

ONE WORLD BY NIGHT

BRUJAH PACKET



UPDATE 2017



OWbN BrUJaH PaCkEt



2017 Update

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2017. Written by the 2016 Brujah coordinator's office for One World by Night.





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Special thanks

The Players, Narrators, Storytellers and Coordinators of One World by Night.

Writers, Developers, Play-Testers and other Staff of White Wolf Game Studio, CCP, Onyx Path, BNS, and Paradox Interactive for all of the work and devotion That has been put into this game and its various forms.

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Special thanks to the following people who donated their images for use in this packet; rights to these images remain with the original owners of the images and no rights for recreation, except as used in this packet, transfer to the OWBN Brujah Team: Ben Colbert, Kerrie Sander, Susan Burnett, Branwyn Bregler, David Ashby, Bonnie Landry, Mitch Cabral, Crystal Mazur, Crystal Anne, Kelly Cochran-Smith, Ross McDowall, David Mayo.





The Clan up until now

History

Enoch

It is said that Vampires existed some 10,000 years ago in the so called first human city, called Enoch. It is said that Caine, a murdering farmer turned lick, laid the first stones of that city. It is said that he ruled with wisdom and created childer who created childer and that one of his grandchilder was our Clan's founder. It has many names but Brujah, Troile the Elder, and Ilyes are the most common. Whatever its name, it is known to have been a being of wisdom, a philosopher who laid the groundwork the likes of which Socrates and Plato would later build upon. We were said to be called "The Learned Clan."

Here's some fucking perspective, 10,000 years ago we didn't have books, shit, *we didn't have written language!* We didn't have that until something like 3200 years BCE. It's 2017, that would place this so called learned clan in a city, learning and philosophizing some 5,000 years before that. Obviously someone is trying to make us feel better about our small dicks or something. It's all a load of shit if you ask me!

The Clan Changes

The first brood, what some call *the True Brujah*, are supposed to be different from us. Some of the stories about them are becoming more prevalent what with all of the changes since 2011. I'll talk about the changes later though.

They're supposed to be our boogeymen. Let mortals know about vampires, *the True Brujah* will get you. Teach our secrets, *the True Brujah* will get you. Embrace an idiot, *the True Brujah* will get you. Fuck man, we all know that last one isn't true. How many of you have taught people about our clan, or some of our special tricks? You're still walking the night.

Seems to me like the *the True Brujah* aren't quite as scary as we've been taught to believe.

So what happened? How'd we change from these time manipulating philosophers into the motley crew we are now? The way I hear it, it was Troile. This is a different

Troile, some whore that got embraced by the so called founder. She or he, no one actually knows and let's face it with the Tzimisce around does it really matter, got pissed at the founder when they found out he was fucking someone else. Troile put the bite on him. It might have been the first diablerie.

All of Troile's childer after that lost their magic time powers and just started getting really fucking fast. Hell, until 2011 I'd be willing to bet most of you had never even heard the word Temporis. I'd also bet that many of you have been told that if a Brujah has Temporis they're the enemy and can't be trusted. All I'm going to say on that is, think for yourself!

Carthage

Carthage, a land of beauty and opportunity where all vampires and people could live together in peace and love . . . bullshit!

It was war as I understand it. Between some Ventrue, some Brujah and some fucking lunatic Malkavians. Carthage and Rome wanted the same territories or whatever it is that ancients fought wars over. What we do know is that the city had a population made up mostly of Brujah, Assamites, and Setites. We know that they say Troile dealt with ancient devils. Given the shit that happened back in 2011, that might fucking be true.

Troile had been said to be buried under the salted earth of Carthage along with its allies. We now know that isn't true, at least any longer.

Is Troile Dead?

Well yes, but who exactly was Troile? Was it the Brujah Antediluvian? Was it an elder so old we can't count that high? Was it the creator of bloodlines? It could have been all or any of these things. What is for sure is that the clan doesn't seem to have lost membership since Troile's death. That would suggest that, unlike popular lore, Troile may not have been, in fact, the Antediluvian (real or self-made) for this clan.

What we do absolutely know, is that Troile died sometime early in 2011. We know this because our clan went apeshit. For a month we attacked everything in sight. We got pissed off at even more stupid shit than we normally do. We also know that some of our clan changed. New





bloodlines were created and members of these lines continue to show up . . . no matter how many people try to kill them off.

*See Appendix I

Ripples

When Troile died some Brujah changed. It kept going for something like a year and a half. Then it stopped. Some of the old guard had been hunting them down this whole time and still are. While many of us still see them as Brujah, the old guard doesn't. Well, the jokes on them, Brujah started to change again. The more metaphysical minded people say it's like throwing a rock in the water. The ripples go out, then back in and they never actually stop. Who knows, maybe one night we'll all change.

Ideologies

Yea, we're all Brujah, but that doesn't mean we get along. We're not the fucking Waltons living on a mountain named after us, we're more like the Bunkers living in Queens and trying to just get by without killing each other. Okay, you're laughing. That's good. It's real speak though.

Archie Bunker was a genuinely good sort of guy who was pretty damned prejudiced. He didn't mean to be and he knew it was wrong, but it was what it was. But fuck with his family and you're gonna get hit by a cab! Meathead, god I loved this guy, he fought. He fought every day to teach Archie that people deserve respect and that right was right. He was also a fucking mooch eating his dad-in-law's food and sleeping under his roof. Sound like people you know? I bet it does.

What does it mean to be Brujah? Well there's a fucking loaded question. It means you think for yourself, or at least it used to. Really, I think the best answers you're going to get are described in the various ideologies of the Clan. Each Ideology seems to embody the different outlooks the clan has had over the years.

Iconoclasts

"Undermine their pompous authority, reject their moral standards, make anarchy and disorder your trademarks. Cause as much chaos and disruption as possible but don't let them take you ALIVE." - Sid Vicious

Brujah are, by their very nature, extremely passionate individuals. To those outside the clan, Iconoclasts



represent the stereotype of the clan - violent anarchists with little respect for social norms or the "system" that they rage against. Since most of them are younger kindred, not far removed from their humanity, they fight to bring a more modern outlook and structure to kindred society. Outspoken and brash, Iconoclasts frequently find themselves drawn to the Anarchs - or driven there by their refusal to submit to the Camarilla's ideals of status and prestatation. Rather than attempt to control the clan's susceptibility to frenzy, they revel in it as a means of wreaking destruction on what they believe to be a corrupt system.

Idealists

"Rarely do we find men who willingly engage in hard, solid thinking. There is an almost universal quest for easy answers and half-baked solutions. Nothing pains some





people more than having to think." - Martin Luther King, Jr.

The Idealists try to recapture the classic idea of the warrior scholar that many remember as the Brujah's legacy. Deliberate and thoughtful, these philosophical kindred attempt to lead others to change through discussion, debate and application of their reasoning. They tend to be primarily ancillae and elders and more likely to work within the system to bring about reforms.

But despite their tendency to rely on their words rather than their fists to get their points across, Idealists are still just as passionate as their more-action oriented brethren. When found among the Anarchs, Idealists tend to be the voices of the revolution, using their reason and philosophies to defend and recruit the Movement. Many Dispassionate Brujah find themselves among the ranks of the Idealists, often those who have taken instruction in the rediscovered Path of Entelechy.

Individualists

"Do not go where the path may lead, go instead where there is no path and leave a trail." - Ralph Waldo Emerson

Brujah who do not follow either the extremes of iconoclasm or of idealism are often considered Individualists. Still agents of change, they pursue their own personal ideals, often focusing on what would best serve the good of the many - the many varies depending on the specific Individualist. As their reasons and approaches are as varied as their backgrounds, Individualists frequently work alone unless they manage to develop like-minded allies. Many Brujah consider this group as the middle ground that all experience Iconoclasts go through on their way to becoming Idealists, but not all Individualists relinquish their unique agendas and methods as they age from neonate to ancilla to elder. The Kairos bloodline seems drawn to this ideology more and more often.

(un)Civil War

So yea like I said, We've been fighting among ourselves. Okay, that's not a big deal, we're fucking Brujah. What Is a big deal though is that we've been killing each other over this shit. Even that's not the worst of it. There was a rumor going around a few years ago that if you were changed and wanted to be "normal" all you had to do was diablerize

your sire. Well that's a load of pigshit. Some Brujah drank some other Brujah and whoever started that fucking rumor is probably still laughing it off.

Thing is that's not the end of it. Brujah are still hunting Brujah. It's across all of the ages too. Elders and Ancilla and Neonates, are all caught up in what might become the biggest vampire civil war since that shit that happened in the sixteenth century.

Pick your sides kiddies, there ain't no middle ground.

Rants and Raves

A Brujah gathering can run the gamut from a polite political debate to an all-out brawl to a outrageous party powered by trance music, drugs and danger - and everything in between. Regardless of the content, clan meetings are classified as either Rants, held to discuss a specific topic, or Raves, which are all-out parties.

Any Brujah can call a Rant or a Rave, but there are more responsibilities than sending out invitations or hiring a good DJ. Making sure your shindig doesn't get interrupted by the mortal authorities is important. And so is making sure you provide a good "meal" for your guests. Blood frenzies can really kill the mood at a good Rant.

And while the guest lists for either are not necessarily exclusive to those of Brujah blood, generally Rants are for the clan to discuss things - with words or fists. While any topic can be brought up at a Rant, there are a few specific varieties that warrant special mention.

Policy Rant - Probably the most frequent type of rant held in a domain on a regular basis, these are for Brujah to try rally behind a common cause.

Debates - The word itself probably brings to mind a formal argument between two parties over either a specific issue, or multiple topics. For Rants, the whole point of a debate is arguing over an issue until either the moderator - if there is one - or the other side acknowledges the opponent's argument as correct.

Spite Rant - When enough Brujah agree one of their clanmates has stepped over the line, either by betraying the clan or doing something so heinous that it requires a violent response, they call a Spite Rant. The most common





end for this punishment Rant is the offender is required to run "the gauntlet" - basically a long line of other Brujah who all get a chance to beat the runner down. Final death is optional, but not unheard of, as a result of the gauntlet.

Raves, on the other hand, are wild parties hosted by the Brujah. Although modest dance soirees are not unheard of, Raves have more in common with the mortal parties of the same name than with Toreador Salons. An opportunity for everyone to relax, a Rave epitomizes everything that a party should be - music, dancing, and even the presence of mortal vessels full of drugs and alcohol. But the one thing that most kindred look forward to is the opportunity to blow off some steam in a good old-fashioned brawl, which may not be part of the planned festivities but are fairly regular occurrences at Raves.

Teaching Clan Secrets

The Clan has gone back and forth on this for centuries, but ultimately it comes down to some things are just for us. We have, and continue to, develop powers and secrets that we really shouldn't share with other clans. The current consensus amongst the most prominent members of our clan is that if they catch people teaching or possessing these secrets when they shouldn't, is that we should hunt them down and destroy the fuck out of them. I've even heard *The Call* used to bring these people to our very particular brand of justice

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

On an Out of Character level, teaching any Combination Discipline that OWbN recognizes per our bylaws as requiring Brujah Coordinator Approval to a non Brujah will be considered teaching a Clan Secret and require a Binding Agreement with the Brujah Office. The teaching of Brujah Lore 4 or 5 may require such an agreement depending on the specifics of the situation.

The Bloodlines

Where do Bloodlines come from? Are they intentional creations or caitiff that pass along their traits? Both of

these things seem to be true at different points in time. Sometimes they just start springing up around us too. No one knows for sure what the process is and it seems to be different every time. What we do know is that the Brujah sport a pretty impressive collection of bloodlines. Let's take a look at each of them just to bring you up to speed.



The Kairos

Disciplines: Potence, Presence, Temporis

Advantage: Brujah Advantage as per Laws of the Night

Disadvantage: Brujah Flaw as per Laws of the Night, Revised.

Suggested Ideology: Individualist

Suggested Sect: Anarchs, Sabbat

Rarity: Brujah Coordinator Notification Required

The Year of Fire holds different meaning towards those who suffered the most during that tumultuous time, specially amongst the Brujah clan. The clan had always been fractious, even when united behind a Call to Arms,





but the Year of Fire tested the clan to its limits. It was found it wanting. Two distinct changes spread through the clan and with no rhyme or reason to who changed and why the clan tore itself apart. Out of these ashes, one such group, the Kairos cut their teeth on a new political scene that emerged out of the global infernalist war. They had once been Brujah, they claimed to be Brujah but they no longer held the powers over Celerity. Instead they harnessed the powers over time itself, Temporis. Dark rumors of a time long ago spoke of such kindred within the clan having these powers but elders warned that those who held such sway were the immortal enemies of the clan.

Under such light of Infernalism and fear from the elders of the clan the Kairos were more or less shunned. They could not hide easily within their clan, especially when their fire burned white hot and they lost themselves to their beast, unable to control the powers of time or manifest the Celerity they had been known to use. As with all times of upheaval some Kairos remained within the Tower, content to try and eek out some unlife but fearing the very clan who raised them. How could one justify that as living? Still others went down darker paths and joined with the Sword of Caine, seeking answers or just burnt of the hypocrisy their former clanmates and lack of protection the Tower claimed to bestow upon its members.

How could one justify living when other clans wanted to use the Kairos against their family? But there was another option that many took. The Anarch Movement offered protection and to some extent knew what the Kairos had been through. They were the freedom fighters. They were the downtrodden who stuck together. And they welcomed the Kairos with opened arms. Where others saw the darkness they saw the light. Where others saw abominations they saw kinship. The greater portion of the Kairos flocked to this banner and who could blame them? The Tower had turned into a cesspit of backstabbing and burned bridges. Their own clan shunned them and in some cases hunted them openly, declaring them to be infernalist or worst, Caitiff. The very clan that had given them the fire that burned in their core, that passion that made them feared soldiers and leaders, cast them out. True there were some who fought for the Kairos but their words were few when the clan believed the fearmongering.

Those who changed into the Kairos found themselves lost and many had to spend long nights soul searching to find

out where they fit in the world. Many had to 'grow up' and instead think of what they were going to do the next night and stop living in the moment. No longer could they fall back onto their clan, instead they had to fall back upon themselves for protection. This harsh learning curve changed many Brujah more than just the loss or gain of the changes. They learned to be wary of their own clan whom they still called family in most regards, at least in public.

Many of the Kairos have become Individualists and this is not surprising to many. While many outside of the clan seem to think that the Brujah are one dimensional and stay consistent over time the opposite could not be more true. If anything the trying times faced by all of the Changed pushed them to evolve for their own continued survival. Thus gave rise to the Individualistic Kairos, something that is becoming more commonplace. While the Movement swears that they have welcomed the Kairos as brothers in arms, that they are free to do as they wish, that they have the protection of their fellow

anarchists, the Kairos have been burnt. How can they trust a group as much as they once trusted their own clan? In the realm of an immortal blood sucking creature of the night you become jaded. And for a Brujah, that rivals their passion.

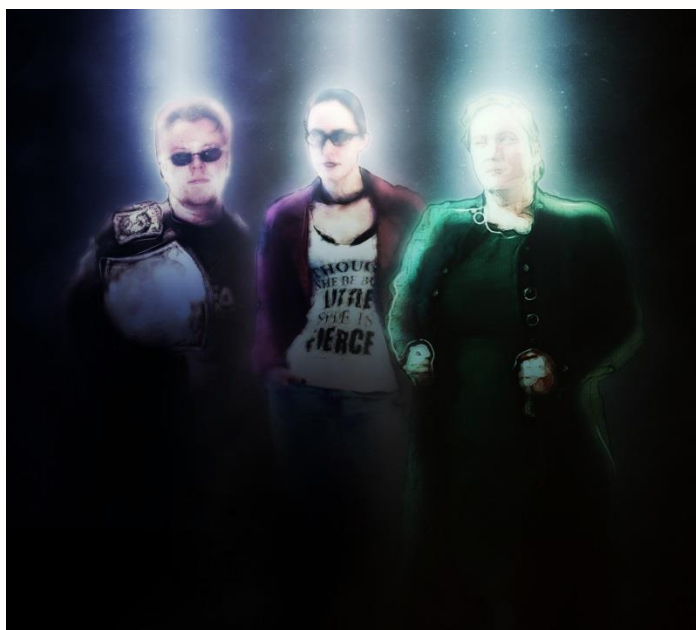
Still there are bright spots. Some within the clan are trying to make it better for the Kairos to live out their unlives while as always their detractors stand upon their pulpits and scream for them to be thrown to the sun. There are those Kairos who turned out to be 'bad eggs' who tried to make it better for the clan but failed. There are those who simply went into hiding, swearing to never return to the dark nights until the clan united once more. There are those who burnt out, seeking the last battle to throw themselves at their enemies in defense of their clan to prove that they were always who they said they were. And through all of this there is still a core of Kairos who have taken all of the hits thrown at them and stood up asking for more. To be a Kairos is to know betrayal. To be a Kairos is to know that your clan, your family who once raised you, harbors doubts about your loyalty. To be a Kairos who has survived from the very start is to be a hardened Brujah. A very dangerous Brujah.

Those that are embraced however, who have not known what it was to be a 'normal' Brujah simply suffer





alongside those who saw the change from the start. They are lumped into as one but at the same time they hold the key to moving on. Their sires embraced them for a reason, partly to show that they can in fact raise loyal members of the clan but also to show that they are sticking around. If they are going to have a voice they need enough kindred standing beside them to do it. As with any embrace within the clan they are as varied as their are people in this world. But one thing is certain. They are told of how the Kairos came to be and what it means to be one of them. If anything they are pushed to become a better Brujah than those who claim to be 'pure'. To be a Kairos is to fight an uphill battle, laughing as they do so, daring the world to say they aren't Brujah.



The Dispassionate

Disciplines: Celerety, Potence, Presence

Advantage: Brujah Advantage as per Laws of the Night

Disadvantage: Even as it lends vigor to their long-dead flesh, so does the blood of the dispassionate smother their emotions. This decaying passion draws them further and further from the living world, washing away over centuries of study all semblance of human warmth. In the end, though they might debate the concepts of morality in great depth, they can no longer feel what is right and what is wrong. Those that can take up the Paths of vampiric morality. Those that cannot are consumed, the vast knowledge they've amassed forever lost to the ravages of

the Beast. As nights go on it grows ever more difficult for the Dispassionate to maintain their connection to their Humanity. Dispassionate wishing to increase their Morality or Virtue traits must pay double the standard experience point costs. On all Conscience and Conviction challenges, Dispassionate must bid two extra Traits or automatically lose the bid.

Suggested Ideology: Idealist

Suggested Sect: Camarilla, Anarch

Rarity: Brujah Coordinator Notification Required

What happens when the clan with the who wears their hearts on their sleeve start to lose that connection to humanity? You get the Dispassionate Brujah. It's not that they cease to care, it's that it's so much harder for them to *do care about caring*. Yet, they are Brujah. They are Children of Troile. Just like their cousins they find a thing that they are drawn to and fight for that thing. In tonight's world that often ends up being the rights of the Changed, but there are just as many thoughts on how to approach that as there are changed to benefit from it.

The Epicene

Epicene adj.

1. having characteristics of both sexes or no characteristics of either sex; of indeterminate sex.

Disciplines: Potence, Presence, Temporis

Advantage: Brujah Advantage as per Laws of the Night

Disadvantage: The Epicene have two disadvantages, first they suffer the same emotional withdrawal as the dispassionate (take the Dispassionate disadvantage). Second, they do not repopulate themselves. When they embrace, they do not create Epicene, they create either Kairos or Dispassionate randomly. The Epicene only emerge, spontaneously, during an individual Brujah's change.

Suggested Ideology: Any

Rarity: Brujah Coordinator Approval Required

During the year of fire, the Brujah changed. Everyone now knows about the Kairos and the Dispassionate and thinks it stopped there. It went even further for some, and those few who went through both changes emerged as the Epicene. This group is unknown outside of themselves. Those few who recognized that they received both changes banded together in secret and vowed not to reveal themselves, even if it meant bringing their own final death.





They watch, they keep chronicles of the Clan and its struggles. They are uniquely poised to understand the clan in a way no other can. Epicene aren't embraced, every one of them was once a "normal" Brujah. They understand the passion that drives the clan, they also understand how that passion is muted in the Dispassionate. They also view themselves as a bridge between the disparate parts of the Clan, they are the only group that can come close to understanding the True Brujah and the way they view the world around them, unchanging yet constantly in flux.



Brujah Antitribu

"Ya know what makes us different from the others, Vato? Passion. Mutha fuckin' passion. We feel the change we want. We are the change. We ain't just some fuckin' shovel heads... we're Brutes. We are the motion of change, of revolution. So when some big wig fuckin' Lasombra or Tzimisce keep poppin' off at the mouth like they're the ones who started this shindig, you know the truth. It was us. They didn't have the balls to start the Disciplines, Advantage and Disadvantage per Laws of the Night Sabbath guide page 34

The modern divisions between the Camarilla, the Sabbat and the Anarchs ostensibly began during the Anarch Revolt. While all of these groups disagree on the fundamentals of Cainite society and the race's very purpose, most of their histories agree on one point: the bloody conflict started with the actions of a single Brujah. Patricia Bollingbrooke led a group of younger Brujah in an assault on one of the most prominent elders of clan Ventrue, Hardestat. Her supposed diablerie of this Elder emboldened childer across Europe to turn on their oppressive sires, and the violent uprising became known as the Anarch Revolt. The Brujah who fought against the Elders were the first to call themselves Antitribu.

Regardless of whether or not Patricia had been successful in diablerizing Hardestat, which was called into question when he appeared at the Convention of Thorns, the core identity of the Brutes had been established. While their Camarilla counterparts are frequently at odds with their system, abandoning the Tower for the so-called freedom of the Anarchs, Brujah Antitribu have found a unity of purpose in the Sabbat. Their fervor to serve, protect and further the Sword of Caine provide them with a common goal that drives them to look beyond their personal differences or diverse backgrounds.

The Brujah Antitribu fulfill many roles within the Sabbat, but are generally thought of as soldiers, thugs or cannon fodder. But those who might be tempted to write the Brutes off as brutal punks or mindless muscle should know that they come from all walks of life, and have demonstrated their refusal to give up the true freedom of the Sword for anyone - including their Sabbat brethren. Their growing dissatisfaction with the Tzimisce and Lasombra leaders of the sect have been demonstrated in many ways, most violently in the Third Sabbat Civil War. In just one hundred nights, the attempted coup of Jeremiah Nobles and his followers led to the acknowledgement of all the antitribu clans as equals to the Tzimisce and Lasombra, as well as the inclusion of the Caitiff of the Sword as their own clan, led by Joseph Pander. Even though they are politically and culturally different from their non-Sabbat counterparts, the Brujah Antitribu experienced the same month of madness in the wake of Troile's death. While the recent spread of the Changed has been significantly less than among the Brujah of the Tower, there are still those among the Brutes who have developed the strange time powers or cold





dispositions of the Kairos and the Dispassionate. All that has transpired since the death of Troile, including the Year of Fire, has been taken as confirmation among the Sabbat that their fight is more vital than ever.

In the wake of the Fourth Sabbat Civil War, the Montreal Accords brought some rather sweeping changes to the Sabbat. The most significant change for the Brutes was the decision to declare that the antitribu title would no longer be claimed by members of the Sword, but instead applied to their counterparts that serve the Camarilla. There are many among the clan who see this resolution as terrible insult to their contributions to the founding of the Sabbat. When combined with the continued lobbying among the Tzimisce and Lasombra to proclaim themselves the true leaders of the Sword, it seems certain that the Brutes are likely to take action again to save their sect from itself, possibly under the banner of the Loyalist faction and the leadership of their infamous clanmate, Dark Selina.

True Brujah

Disciplines, Advantage and Disadvantage per Laws of the Night Storyteller Guide page 20.

Suggested Sect Affiliations: Tal'Mahe'Ra, Autarkis

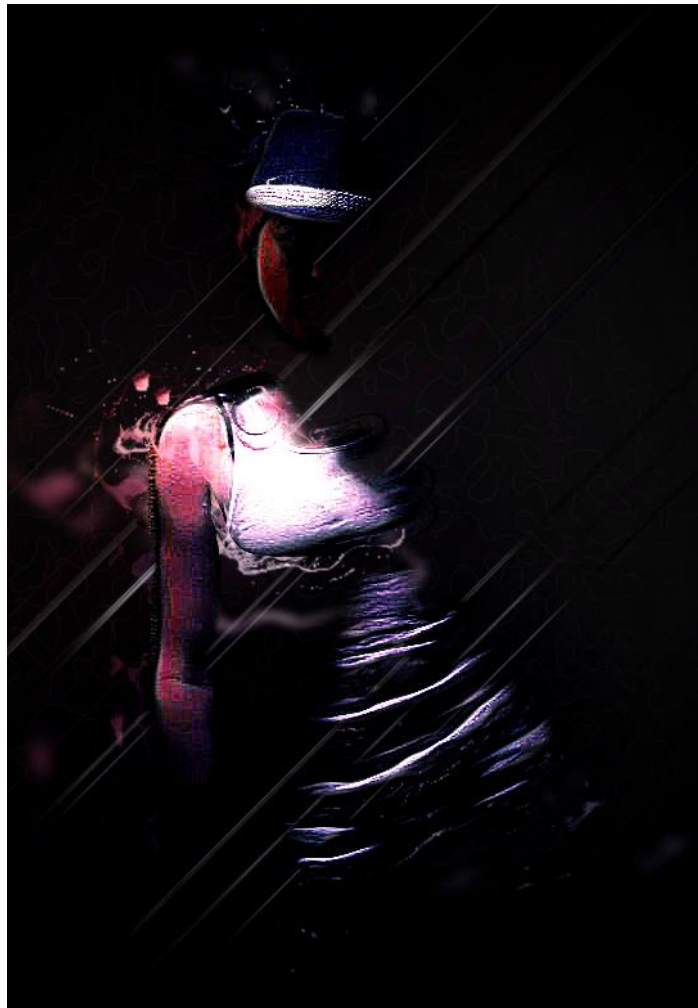
Rarity: Brujah Coordinator Approval Required

Fearful Brujah elders whisper of a secret bloodline or cabal that claim to be the true children of Brujah, who seek the destruction of those that descend from his diablerist, Troile. These nebulous stories are waved off by most younger Brujah as fairy tales or paranoid delusions. But the truth is, the True Brujah do begrudge the imposters who have laid claim to their own grand achievements in ancient Carthage.

The True Brujah, sometimes referred to as the Elois, are the erudite scholars of clan legend. They pursue knowledge with as much dedication as the Brujah chase after change. But the Elois lack the burning passion that characterizes their kin. Their cold and detached natures, combined with their unique gifts for manipulating time, cause the True Brujah to become hard and resistant to change. This has led many of them to be unable to retain any sense of Humanity. Those Elois that have survived for centuries have pursued other Paths to keep the Beast at bay.

In recent nights, the True Brujah have become more than just nameless legend or conspiracy. After the events that led to the appearance of the Changed among the Brujah

clan, many have attempted to study this ancient bloodline in an effort to understand what is happening within the Clan. At the same time, the True Brujah have turned their eyes to these new upstarts who possess their unique



qualities of time manipulation and a dispassionate nature - and seem determined to wipe out these new aberrations of Troile's blood. Whether it's because of the ancient grudge or the desire to keep their secrets their own, the Elois have begun moving among kindred societies again, using innuendo, rumor and impersonation to try to set all vampires, not just the Brujah, against the Changed.

As one of its original pillars, the True Brujah have a rich history with a sect known as the Manus Nigrum, or the True Black Hand. Considered a failed Gehenna cult by both the Black Hand of the Sabbat and the Elders of the Ivory Tower, this once broken group has slowly reformed





and drawn back many True Brujah to the fold. This group prizes secrecy. Subtle maneuvering and knowledge of obscure lores, are all areas of expertise for the Elois. Some True Brujah within the Manus Nigrum have begun the process of discrediting the Changed, fostering the air of suspicion and distrust that already exists between them and the rest of the Brujah clan.

The Osebo

Disciplines, Advantage and Disadvantage per Kindred of the Ebony Kingdom

Morality: As outlined in Kindred of the Ebony Kingdom

Rarity: ⅔ Council vote

With their fiery tempers and reputations as warriors, the Osebo of the Ebony Kingdom clearly share a common bond with the Brujah of the rest of the world. But while the Brujah are known for their passion and pursuit of change in the systems around them, the Osebo, also known as The Pride, tend to give into their impulsive desires for violence in the most depraved ways. Lacking any greater ambitions of their own, Osebo frequently are relegated to the role of thug or warrior in service to other Laibon. Their tendency to be followers rather than leaders is not from a lack of pride, but rather from the knowledge that left to their own devices they lack the control to keep their degenerate tendencies in check.

Others

There are rumors of many other different Brujah bloodlines around the world. In South America, Central America, Cuba, and parts of the united states there are rumors of Brujah who gain power from spirits and saints. These Santero, if they exist are few in number.

There's rumor of a secret group that has hidden with the Setites or the Giovanni for the last thousand years, who knows? The point is that wherever you go you're going to hear about some secret group or special snowflake or some other stupid shit. Until you see it with your own eyes, be cautious, but know it's probably bullshit.

Ghouls

Ghouls are a reflection of their master. As a result, Ghoul's of Brujah should carry the Clan Flaw of their master. If your game does not use the Morality system for ghouls



they should be given an appropriate flaw from laws of the night or other sources.

Brujah (LOTN:R), Osebo and Kairos ghouls should be given "Short Fuse."

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

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





Brujah Lore

Lore Level 1

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

Lore Level 2

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

Lore Level 3

- You know that caitiff can not be adopted as Brujah
- You know how to hold the less common forms of rants
- You know how to properly call a debate forum

- You could pull off an angry rant about Carthage if you wanted to. It would be mostly made up, but you have heard them enough times to pull one off.
- You know of the Elders in your region as well as their reputations and temperaments.
- You have heard of areas in the world that are traditionally controlled by Brujah.
- You have heard there may be other offshoot bloodlines of Brujah out there
- You have heard of the so called True Brujah

Lore Level 4

Brujah: This requires notification

Non-Brujah: This requires Coordinator Approval

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

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

Lore Level 5

Everyone: Brujah Coordinator Approval

Note: This level of knowledge cannot be obtained through word of mouth alone. In addition to talking to numerous clan Elders, it requires years of painstaking personal research and use of documentation dating back millennia.

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





half of their physical traits (feel free to round up in the case of an odd number).

Morality

Humanity - All

Orion - Brutes (Regulated by the Sabbat Team)

Path of Entelechy - Dispassionate (Regulated by Brujah Coordinator)

Scorched Heart - True Brujah (Regulated by Brujah Coordinator)

PATH OF ENTELECHY HIERARCHY OF SINS

This path is most appropriate for the Dispassionate. It can be found in Lore of the Clans on page 51

In order to convert this Morality Path to MET format combine every two levels as follows;

10 and 9 become 5
8 and 7 become 4
6 and 5 become 3
4 and 3 become 2
2 and 1 become 1

Disciplines

Every Clan has its own take on disciplines, the Brujah are no different. Below are some of the tricks unique to our clan. Any mechanics provided for disciplines or combination techniques/disciplines are strongly suggested for uniformity across the OWbN, but are not binding.

Discipline: Temporis

Some of these changes are as allowed by the proposal located at <http://www.owbn.net/votes/84080>.

Temporis is a power that can quickly become unbalanced in live action play. Here are suggested mechanics for Temporis that are intended to keep it balanced and less disruptive to play.

No one with Temporis should be allowed to have all Stamina traits. They would have no strength traits and thus be unable to lift objects and no Dexterity related traits and thus not be able to dodge an attack. It is our recommendation that the limit be set to no more than one

Lastly, For some powers we note that the rule of three (3) be followed. This is for balance purposes as well as to help the character. If a character with Clotho's Gift has seven (7) physical traits and bids them all, there are two possible outcomes to the activation challenge. The first is that they have seven (7) additional actions for a total of eight (8) actions. The second is that they lose the activation test and now have to Willpower Refresh before they can attempt to activate Clotho's Gift again.

1. **Time Attunement:** Run per Laws of the Night Storytellers Guide page 32.
2. **Internal Recursion:** Run per Laws of the Night Storytellers Guide page 33.
3. **Lapse:** Run per Laws of the Night Storytellers Guide page 34 with the following modifications;
 - a. with the limit of three (3) stamina traits risked at the time of activation.
 - b. Successive activation may be challenged for on the final round to become active the following round.
4. **Subjective Suspension:** Run per Laws of the Night Storytellers Guide page 35 with the following addition;
 - a. If the character wishes to suspend an object in another character's possession (weapon, clothing, etc . . .) they must make their static mental test vs the target character's physical traits.
 - b. Per V20 page 468 (Patience of the Norns), If a suspended object is touched by something it was not already in contact with at the time of suspension, it is returned to the flow of time.
5. **Clotho's Gift:** Run per Laws of the Night Storytellers Guide page 36 with the following changes:
 - a. Per V20 page 469, A user gets half of their Temporis levels rounded up in rounds this power is activated.
 - b. A user only be allowed to risk three (3) stamina traits for a total of four (4) potential actions on a successful activation. We recommend this because even though it allows an action more than celerity does to PCs, it is balanced by the fact that activation is not





guaranteed and the player can lose risked traits in the attempt to activate the power.

- c. As no difficulty is listed for the activation challenge (static physical retest with occult) we suggest a difficulty of 7 + the number of traits risked to activate the power.
- d. Characters be able to spend blood for activation of Clotho's Gift while it is active but cannot activate it until the current use expires or be immediately destroyed.
- e. Per V20 Page 469, Actions acquired with Clotho's Gift follow the same timing rules as Celerity actions. Thus a character who successfully activates this power with three (3) risked traits would receive: [Action 1, Normal/Everyman round], [Action 2, Swiftess Followup], [Action 3, Legarity Followup], [Action 4, Quickness Followup]
- g. Per V20 page 469, using any power, object or effect that grants yet another action will result in the immediate destruction of the character.
- h. Per V20 Page 469 "however, for every action spent activating a discipline, the vampire suffers one level of unsoakable lethal damage." The keyword here is "activating." No power that is reflexive (Fortitude) or considered always on (Potence) or activated before but does not require maintenance (wolf claws) Clotho's gift will incur damage for its use.
- i. Certain merits, such as Ambidextrous may grant an additional action. These merits will function as normal unless they specifically duplicate celerity (no Innate Magical Ability to duplicate celerity)

Combination Disciplines

- Brujah Combination Disciplines require no approval for Brujah unless otherwise noted.
- All Brujah Combination Disciplines require Coordinator Approval for non-Brujah.
- Combination Disciplines Involving Temporis are equally available to True Brujah, Kairos and Epicene.
- Celerity and Temporis are not interchangeable for learning Combination Disciplines unless a specific disciplines states it is available for either.

Coord Approval for non-Brujah

(Combination Technique by Rarity)

Aura of Accursed Rage - PGttLC 158; DA20 313

(Animalism •• Presence ••)

System: Spend one blood trait and make a social challenge which can be retested with Intimidation. If you are

successful your target will be down one trait on all self control challenges for the remainder of the scene.

Cost: 11 XP

Burning Wrath - LotC 49; Clanbook Brujah: Revised 66

(Celerity •• Potence •••)

System: Please see Clanbook Brujah: Revised page 66 for MET Mechanics – This power should last for a Scene as written in LotC.

Cost 9 XP

Command the Wary Beast - LotC 49

(Animalism •• Presence •••)

System: Spend a Willpower trait and make a social challenge against an enemy's mount (most animals will not have more than 6 social traits) which can be retested with Animal Kin. If you are successful the rider is down two (2) traits on all ride challenges. If used on your own or an ally's mount, the rider will be up one (1) trait on all ride challenges.

Hindsight - DA20 315

(Auspex •••, Temporis •)

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

Ultimately the Storyteller decides if a question is appropriate. This power offers no emotional insight into events. If you attempt to look into the future of an object you are overcome by disparate visions and will be down one trait on all mental challenges for the next scene as you try to untangle them.


Cost: 5 XP

Iron Glare - CoP 101

(Potence ••• Presence •••)

System: Make a powerful display of strength and make a social challenge vs. all opponents you wish to effect. Any kindred who lost the social challenge against you, is down two traits against you in any social challenge. The power





loses efficacy when overused. If the power is used again in the same night, it only affects one trait. More than that in a night and its powers are nullified.

Cost: 9 XP

Iron Heart - LotC 49; Clanbook Brujah: Revised 66

(Potence ••• Presence •••)

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

Cost: 9 XP

Leaps and Bounds - LotC 49

(Celerity •• Potence ••)

System: Spend a Blood trait after which you may jump, vertically or horizontally up to a distance equal to double your maximum (potential) number of steps per round. This may be the only action you take this round.

Cost: 6 XP

Pulse of Undeath - LotC 50; Clanbook Brujah:

Revised 66

(Auspex • Potence •)

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

Cost: 3 XP

Quicksilver Contemplation - PGtHC 169

(Auspex •• Temporis •••)

System: Spend a Blood trait and declare between one (1) and three (3) Mental traits to risk. Each Mental trait so risked adds one to the character's trait total for the round for all categories. Each time the character loses any challenge one (1) bonus trait disappears (and the risked trait is lost in addition to the bid trait). This power lasts for one round.

Cost: 11 XP

Reluctant Performance Artist - LotC 50

(Dominate ••• Presence •••)

System: When using Mesmerize on a mortal, spend a Willpower Trait and you may command them to perform a public action, "usually something bizarre or absurd and consistent with modern performance art" (LotC 50). People who have a lower willpower trait score than the character who used this power will stop and watch, but if the action is something illegal they should be considered one (1) trait higher than normal; if the subject attacks the audience they should be considered three traits (3) higher. At the end of the scene, mortals who watched the "performance art" will go about their business normally. A mortal's opinion of the "performance" will be based on their personal taste.

Cost: 9 XP



Scourge of Alecto - LotC 51

(Celerity •• Presence ••)

System: Spend a Willpower trait and a full round concentrating on your target. Spend between one (1) and three (3) social traits and engage your target in a Willpower challenge and if you are successful they will suffer one level of lethal damage for each social trait spent. If the target is normally susceptible to frenzy (Storyteller determination) they must immediately test for Frenzy and they are two (2) traits down for this test.

Cost: 9 XP

Coord Approval - For Everyone

Esprit De Corps

(Potence •••• Presence ••••)

System: Spend a Willpower trait and a social trait each for up to five allies. Each person so affected is up two (2) traits on all challenges meant to instill fear or intimidate them or to keep them from fighting.

Additionally, by spending a second Willpower trait and up to another three social traits, the character may grant levels of potence to those affected by this power. Levels of potence granted may not exceed the intermediate power of Vigor.

Cost: 12 XP

Creation of Custom Combination Discipline, Technique or other custom content using Temporis requires Brujah Coordinator Approval Per Character bylaws 7.b.ii.5





Appendix I

Vision - The Death of Troile

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

The cool night air hits your skin, as it brushes through the dead hairs on your arm you begin to stir from your day slumber. As you begin to shake off the death that falls upon you with the rising of every sun, you clear your eyes and begin to take in your surroundings. It is then with much Alacrity you realize where you are. As the sounds of soldiers yelling and clanging of great war machines echoes through the night, you know the Romans have finally broken through the wall of Carthage. The night has come, and this is your final stand.

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

Calling upon the precious vitae in your veins you try to move faster than you have ever moved before. You know that if you can reach her, she will give you all the salvation you seek. As you round the street corner to the city square you see her in all her glory. Clad in armor and her hair tied up ever so neatly your savior bends

knees with each shout of her voice. With each swing of her mighty bronze sword the earth trembles. The very sight of her brings you to weep. Even though in your heart, you know you all are truly doomed, at least she stands with all of you still. Even at the end.

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





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

For a time it is black, blacker than you could ever conceive. Perhaps this is what hell is like, devoid of all the warmth of the gods love. You feel an eternity pass. Trapped forever in that moment. The fall of the only thing you ever loved. The weight of the sorrow carries in your heart as time passes. As you relive each moment you wonder what difference you could have made. Just as you feel as though you can take no more, you hear a voice in the distance. It is far to humble to hear at first. Murmuring at best, whispers as if those treading know what they have stumbled upon. Then silence.

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

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

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





Appendix II

Important Brujah Characters

Manuela Cardoso - The Justicar

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

Valeria - The Chief Archon

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

Theo Bell – Archon to Manuela Cardoso

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



Robin Leeland

Robin predates the founding of the Camarilla and the 1st Anarch Revolt. A Prince of his lands in the Dark Ages, and well connected to many kindred of significant age. Centuries gone by and he Sired the infamous Wat Tyler, the Anarch to light the fires of the first Anarch Revolt. Their relationship became strained and distance grew between them.



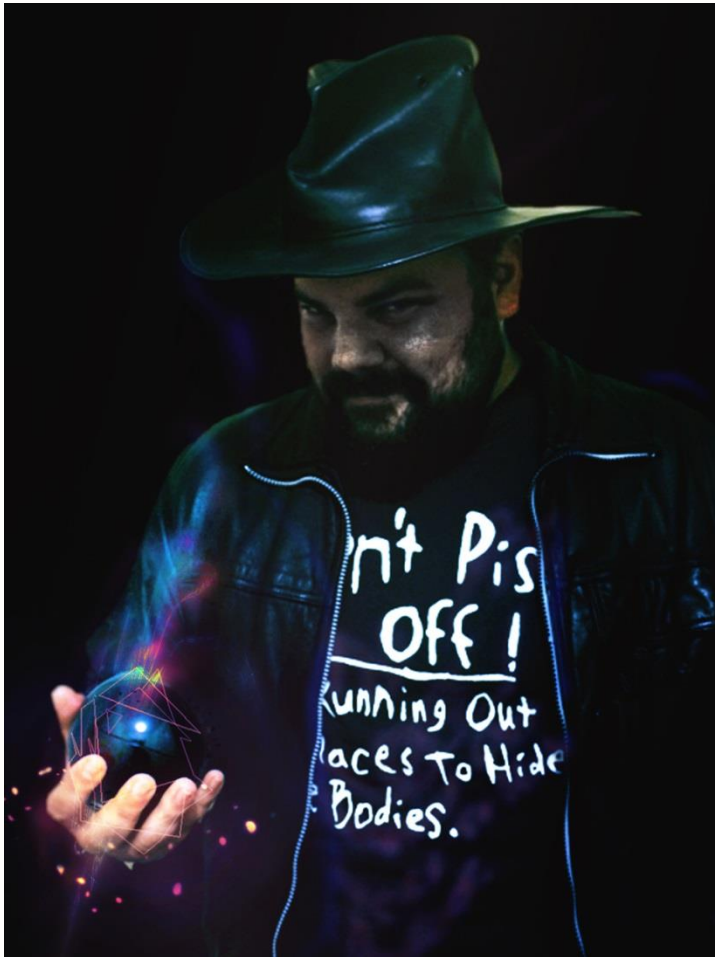


During the Year of Fire, Robin denounced his title of Prince and began publicly supporting those from the 1st city of Carthage that had awoken when Troile rose. He warned the Camarilla and others that the powers of Carthage would be turned full force if they attempted to stop their dream of Vampiric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

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

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

Smiling Jack



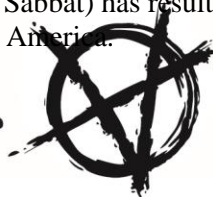
Smiling Jack is the epitome of an iconoclast, Nihilist, so called Captain Anarch. He's been seen all across the world from the Caribbean, South America, East Coast West Coast, if there is trouble to be made and Ventrue to piss off, Jack has probably been there.

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

Smiling Jack has never been one for politics or taking up a gang or leadership role within the Movement, he instead Mentors young Anarchs and acts like a role model. He has taken in many thin bloods and is rumored to have agents of his in the Blood Republic that formed from the west Coast of Canada. A common rumor still implies that Jack has been aiding Tremere who have run from the clan by protecting them in exchange for access to their magics. None have been able to confirm truth to this, nor has anyone had the nerve to address the suspicion to Smiling Jack directly. He can definitely shoot fireballs though. So there's that.

Dark Selina

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





In 2015, Dark Selina was among those brought to trial for their actions during the Fourth Sabbat Civil War. Her rivalry with Charles VI led to their cross-accusations of each other, which ultimately, were both found to be baseless. At the Ecumenical Council of 2016, in Mexico City, Dark Selina officially renounced her position as Cardinal in preparation to throw her full support behind the Loyalist faction.

Source Material

V20: Vampire: the Masquerade, 20th Anniversary Edition

PGtHC: Players Guide to the High Clans

PGtLC: Players Guide to the Low Clans

LotC: Lore of the Clans

LS2: Libellus Sanguinis 2

CoP: Council of Primogen

DA20: Vampire: the Dark Ages, 20th Anniversary Edition

Laws of the Night: Revised

Laws of the Night: Revised - Storytellers Guide

Clanbook Brujah: Revised

Encyclopedia Vampirica

The Waltons

All in the Family

