyteller staff believes it appropriate. If someone spends Politics to learn your character's Status, you must answer the request as honestly and completely as possible, since it is an OOC mechanic. It is often best to consult both the character's player and their Storyteller if you have questions, because sometimes the information one side has may be incomplete. Depending on who the target of the Politics expenditure is, the appropriate ability would be Camarilla Lore, according to what is decided by the Storytelling staff or, if appropriate, the Coordinator in charge.

Also remember that the Politics ability has a limited scope; you are able to discern information about a person from simply knowing their name, but you are not able to learn who all the officers in a Domain are or who is the Chief *Archon* to a *Justicar*. Ultimately, these sorts of things are more in the realm of Lores, however the final determination is up to the Storytellers and Coordinators. If you wish to find out this type of information, reach out to the appropriate staff and see what information your Lores can reveal.

LOANING STATUS

A Kindred may loan a single Trait of her Personal Status to another to show favor or to empower her for a period of time (not to exceed 3 months) or for a specific task, which must be clearly defined upon loaning. It is returned immediately to its owner upon demand, even if its purpose has not been completed. A Loaned Status may be invoked only once, after which it returns to its owner (if there is no scandal associated with it) and is once more available to be Loaned or otherwise used.

Should the Kindred carrying the Loaned Status be involved in a scandalous situation, Status may be stripped from the Loaner, even at a distance, as a warning to better choose those you support.

Status cannot be loaned to those that are Notorious or carry certain Negative Status Traits. Accepting loans from such sources brings a stigma of its own.

While you may be supported by many, you may only call a limited number of Loaned Status in a challenge:

- **Pillar Clans** may call upon double their Personal and Positional Status (i.e., Valerie Ventrue has 6+3. She can use up to 18 Loaned Status besides her own for a total of 27).
- **Subjacent Clans** and **Clanless** may call their Personal and Positional Status alone (i.e., Roger Ravnos has 5+1. He can use up to 6 Loaned Status besides his own in a challenge for a total of 12). Be aware that loaning Status to Clanless could itself be seen as scandalous, and will be scrutinized much more heavily. It is, therefore, a much more risky proposition.

NEGATIVE STATUS

There are times that simply removing standing or forbidding transgressors to gain further accolades does not always address the severity of a given situation. A stronger message sometimes needs to be sent, and those who misbehave need to serve as an example. In these situations, the stain on someone's reputation should not only be announced, but also follow those that earned it for a lengthy time. This

serves as both a punishment and a warning that the time for leniency has come to an end. Much like Status grants the bearer the respect of their peers and the knowledge of what was done to earn it, Negative Status marks those that carry it with the stain of the actions that tarnished their reputations. After all, simply losing a measure of standing is far different than carrying the social equivalent of a scarlet letter, advertising the crime or scandal you committed.

Negative Status must be declared out of character in all correspondence and interaction, and knowledge of Negative Status does not require a Politics expenditure. The *Harpies* are far more prone to freely spread rumors and tell cautionary tales of poor behavior than they are to share the good deeds of Camarilla citizens. However, the knowledge of who gave the Negative Status and when should require the same expenditure of the ability. If you have Negative Status, it must be announced in the same manner as Positive Status when someone uses Politics on you. Out of character, we encourage you to wear a nametag to announce your Negative Status.

While Negative Status does not impact your Status Limit, it subtracts from the number of Status you can claim, which directly affects other number-based definitions, such as how many Loaned traits you can claim, or how many Status you can utilize in challenges. There is no general expiration date for a Negative Status trait. Conditions for removal and expiration are listed along with each Negative Status Trait.

Should a Kindred earn a second Negative Status while still carrying the first, they will automatically lose one of their Personal Status, as there are more permanent consequences for misbehaving at this level. This loss must be logged with the *Harpy* when it occurs. Additionally, if someone violates the rules of their Negative Status, they will again automatically lose a Personal Status trait.

It should be said that branding someone with Negative Status should never be the first punishment, especially for those that carry graver consequences. Removing Personal Status, using Prestation, or otherwise negotiating should be the methods of first resort. It is only when other means fail that Negative Status should be applied. Also, as it is usual within the Camarilla, those with lesser standing might face worse punishments than those with higher standing, since previously earned reputation might buy some good will and leniency. Someone who is about to be awarded Negative Status may also try to negotiate for a lesser punishment.

A Negative Status is gained when a Character commits an appropriate action to warrant the grant and the appropriate officer chooses to apply the Negative Status. To remove negative Status, a character must either complete the listed Duration, complete the task listed to remove it, have it removed by the officer that bestowed it initially, or petition the *Harridan* to remove it. For instance, if a *Harpy* bestowed Negative Status, only that character while retaining the job of *Harpy* may remove the Negative Status without the *Harridan's* assistance..

Lastly, Negative Status may be applied to non-Camarilla Kindred. Since they are not part of Camarilla society and therefore do not follow its rules, they likely will not respect the limitations imposed by the Negative Status. However, a Kindred thus branded might find it harder to interact with Camarilla Kindred, since it will affect their reputation in deals and socializing.

- **Despoiler** - You have grievously or regularly broken Elysium and are known to be prone to commit violence upon sacred ground. A simple loss of temper with a sole outburst is not appropriate for receiving this Negative Status but repetitive breaches or particularly horrific ones,

such as killing another, are valid reasons. As long as you carry this trait you cannot claim any Personal or Positional Status save that of **Acknowledged**, cannot be loaned Status or loan Status to anyone. This cannot be given to a *Sheriff* if the breach occurred while performing their duties.

- Given by: *Justicar, Prince, Harridan, Fury, Harpy, or Keeper of Elysium.*
 - Duration: Determined by the one giving the Status, or a year and a day, whichever is shorter. Alternatively, until such time as you make proper restitution for the crime you committed, as determined by the Kindred applying the Negative Status.
- **Disgraced** - You were once a *Prince* of the Camarilla but lost your Praxis in a way that either endangered the Domain or was considered to be scandalous. As such, you are seen to carry one less Status than you do. Note that this is not automatic for every former *Prince*, only those who were truly disgraced when losing their Praxis. Someone who declared a “five minute Praxis” or drove the Domain to ruin might qualify.
 - Given by: *Harridan*
 - Duration: Determined by the one giving the Status with a maximum of 3 years. Alternatively may be removed by the same office that placed it at any point.
- **Guilty** - You were found guilty of breaking one of the Camarilla Traditions. The tarnish of breaking the law follows you wherever you go. As such, you may not carry loaned Status and your Total Status outside of your Acknowledgement may be ignored by any Kindred once per evening.
 - Given by: *Justicar, Prince, Harridan, Fury, Harpy, or Sheriff.*
 - Duration: Determined by the one giving the Status or a year and a day, whichever is shorter or until such time as you make proper restitution for the crime you committed, as determined by the Kindred applying the Negative Status.
- **Incompetent** - You repeatedly showed inability to conduct the business of different positions. If you are fired from a Camarilla position and you are then given this negative Status, you may no longer occupy any Camarilla position, except that of *Prince* and *Justicar*, for as long as you carry this Negative Trait.
 - Given by: *Justicar, Harridan, Fury, Prince, or Harpy.* If a *Primogen Council* finds their *Harpy* particularly bad, they may band together and unanimously grant this Negative Status to their former *Harpy*.
 - Duration: Determined by the one giving the Status with a maximum of 2 years. Alternatively once you have proven you understand the implications of your misdeeds, it may be removed sooner.
- **Malcontent** - You have shown yourself to be a member of the Anarch faction known as the *Loyal Opposition*; those that agree with the Anarch ideology on some level but remain within the Camarilla in an attempt to “change it from the inside”. These figures are considered untrustworthy at best and traitors at worst. In order to gain this Status, you must have first freely and publicly announced that you are a member of the *Loyal Opposition*. Thereafter an officer may brand you with the Negative Status. While they bear this negative standing they may never hold the Status of Loyal and may not hold any position in the Camarilla (except *Prince*) unless they hold 4 or more measures of standing.
Malcontents may not claim any Honorary status within the Camarilla, except for Honorary Status as a Sovereign Prince if it has been earned.

- Given by: *Justicar, Prince, Harridan, Fury, or Harpy.*
- Duration: This Status remains until a *Prince* or *Justicar* delivers an Ordeal to the bearer. The Ordeal should, in some way, prove to show the bearer's loyalty to the Camarilla over the Anarchs. Once the Ordeal is completed, the negative Status is removed.

#WeAreMalecontent

- **Oathbreaker** - You backed out of a Boon or did not keep a promise that was registered with the proper authorities. Your word is now meaningless. As such, those that owe you are not required to pay their dues and will not face scandal for it. It does not mean you lose Boons owed to you, just that you cannot claim them while carrying the Oathbreaker Negative Status.
 - Given by: *Harridan, Fury, or Harpy.*
 - Duration: Until you have paid the Boons you reneged on and made sufficient amends to the offended parties as judged by the one giving the Negative Status. Unlike other Negative Status, there is no expiration date.
- **Overambitious** - You hold the same Camarilla position in multiple Domains and it is not accepted well. While there may be times when serving multiple Domains is beneficial, these situations are not the standard and Princes do not wish to share those that serve them with others. While bearing this Negative Status, the character does not gain any benefit from Positional Standing.
 - Given by: *Harridan, Fury, Prince, or Harpy.*
 - Duration: Determined by the one giving the Status or a year and a day, whichever is shorter or until such time as you make proper restitution for the crime you committed, as determined by the Kindred applying the Negative Status.
- **Pariah** - Your repeated offenses multiple times and failed to understand the lesson; your character has accumulated several Negative Status traits. As such, you lose all your Personal Status save **Acknowledged**, cannot earn Status while carrying this Negative Status, cannot claim any Boons you are owed to, cannot be loaned Status or loan Status to anyone, cannot talk to any officer unless spoken to first or with their express permission nor contradict any officer or Kindred of higher standing.
 - Given by: *Justicar or Harridan.*
 - Duration: Determined by the one giving the Status or a year and a day, whichever is shorter or until such time as you make proper restitution for the crime you committed, as determined by the Kindred applying the Negative Status.
- **Shameful** - You served as an *Archon* but your service ended poorly. While you have survived disappointing your former Master, politically you have suffered greatly. As such, you are seen to carry one less Status than you do. Note that this is not automatic for every former *Archon*, only those who were a shame to the title and left service on poor terms.
 - Given by: *Justicar or Harridan.*
 - Duration: Determined by the one giving the Status or a year and a day, whichever is shorter. Alternatively may be removed by the same office that placed it at any point.

- **Warned** - Your scandalous behavior has invoked the attention of officers in a negative way. Your every move is now under scrutiny, and this scandal follows you. You cannot speak to any Officer unless spoken to first, or with their express permission.
 - Given by: *Justicar, Prince, Harridan, Fury, Harpy, Sheriff, or Keeper of Elysium.* Additionally a *Centurion* of the *Ivory Legion* may bestow this status upon one of their subordinates.
 - Duration: Determined by the one giving the Negative Status or three months, whichever is shorter.
- **Profane** - This Negative Status can only be given by the *Josians* declaring a Domain to carry the Negative Stature of **Profane**. Those carrying such a black mark may hold no status save **Acknowledged** and no position. All boons owed to them are stripped and they are no longer protected under the Sixth Tradition; they may be freely destroyed. For more information, see *Rites of Blood*
 - Given by: The *Josian Council of Invisibles* and a *Justicar*. However, it can only be given by levying the Negative Domain Stature of **Profane**.
 - Duration: Indefinitely. The only way for a member bearing this status to see it removed is to present themselves to a *Justicar* for judgment but doing so is risky as the *Justicar* may simply choose to destroy the **Profane** individual.

BLOOD HUNTS

A Blood Hunt authorizes all Kindred within a Domain to destroy the target and forbids them to aid the criminal in any manner. The caller of a Blood Hunt may order all citizens to actively participate in the Hunt. Often *Princes* will offer various rewards to those that complete a Blood Hunt - e.g. Boons, feeding territory, Rite of Progeny, and possibly even Amaranth over the Hunted (though, this is not assumed and needs to be distinctly granted). A Blood Hunt is serious and should not be called without a good reason, as several *Justicars* have stated throughout the history of Camarilla. For more information on the gravity and significance of a Blood Hunt, please refer to *Laws of the Night: Camarilla Guide*, pages 106-111.

A Blood Hunt may be primarily called by a *Prince* of the Camarilla and is effective in that *Prince's* Domain. In order to enact a Blood Hunt, a *Prince* must expend three temporary Status and the Blood Hunt must be made public, something so grave is not done in private. It can be extended to other Domains, if their respective *Princes* wish and announces it so, but doing so will also cost those *Princes* the same temporary expenditure. A Blood Hunt may also be called by a proper Conclave composed by three *Justicars* that agree on the necessity of this Hunt. Should this happen, it is considered to be a Global Blood Hunt and enforceable in any Camarilla held Domain.

Should a *Prince's* Praxis be under Contest, the authority of the *Prince* is suspended. As such Blood Hunts may not be called during disputes of Praxis.

The following methods may be used to overturn a Blood Hunt:

- The *Prince* that called a Blood Hunt may overturn it. Doing so is considered to be scandalous and thus costs the *Prince* two Personal Status to recall a Blood Hunt. A *Prince* may not revoke any Blood Hunt called by his predecessors, only those he himself called. Killing the *Prince* that called the Blood Hunt does not invalidate the Hunt; it only removes the possibility of the *Prince* removing the Hunt afterwards.

- *The Primogen Council* may overturn any Blood Hunt called by their *Prince*. This action may only be done within 3 months of the Blood Hunt being called. To do so, they must collectively expend Permanent Personal Status equal to that of the *Prince's* Total Status. This may require one or more *Primogen* to spend more than one Personal Status. Who expends which Trait(s) should, of course, be decided through role playing. This action is considered scandalous upon the *Prince* that called the Hunt and will cost him two of his Personal Status. Should the *Prince* that called the Blood Hunt be killed, or removed, within the time frame, the *Primogen Council* can still remove a Blood Hunt in this way as long as the *Primogen Council* remains the same. Then only a *Justicar* can intervene.
- A *Justicar* may overturn any Blood Hunt called by a *Prince* at his or her discretion. If the Blood Hunt was called by a Conclave, only another Conclave may overturn it. The *Justicars* may also punish a Domain that does not try to fulfill a Blood Hunt because of their apathy towards the *Prince* who called it.

DOMAIN WIDE NEGATIVE STATURE

A *Justicar* or *Harridan* may apply a *Negative Stature* to a Domain that has earned such a stigma. This may be a Domain that is repeatedly plagued by scandal, or one that has seen breaches of Camarilla laws again and again without any action by their citizens to fix the situation. How and why a Domain comes to the attention of the *Justicariate* should be roleplayed. It can be simple as a resident providing information to the right people, or an internationally-known problem.

- **Under Observation** - The target Domain is involved in scandal or criminal activity that supersedes a single individual. The *Justicars* of the Camarilla are ever watchful, and condemn this state of affairs and the lack of local initiative to fix the issues within. Every member of the Camarilla that claims residency in a Domain *Under Observation* is considered to have one less Status.
- **Tarnished** - After a Domain has been **Under Observation** for 6 months, the *Justicars* will reconvene and evaluate whether the Domain has mended its ways or is still exhibiting poor behavior. Should the first occur, the *Negative Stature* will be removed. Should the latter take place, the *Negative Stature* will be changed to **Tarnished**. This evaluation can occur sooner than 6 months if new crimes or abuses arise. Every member of the Camarilla that claims residency in a **Tarnished** Domain is considered to carry the Negative Status Trait **Guilty**.
- **Under Ordeal** - After a year and a day of a Domain being considered **Tarnished** without sufficient change, the *Justicars* may call out to the *Justicariate* and ask that they step in and take action. If they deem it worthy (and the Storyteller and Coordinator Staff agree), the Domain that is placed **Under Ordeal** will be given a challenge with a time limit on it. During the period of the Ordeal, all Kindred claiming residency or allegiance with the Domain **Under Ordeal** is considered to have the Negative Status Trait of **Disgraced** outside of the Domain. This *Negative Stature* may only be given by the *Justicariate*.
- **Forsaken** - Should a Domain fail its Ordeal, it will no longer be considered part of the Camarilla. As such, it cannot claim any position or help from those outside the Domain. Those that claim residency in this Domain will be treated as un-Acknowledged Kindred, and visiting a **Forsaken** Domain might carry a consequence of its own. This *Negative Stature* may only be given by the

Justicariate.

- **Profane** - With the advent of the Josians public mission, this is a new Domain Wide Negative Status that can be levied by one of their ranks. This is an exceptionally dire invocation and one of last resort. As such, it may only be called down upon by the highest authority within the Josian ranks and even then, it is one that must be ratified by a Justicar. Should a Domain find itself so detrimental to the Camarilla to be named **Profane**, all resident members of said Domain immediately gain the negative status of **Profane**.
 - For more information, see *Rites of Blood*, pg. 126
 - Any and all use of the Domain Wide Negative Status requires strict *Camarilla Coordinator Approval* due to the harsh drawbacks of the negative status. Similarly, the Camarilla Coordinator cannot impose this punishment on a Domain with the clear approval of that Domain's controlling party (be it a Chronicle or a Coordinator).

BOONS

Boons can be offered as payment for services rendered, appeasement for offenses committed, or compensation for favors already done without previous agreement, should the parties involved feel that payment is required.

While it can be potentially risky to offer someone a Boon, as there is no time frame in which it must be paid, and there may be no concrete knowledge of what will be requested as payment -- Boons are first and foremost considered to be currency among Kindred. As such, there should be no shame in owing Boons, especially when they are offered as payment rather than apologies.

Harpies are in charge of handling Boons. They are involved with adjudicating the worthiness of Boons, advising the involved parties regarding Prestation, and maintaining records of the Boons circulating in her Domain. While it is not mandatory to register a Boon with a *Harpy*, it is the only way of ensuring it is official and enforceable. Once a Boon is logged in a *Harpy's* record, there is no way to get out of paying the Boon without significant damage to one's reputation and the risk of unfortunate social consequences. Should an unregistered Boon end up in contention before the *Harpy* there is no guarantee she will choose to enforce those consequences or even choose to punish both involved parties for it. There is no need to register the reason for the Boon being traded, but if a *Harpy* is asked to adjudicate it, she will likely ask for it. She can also ask for the reason before consenting to record the Boon, and such requests should be roleplayed between the parties. Also, the value of a Boon should always take into account the parties involved, regardless of the service rendered. What might constitute a "major" task for a neonate could be seen as a "trivial" affair for an elder.

Once registered, Boons may be traded between Kindred, bought, sold or given away at the will of the one who holds the Boon. These transfers must be properly registered with a *Harpy* to be acknowledged, though just as with the original Boon, the reasons for the transfer need not be registered. The value of the Boon being transferred does not change, however additional Boons may be offered to buy or sell a third-party Boon.

Although compared to currency, a Boon cannot be added or divided without previous negotiation and consent from the involved parties. The value of a Boon is established at the time the debt is agreed to and registered with the *Harpies*. It is possible for a Boon to be divided into lesser-valued Boons or several smaller Boons to be added to a major one, however this may only occur with the express consent of the debtor, and is subject to in-character negotiation.

Defaulting on a Boon has serious consequences based on the value of the Boon and the Status of the involved parties. Prestation and Status are not always governed by hard and fast rules, and the *Harpy* is the final arbiter of scandal. Consequences for defaulting on a Boon may range from a temporary removal of Status to the loss of several Personal Status or the application of Negative Status, depending upon the temper of the *Harpy* involved.

Within the Camarilla, the value of a Boon owed can fluctuate greatly depending on the relative Status of the two individuals involved, as well as their opinions of one another. If Joe the Brujah has 1 Status and is trying to purchase instruction in Fortitude from Jane the Ventruue, he is likely to pay through the nose for it. A Major Boon would be a good starting place, but he might find himself owing a Major and two Minors just to learn the first level. Whereas if Mark the Malkavian has six personal Status and is trying to learn Forgetful Mind from Tommy the Tremere who has 2 personal Status, and is a friend of Mark, he may only charge a Minor Boon to learn all three levels of Dominate. In general, the more powerful and respected a person is, the less they pay for a given service.

Boons can also be negotiated with non-Camarilla citizens. However dealing with those outside normal society carries risk, since there is no practical way to ensure that they will repay the Boon they owe. Harpies can mark them as risky traders and associate their names with Boon defaulting -- but there are no concrete consequences outside of vocally sullyng their reputation. In short, Camarilla Kindred deal in Boons with non-Camarilla Kindred at their own risk.

- **Trivial Boon** - Lesser tasks including, but not limited to: one-time small favors, unsolicited information, watching over someone for an evening as long as there is no risk involved, aiding (not teaching) someone with a common Discipline, supporting a minor political move, helping design a plan and other such trivial tasks.
- **Minor Boon** - Small tasks that can last for more than one evening and might require a minor inconvenience including, but not limited to: providing needed information of some value, instruction in an unusual Ability, usage of Influences or Resources to aid another, some type of political support, acting as a bodyguard for multiple nights, facilitating passage through a hostile territory, disposing of a minor threat, helping carry out a plan, important advice and other such minor tasks.
- **Major Boon** - Tasks that require great expenditure of time or resources including, but not limited to: instruction in a common Discipline, purchasing a location to serve as someone's Haven, exchange of controversial or very valuable information, major political maneuvering, helping someone to get out of trouble with the *Prince* and other such major tasks.
- **Blood Boon** - Tasks that may require the debtor to shed blood to complete such as but not limited to: saving the life of a Kindred's immediate kin, sharing dangerous or secret information that could cause blood to be spilled, instruction in a clan-specific or rare discipline and other such dangerous tasks.
- **Life Boon** - Tasks that involve saving another's life at the risk of one's own.
- **Extremis Boon** - An Extremis Boon can *never* be offered, agreed to, or otherwise created by a Player Character in OWBN. No Player Character has the Status to support an Extremis Boon, as

it supersedes numerical value. It can and should only be offered by extremely powerful members of a Clan. When such an Elder offers the Boon, it is important to note that whatever faction is covered by the debt is considered to be bound by the terms of the Boon whether they personally agreed to it or not. Extremis Boons are **big** and thus are overseen by the *Harridan's* Office directly.

DEATH AND BOONS

Murder should not at all be a common occurrence in the Camarilla, especially not as a way to evade Boons. Should one Camarilla Kindred destroy another, the killer will inherit all the debt of the victim and the *Harpies* of the Camarilla will register the new debtor in their ledgers (though, not the debts that were owed to the victim - only the ones that he owed to others). In this way, a Kindred is forced to consider all alternatives to destruction before following through. This applies even if the Kindred is granted Right of Destruction by the appropriate authority or the *Prince* demands the victim be destroyed for crimes committed against the Camarilla. Killing so can quickly become a costly business, even without considering the consequences an unsanctioned murder should bring.

The only times this debt is not incurred is if the victim is Blood Hunted (someone who has become the target of such may not hide behind his Boon debt), if the victim is directly slain by the *Prince* or *Sheriff* (on the orders of the *Prince*) for their crimes, or if the person is being destroyed by an *Archon* with direct and specific orders to do so by their *Justicar*. Blanket statements by a *Justicar* or a *Prince* such as “you may destroy whomever” will not absolve the *Archon* or *Sheriff* of incurring this debt.

MERITS & FLAWS:

- **Additional Personal Status (OWbN Specific) - 0pt. Merit:** This merit raises your Status Limit by one Personal Status.
- - *(PC) Majority Council Vote Required.* The vote should include a list of the character's deeds, their current standing, a reason why they'll be receiving this honor, and a statement as to who will be awarding the standing.
 - *(NPC) Camarilla Coordinator Approval*
- **Sovereign Prince (formerly Long-Term Prince, OWbN Specific) - 1pt. Merit:** This merit grants you the Camarilla Title of *Sovereign* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost.
 - *(PC and NPC) Camarilla Coordinator Approval Required*
- **Dignitary of the Camarilla (OWbN Specific) - 1pt. Merit:** This merit grants you the Camarilla Title of *Dignitary* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost.
 - *(PC and NPC) Camarilla Coordinator Notification Required*
- **Luminary of the Camarilla (OWbN Specific) - 1pt. Merit:** This merit grants you the Camarilla Title of *Luminary* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost.
 - *(PC and NPC) Camarilla Coordinator Notification Required*

- **Prestigious Sire (a.k.a. Prestigious Lineage. Laws of the Night, Revised, pg. 118) - 1 pt. Merit:** This merit grants you the Camarilla Title of *Scion* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost.
 - *(PC and NPC) Camarilla Coordinator Approval Required*
 - You cannot possess this Merit if you also have the Infamous Sire/Lineage Flaw
- **Reputation (Laws of the Night [Grey Book], pg. 57) - 1 pt. Merit:** This merit grants you the Camarilla Title of *Scion* (see the Titles Section for more information). If the character no longer meets the requirements of the Title, the Merit is lost. NOTE: In Laws of the Night, this Merit is listed as 2 pts., but to bring it in line with the **Prestigious Sire**, the cost was lowered to 1 pt.
 - *(PC) Camarilla Coordinator Approval Required*
 - *(NPC) Camarilla Coordinator Notify*
 - You cannot possess this Merit if you also have the Notoriety Flaw
- **Infamous Sire a.k.a. Infamous Lineage (Laws of the Night, Revised, pg. 119) - 1 pt. Flaw:** This flaw grants you the Camarilla Limit of *Infamous* (see the Status Limit Section for more information).
 - You cannot possess this Flaw if you also have the Prestigious Sire/Lineage Merit
- **Notoriety (Laws of the Night [Grey Book], pg. 58) - 3 pt. Flaw:** This flaw grants you the Camarilla Limit of *Notorious* (see the Status Limit Section for more information). Any character that leaves the Camarilla and then later rejoins gains this Flaw automatically.
 - *You cannot possess this Flaw if you also have the Reputation Merit*

CAMARILLA LORE GUIDE

Below is a listing of each level of Camarilla Lore and what knowledge you gain with each level

Level 1

- You know all 6 of the Camarilla's core Traditions.
- You know that the main Clans are the *Brujah*, *Ventrue*, *Malkavian*, *Nosferatu*, *Tremere*, *Toreador*, and *Gangrel*. These are the Clans that are often referred to as the Founding Clans of the Camarilla
- You know that the Camarilla refers to the territory it holds as a "Domain"
- You know that each Domain is ruled by a person titled "*Prince*" and that her word is law. Also, you know the term "*Prince*" is not gender specific.
- You know the common Camarilla positions within a Domain and what their function is (*Prince*, *Seneschal*, *Harpy*, *Sheriff*, *Keeper of Elysium*, *Scourge*, *Primogen*, and *Consul*)
- You know that there is a Council of *Primogen* in each Domain and that they serve as advisors to the *Prince*.
- You know of the institution of *Elysium*, a place that is considered to be neutral ground for all Kindred where violence may not occur.
- You have heard of a Conclave, a gathering of Kindred to decide important topics.
- You understand the basics of the *Prestation* system and what Boons are.
- You know that the Camarilla is run by a representative of each Clan, called a *Justicar*.
- You have heard of the *Harridan*, a recent role, who functionally serves a similar role to the *Harpy* but on a much more grand scale.

Level 2

- You know that the Camarilla was created to protect Kindred from mankind through the Masquerade.
- You are aware that the *Gangrel* left the Camarilla but then later returned.
- You know that the *Assamite* and the *Lasombra Antitribu* are counted among the more respected members of the Camarilla that are not one of the Founding Clans. The term Pillar Clan is used to encompass both these two Clans as well as the Founding Clans.
- You know what the Blood Hunt is.
- You know that only a *Justicar* can call a Conclave.
- You know that most of the Traditions pre-date the Camarilla and are Laws carried over from an older time.
- You know of the *Archons*, field agents of the *Justicars*.
- You know of the *Furies*, field agents of the *Harridan*.
- You are experienced with the nuances of the *Prestation* system and often know what level of boons are appropriate for payment.
- You know that the *Scourge* is a fairly recent title, only becoming popular in this century. The Scourge's primary job is to hunt down unacknowledged Kindred.
- You know that the *Consul* is an even more recent title, one that has become popular only very recently. The *Consul* serves as a diplomat and ambassador to other groups. You also know that there is much skepticism around the position still.
- You know that Diablerie is forbidden within the Camarilla, often punishable by death.
- You know of *Whips*, *Hounds*, *Deputies*, *Stewards*, and *Lesser Harpies*.
- You have heard that the Camarilla has a "Most Wanted" list, often referred to as the Red List. Members of the Red List are referred to as Anathema.
- You have heard of some of the most legendary and dignified elders of the Camarilla such as Hardestadt and Rafael de Corazon, though you are unfamiliar with a lot of the specifics of why they are famous.
- You have heard of organizations within the Camarilla such as the *Josians*, *the Ivory Legion*, *M.U.T.E.*, and *E Division*.

Level 3

- You are aware of the First Anarch Revolt, that it was an uprising of childer against sire and that it led to the formation of the Anarch Movement and the Sabbat Rebellion.
- You can name all of the current Justicars and the *Harridan*.
- As they are direct agents of the Justicars, you know that *Archons* are heavily restricted in what politics they can involve themselves in.
- You know that how Primogen are chosen varies from one Domain to the next. In some, they are a collection of the most respected Kindred in the Domain. In others, they are the eldest members of their Clan.
- You are aware that most of the Traditions, save Masquerade, may vary in their exact interpretation from one Domain to the next.
- The term Prince originates before the Camarilla. It previously referred to the Eldest Kindred in a city who was therefore considered to be its leader. It was later ratified officially into the Camarilla as the title of the ruler of a Domain.
- You are aware that, just after the turn of the century, there was a mass exodus of *Gangrel* from the Camarilla. Prior to their departure, the vast majority of the Clan was part of the Camarilla. Now, a large population of the Clan is independent.
- You know the *Assamites* came to join the Camarilla just after the turn of the century and that they've been begrudgingly accepted.
- You are familiar with the details of the *Convention of Thorns*, the *Treaty of Tyre*, and the *Giovanni Promise*.
- You know the names of some of the more prominent Camarilla dignitaries, such as Queen Anne, Jan Pieterzoon, Karsh, and Tegyrus.
- You are aware that the Camarilla has a special group specifically tasked with hunting down the Anathema. This group is referred to as the *Alastors*.
- You know that there are different types of Conclaves. Some to pass new Camarilla policy, others to pass judgment against a Domain or an individual.
- You are familiar with the position of a Servire, an *Archon's* personal assistant. You know that many *Archons* start out their career as Servires.
- You know the types of tasks commonly given to the *E Division*, the *Ivory Legion*, *M.U.T.E.*, and *Josians*.
- You have also heard rumors of other organizations that are not as public or open in the Camarilla.

Level 4

- You are aware of the formation of the Camarilla, in a town called Thorns. Where those of the Anarch Revolt met with their Elders and laid down arms. The Camarilla was formed both shield Kindred from mankind and
- You have heard of the Extremis Boon, a boon which takes the most monumental of efforts to repay and is only offered in the most dire of circumstances.
- You know that the *Assamites* received an Extremis Boon over the *Toreador*. They used it to garner their support in their bid to receive a *Justicar* (which ultimately failed).
- You are aware that when the Camarilla was formed, an invitation was extended to the *Setites*, but they declined.
- You know that some *Primogen Councils* have members of non-Camarilla affiliated Clans appointed to them (sometimes even including a Caitiff to speak for the non-Pillar Clans) and that in some rare circumstances, a *Primogen Council* (in this case called a *jurta*) rules a Domain in the absence of a Prince.
- You know that *Justicars* serve for a limited term and that they may be reappointed for another term. You are not sure how they are elected.
- You know that all *Justicars* and the *Harridan* must submit to an oath of station before appointment.

Level 5

- You have heard of the *Inner Circle*, the secret leaders of the Camarilla. Exactly what function they serve or who they are, though, is unknown.
- You know that *Inner Circle* has some say in how a *Justicar* is selected.
- You have a general idea of the personality of each *Justicar*.
- You know the names of each member of the *Red List*.
- You have heard rumor that there was at one point a Sabbat infiltrator on the *Inner Circle*, and that this drastically affected Camarilla politics during the 18th century. You hear that this is the cause of the death of at least one *Justicar*, although the matter has very much been hushed up.
- You are aware of how the *Alastors* function. You know that Alastors report directly to the *Inner Circle*, and not to the *Justicariate*.
- You have heard rumors of a secret division of Camarilla agents called “*The Eyes*” who serve as spies among the highest levels of the Camarilla. They are believed to report on the actions of *Justicars* and powerful *Princes*, but you are uncertain exactly who receives those reports.