

Mutts



An OWbN Guide to the clans of the Sabbat



DARK PACK

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Mutts: An OWbN Guide to the Clanless of the Sabbat
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Table of Contents:

[Introduction](#)

[Pander Clan History](#)

[Beliefs: Stereotyping for Fun and Profit](#)

[Who's Important Within the Clan](#)

[Paying your dues: a Panders Guide to killing Antedeluvians](#)

[Ignoblis Ritae](#)

[Combination Disciplines](#)

[Lore: Pander](#)

[Inceptors and Thin Bloods](#)

[Joseph Pander](#)

[Merits and Flaws](#)

[FAQ](#)

[References](#)

[Disclaimer](#)

Introduction

The purpose of this packet is to give the pander clan a history, and to clarify their place in OWBN. The Pander clan, lacking their own book, deserves a single document detailing the past and future of the clan, detailing character options, and discussing rules pertinent to Pander players.

Unlike the Camarilla, The Clanless of the Sabbat are not hunted as signs of the end times. Clan Pander, as they have come to be called, has risen in the ranks of the Sword of Caine and earned their respect after many years of fighting. Some say they are the signs of the end times, some claim they are the Children of Caine's only hope in the Final Nights. What is known is that the Panders are a loyal, devoted, and diverse group of vampires in the Sabbat. Even tonight their ripples can be felt in the sect as whole. The Pander Movement has grown since the nights of the Third Sabbat Civil War from a group of clanless demanding they be acknowledged as something other than trash, to a full blooded faction in the Sabbat of vampires of all clans demanding equality in the Sabbat.

Wither they are the heralds of Gehenna or the Saviors of it no one knows the truth yet. The Panders have a significant role to play in the Jihad. Their clan often leads the way head first into many of the Sabbat's battles to prove their worth and devotion. Many of their fellow brothers and sisters in the Sword of Caine call them mad or suicidal (even the malkavians), At the same time, many of the members of the Sabbat are proud to call them brothers and sisters. Saying they have well earned their place within the Sword of Caine. As the Camarilla hunts and casts their clanless out, the Sabbat welcomes and embraces them. Showing just another sign of the oppression and tyranny the Camarilla offers, the Sabbat points to the Panders as an example to lead the way. That any Cainite in the Sword of Caine can rise in its ranks based on their own merits, not their age or generation. Or so they claim.

Clan History

The Pander Movement: the fight for equality

The pander movement was formed when Joseph Pander decided that the treatment of Caitiff within the Sabbat was unacceptable. He formed the caitiff into an identifiable political force, and made sure that everyone knew when a member did something amazing. Many older members of the clans felt that the caitiff were overstepping their place. They ordered many known "Panders" into suicide missions. While only a small percentage succeeded, the stories told about these small few who had beaten impossible odds made them as individuals untouchable. In smaller cities they won positions of respect for their prowess. This continued to infuriate the elders of the Sabbat who believed that the Pander movement would bring ruin to the Sabbat. In cities where caitiff support was too great to allow for simple murder, unfair Monomacies were held to remove them from leadership. The tactics of the opposition was brutal and effective greatly thinning the eldest of the caitiff and nearly ending the movement.

The Third Sabbat Civil War: the birth of a clan

Then in the 1950s the Panders had enough. In the 1950s New York City, the Panders lead by Joseph Pander himself united behind the Brujah Antitribu of the Sabbat, starting the third sabbat civil war.

Though the battle only lasted a hundred nights, in the end the Panders got exactly what they wanted. In the end the Sabbat chose to recognize the Panders as a full clan to the Sect. In the end of the brief war, to help facilitate this new recognition, Joseph Pander himself was elevated to the position of Priscus and given a place on the Consistory. For the first time the Panders had gained the respect they fought so hard for. In doing so though, it created yet another faction within the Sabbat, much to the benefit of the Lasombra and Tzimisce who constantly fight for control of the sect. While their respect may have finally been earned, the sect's noddists began to scream of the prophecies of Gehenna and the rise of the clanless.

The Movement: Parting ways

Throughout the history of the Pander movement there were always strays from other clans that supported the Panders. In recent nights however, they have become a much louder voice within the movement, and they want more than simply Pander advancement. The antitribu feeling the weight of Tzimisce and Lasombra dominance flock to the movement clamoring for clan equality, not simply pander equality. Some take this as a sign that the panders have won, that they have achieved what they wanted, they are as respected as many of the clans, so much so that other clans come to them when they feel mistreated. More pessimistic Pander however remember the mistreatment that the antitribu heaped upon the forming pander clan and point out that people still snicker and sneer whenever the Pander turn their backs. Out of disgust for the new direction of the movement, many pander have left to join other factions.

Beliefs: Stereotyping for fun and profit

These groups are not separate clans or even a true division in the clan they are simply different opinions and mind sets within the clan. Sometimes one of these will fit a character, other times a character will be a mix of several or none of these views.

Pander Supremacists

Common Political Affiliations: Loyalist, Ultra-Conservatives, Moderates

Common Paths: Path of Caine, Power and the Inner Voice

Core Belief: Pander are the true heirs of Caine.

Common Role: Teachers and Politicians

While most clans believe in their own superiority, these Pander take it a step farther claiming that pander are in fact the true heirs of Caine, and that only they will lead the sword to salvation when the antediluvians stir. Their arguments that Caine was a caitiff, and that the only their blood has been purged of the curses of Caine lends them enough credibility that even some Noddists are listening. The supremacists teach the history of the clan to any Pander at least willing to pay lip service to their views.

Clanless

Common Political Affiliations: Any except pander movement

Common Paths: Humanity, Path of Caine

Core Belief: There is no such thing as Clan Pander.

From those who hate what they have become, to those that have taken the interpretations of the book of Nod to heart, these people may identify themselves as Pander for convenience or safety but they most

certainly don't believe it. This belief most often crops up in those Pander not raised around other Pander. Those who are particularly vocal about this belief tend to have their blood reclaimed by the Pander Supremacists.

Champions

Common Political Affiliations: Pander Movement, Ultra-Conservatives, Loyalists

Common Paths: Humanity, Honorable Accord, Power and the inner voice, Revelations(INFERNAL)

Core Belief: Pander owe their life to the Sabbat for all the Sabbat has given them.

Common Role: Soldiers

By far the most commonly held belief in the clan, young pander are raised most often to hold this belief, and it is the single belief thought of when someone outside the clan thinks about the Panders. It's this loyalty that makes them so feared in battle, and allowed them to claim a place of honor for themselves within the Sabbat. Those loyalists who hold this belief often sacrifice their standing in the sect by standing up to ineffective and corrupt leaders. Often times such acts cost them their life as surely as throwing their life away on a fools errand for the same leader.

Champions are the most common type of Pander to become infernalists, having sold their souls "for all the right reasons." Very few outside of clan Pander have the loyalty and devotion to so fully sacrifice themselves for the sect. The inquisition, of course, shows these individuals no mercy.

Who's important within the clan

Clan Pander, having a history so tied-in with that of the Sabbat, tends to use the Sabbat's own status system as a means of measuring the importance of its members. Some members however, faced with discrimination and character assassination by their enemies, and the enemies of the clan, find themselves without a reputation in the sect but still quite respected in the clan. These people have not only performed valuable service to the Sabbat, they did it in a memorable way, and their story has been repeated many times by clan Pander.

Reputation within clan Pander is determined by Accomplishment status alone. What others say about you means nothing, what you have done for the Sabbat means everything.

Younger pander often look up to and emulate successful seeming members of the clan, in order to learn how to survive and thrive in the Sabbat. This is encouraged by most members of the clan, and a well-respected member of the clan won't stay that way long if he doesn't humor the younger members of the clan every so often with new tales of successes.

Paying your dues: a Panders Guide to killing Antedeluvians

Pander are well known for their bravery in defense of the sect. Whenever Cammies sit around talking about what horrifying monsters the Sabbat are, they might be talking about anyone, but when they talk about how goddamn crazy and suicidal the Sabbat is? They're talking about the panders. They just don't know it.

Panders have a long history of self-sacrifice for the cause. At first, it was because they wanted more respect. They sacrificed themselves on long shots, and every so often, a pander would come back alive and be hailed as a hero. This worked well for them; eventually they even built up a small power base.

After the third Sabbat civil war, the panders weren't desperate for respect any longer, they were given clan recognition, and many pander took it as a sign that they were finally appreciated. Heroes of the pander movement stood up, and as if they were again the lowest of low launched themselves at the Camarilla with renewed fervor. They no longer fight for respect; they fight because they are respected.

Pander combat tactics are inefficient but horrifying, sometimes sacrificing members of their pack before even reaching Camarilla forces. The point is to show the Camarilla that the Panders don't fear death, thus demoralizing their foes.

The Flaming Men: Wearing layered clothing to minimize exposure, some brave pander cover themselves in gasoline and light themselves on fire once engaged in combat with the Camarilla. This ensures that only the resolute camarilla stay in the fight, and the pander can focus on those that matter, those with the bravery to stand their ground against the Sabbat. Most pander simply grab onto their target and hold them using strength and the flames to destroy the target of their rage. Smart pander bring a way to put out the flames quickly in case of victory.

The One Man Gambit: There are many variations on this trick, but the one told most often is how Slick Jay a Pander out of Toronto, during a siege, attacked a Tremere stronghold that he didn't even know the location of. He went to an area the Tremere had been seen in and started causing trouble publicly. He pulled a weapon out of his duffle bag, a stake, and accidentally ripped the bag spilling stakes all over the ground and arming the four Tremere he was fighting. With one stake he was down. They took him home, and during the day he pulled the stake out of his chest, it missed by the way, and then pulled a bomb out of his stomach. It only had half a dozen hours until it would have gone off on its own, and he was glad that the tremere had gone for the stakes instead of killing/torporing him. He moved as far as he could away from the bomb and covered himself well. It exploded a few hours before sunset. The Sabbat raided the site at nightfall, the explosion making the location obvious. Our hero was found torpored, along with three tremere buried in the wreckage of the building.

Ignoblis Ritae

Requires, Lore: Pander x3 and the ability to perform Sabbat Rituals to have these Pander Ignoblis Ritae (As well as learned these from a Pander).

Uniting Caine's Blood

A minimum of three pander are required for this ritae, all contribute a trait of blood as if they were performing a vaulderie. Between the pander participating in the rite, all eight non clan specific disciplines must be present as "in-clans". When each person drinks, the blood tastes thicker than the blood of any who contributed. Each person leaves with a partial affinity towards a new level of discipline and may buy it as though he had been formally taught by someone sharing in the ritae.

Mechanic: When the ritual is cast, each participant chooses one level of a discipline that someone participating could teach, they may buy that level of discipline at any time in the future as if they had a teacher. This ritual works exactly like simply teaching a discipline, except that should you perform this ritual, and not have time or XP to buy the discipline right then, you may buy it at any later time. You may only have a single level of a discipline "Banked" at a time. Performing this ritual again before you have learned from your new affinity will replace your former affinity with a new one. (Difficulty 6+1 Per person involved).

Note: the Person learning the Discipline must still have a willing teacher. That is to say, this ritae only allows you to put off the time needed to learn the power without having to go back and re learn it.

Example: Shaun the Pander perform Uniting Caine's Blood, in doing so his Brujah Packmate wishes to teach him prowess, a power he does not yet possess. However, the player of Shaun the Pander doesn't have the xp to purchase it right away, this ritae allows him to wait until he does have the xp necessary to spend. Rather than seeking instruction again later.

Dead Man's March

The pack prepares for a suicide mission by chanting until they go into a trance. Only the priest stays cognitive. The pack will follow any command, even obviously suicidal commands, that the priest gives as long as they could even loosely be seen as beneficial for the mission, usually the basic strategy will be explained so that those going into it will understand the necessity of various dangerous tasks, just not who will be assigned them.

Mechanic: This ritual takes 30 minutes, and requires impassioned chanting about the goal they are trying to achieve. As long as the ordered individual or the ST can make up ANY justification for why the action would help achieve the goal, the person must attempt it, even if it would be suicidal. For the duration of the trance, all controlled individuals gain +2 temporary traits of courage and Self-Control/Instinct which can put them over their generation max. Any traits lost permanently(due to a failed morality retest or the like) are subtracted from the traits on the characters sheet not these temporary traits. This trance and its benefits end for an individual when the priest orders it, when the sun rises or sets, or when a person hits the Incapacitated health level. If the priest is killed or otherwise Incapacitated the ritual ends. Please note that this ritual grants no immunity from the effects of the viniculum, and it may be exceedingly difficult for a priest to order someone he is bound to into danger.

The Final Oath

The pander swearing the final oath are literally risking their lives on success as a last resort. The priest leads the pack in an oath, each person repeating the same exact oath. That they will succeed or die. Never shall they flee, never shall they relent. The oath specifies an enemy, commonly an elder, the camarilla, or, although dangerous, all enemies of the sword of Caine. Should the individual flee a confrontation with the chosen enemy they will fall to torpor. In a fight, this often amounts to death. Should their companions survive the fight, they will most likely enrich themselves on the blood of the coward. Should the Individual flee a confrontation with the chosen enemy, their forehead will be burned with a brand of cowardice. For a pander, this often amounts to death. Should their companions survive the fight, they will most likely enrich themselves on the blood of the coward. For those pander who are shown mercy, the brand fades within a week, the knowledge of their own cowardice, however, does not

Mechanic: The pack specifies an enemy and swears an oath. This takes as long as it takes for each member to swear the chosen oath. The first time the chosen enemy is encountered that evening every member of the pack that is present regains one willpower and one bonus trait on all challenges against their target. However, should they flee while still physically capable of pursuing and/or attacking they suffer the negative physical trait *cowardly*, which may not be bought off until he has redeemed himself in the eyes of his follow panders. . If the pack survives to face another group of sworn enemy in the same night, they gain no benefit for the second encounter, but still cannot flee without the risk of gaining the negative trait. This power ends after 24 hours. This power is triggered by the intention of

fleeing, falling back to lure someone into a trap will not activate it, neither will dread gaze or dominate. Failed courage checks however will, as will intentionally deciding to flee.

Traditional Creation Rites

During the Sabbat-Camarilla Wars the Creation Rites required the cainite recruit be drained of all of their blood and embraced with the blood of the entire pack. The newly embraced cainite was then bludgeoned and buried in a shallow grave. Those that dug themselves out were accepted. This created an intense Vinculum but an equally high chance that the cainite would be clanless. Following the end of the third sabbat civil war the Creation Rites were modified into the modern form. Despite these changes some Pander, and many traditionalist sabbat still use the older creation rites to embrace new recruits.

Mechanic: The recruit is drained of all their blood and embraced with a consecrated mix of the pack's blood. The new vampire rises with a vinculum rating no lower than three to all cainities that contributed vitae. The cainite will likely be clanless, drawing their disciplines and any supernatural flaws from those who contributed vitae. This ritual is NOT pander specific and unlike the other rituals listed here has no requirements to learn, it is simply commonly practiced and possessed by clan Pander

Combination Disciplines

While developed by members of the Pander clan, these powers can be learned by others. Requires Pander lore x3 and a Pander teacher to learn. These powers are otherwise ST approval.

Draw Fire

Perquisites: Presence OOOOO Obfuscate OOO

System: Costs one willpower to activate. You may perform a Social challenge, retested with Leadership, to draw someone's attention in combat. If you succeed, you must immediately spend any number of social traits (maximum of 5), each Social Traits spent is how many actions the victim must direct all his actions at you and you alone. You may use this power multiple times in a scene, however should you fail to use this power, the victim becomes immune to all further attempts for the remainder of the scene. The user may not use the power *Majesty* while this power is active.

XP Cost: 12 xp

Emerge Unscathed

Perquisites: Fortitude OOOO, Celerity OOOO

System: This power costs 1 blood and 1 willpower and lasts a scene. This power gives you a **defensive** retest for either stamina or speed related challenges in which a trait is bid, you must choose which when you activate the power. This retest may be used once a round and is the last retest you may use in any challenge.

XP Cost: 15xp

Caine's Curse

Perquisites: Dominate OO, Animalism OOOOO

System: This power enhances the various clan curses laid down by Caine himself. To first use this

power, the Pander must spend one willpower trait and use Drawing Out the Beast successfully on a target. If the target is of lower generation than the Pander, this power has no effect. However, should it succeed the victim suffers an enhanced version of their clan's curse (Tremere, Caitiff and Panders are immune to this effect). This effect is largely left for the Storyteller to decide though some examples are:

Brujah: -2 Self Control instead of -1

Toreador: Cannot be brought out of the trance early by anything less than an obviously life threatening circumstance.

Ventrue: Feeding Restriction extended to include Vampiric Vitae

This power ends when the use of Drawing Out the Beast ends.

XP Cost: 15xp

Lore: Pander

Below is a list of the different levels of Pander Lore, and what kinds of information each level grants access to. **This list is presented as a guideline only, and not a binding part of this packet. It does not dictate Role-Play but offers insight and perspective. Players and Storytellers are free to use as little or as much of this guideline as they like.**

Pander Lore 1: What Neonate or Childer with basic teachings would know

- Caitiff are Clanless
- Clan Pander is a 'clan' of unified Caitiff that exists in the Sabbat
- Clan Pander is named after its founder, Joseph Pander.
- Various ways a Caitiff are created (embrace via vaulderie, cast out of clan young, etc.)--some reasons for the prejudices against Caitiff
- Features (or lack thereof) of Caitiff vs. clan blood.
- There are prophecies in the book of Nod about Caitiff, that Caitiff will cause bad things to happen
- Caitiff learn certain disciplines innately. No one is sure why a caitiff learns one discipline over another.

Pander Lore 2: What a well-rounded member of the Clan would know

- Knowledge of the workings of Clan Pander ('prestige', common views within the clan, and the pander movement.)
- Knowledge of prominent Pander haters
- Knowledge of varying philosophies about Caitiff not commonly spoken among the clans (Caitiff superiority, Caine was a Caitiff, etc.)
- Knowledge of the role of Clan Pander in the Third Sabbat Civil War.

Pander Lore 3: What a student of the Clan would know

- Knowledge of some basic interpretations of the Gehenna prophecies
- Knowledge of recent Caitiff history (the Alexi Darba revolt), how they were treated, prominent Caitiff in the past
- Knowledge of ignoblis ritae and discipline techniques(combo disciplines) common amongst Clan Pander
- You have heard of or possibly met a Pander who learned a clan specific discipline without a teacher.

- You fully understand the Caitiff Superiority philosophy, and at least partially agree with it.

Pander Lore 4: What a dedicated scholar of the Clan would know

- You have heard of or possibly met a Pander who inherited his sires disciplines.
- Heard of legendary Caitiff such as the Stoneman(WOD:Outcasts)
- In-depth understanding of the interpretation of the Gehenna prophecies about Caitiff
- You have knowledge of and if pander, can find a teacher for many Pander Combination disciplines
- You have been well indoctrinated with the stories of Pander sacrifices and victories on behalf of the Sabbat, and can't help but respect them for their dedication and bravery.

Pander Lore 5: What a dedicated scholar is able to find out after centuries of research

- You know that Joseph Pander is Rumored to be the Stonemans Childer, though Pander denies this
- You have heard of or possibly met a Pander who has created their own discipline; you know that some call people like them inceptors. Caine was the first inceptor.
- Know the origin of some blood-Caitiff elders
- You strongly suspect that some antitribu elders are actually Pander by blood, and that a conspiracy may have helped clan pander gain its acceptance within the Sabbat.
- You know many have been utterly brainwashed into believing in Pander superiority, and you yourself might be one of them.

Inceptors and Thin Bloods: Those furthest from and closest to Caine

The sword is full of thin blooded individuals, or at least they would be if they weren't constantly killed off. Pander life is tough, and those who draw the short straw in the generation lottery tend to not live very long in the violent, cut throat environment of the Sabbat. But with more packs embracing from the Vaulderie cup, generation and clan is uncertain, but the overwhelming majority are pander, and increasingly in these final nights, the practice leads to thin bloods.

Of the thin blooded, those who survive always have some special edge that keeps them alive. This can come in the form of a protective pack, uncanny insight into the politics of the Sabbat, a powerful discipline combination, or a rare or unique discipline. When creating a pander think about why they survived and literally dozens of others did not. Pander life is hard and unless they have something to keep them alive, they're as good as dead.

The pander clan often works to encourage these individuals who show special talent and help them grow into paragons at whatever it is that they do particularly well. That is, after they've proven they can stay alive on their own for a few months. Increasingly, older pander have been learning more about inceptors and attempting the process themselves with very little success. Pander supremacists, of course, are on the forefront of this research.

It should be noted, Inceptors and Thin Bloods with Insight are both more common among the Sabbat (due to the Panders being accepted as a full clan) and better treated then they often are in the Camarilla. It should also be reminded that both Inceptors (as well as their disciplines) and Thin Bloods with Insight are both Storyteller Approval. However, it is encouraged that Storytellers read both the MET book "Guide to the Anarchs" and the Table Top book "Time of Thin Blood" before approving either's use in their chronicle.

Joseph Pander

Few members of the Sabbat have personally met the Cainite named Joseph Pander. And like many legendary vampires, the myths and stories associated with him are far and wide. Below you will find just a few of the perceptions of the man who created clan pander has gained over the years. Joseph Pander is a Sabbat Coordinator NPC, who has many ties with both Panders and the Pander Movement. Should you wish to interact with him, you would need to run a scene with the Sabbat Coordinator.

Joseph Pander : The Sell Out

Joseph Pander started as a hero. A Great man, a revolutionary fighting for equality on behalf of the clanless of the Sabbat. Then he got everything he ever wanted. Fame, Fortune, Prestige, and he turned his back on the clan and turned to helping the Antitribu clans. He now leads the movement for clan equality despite the fact that we are superior. Despite the fact that we are stronger. Despite the fact that the other clans mocked us, tormented us, and killed us. Now he sides with them, and for that there can be no forgiveness.

Joe Pander : The Kindly Uncle

I was sent on a raid to siege Boise about twenty years back. I was told I wouldn't have any help and that I should get to it despite not having any information on the city. I show up, find a bunch of cammies and nearly get myself killed. Joe shows up with a dozen guys, full gear, and a list of targets and literally pulls my ass out of the fire. The Bishop who sent me didn't have any forces ready to move into the city, like he had said he would, so we didn't end up taking it, but boy did we raise some hell. Joe made sure that the bishop didn't keep his post for long and he even taught me a few tricks before he left town. I'd follow that man anywhere. He's looking out for the little guy.

Joseph Pander: The Bold

Pander once insulted a room full of Prisci upon being granted his own title. He called them weak fools for clinging to their clan memberships as parts of their identity. He offered them all places in his newly formed Clan, but they had to renounce their tainted heritage instead of supporting the antediluvians by carrying their names. Quite a few individuals frenzied when he called their clans tainted. When the dust finally settled multiple people had been slain. Pander has avoided speaking openly at larger gatherings since then, but still delivers scathing commentary and dire insults via more indirect methods.

Merits and Flaws

All These Merits and Flaws are Storyteller Approval. For more Merits and Flaws appropriate to Panders please consult *MET: Guide to the Anarchs*.

Pander(2 pt Social Flaw, OWBN)

Either you were embraced from the vaulderie cup and were incorrectly labeled as a Pander, or you made the active choice to forsake your clan ties and join the Pander, either way, you are now a member of Clan Pander. You still retain your original clan's flaw, but lose any advantage gained from your former clan. Those with clan specific disciplines or clan based combo disciplines who take this flaw will be hunted by their former clan should their true nature come to light. STs are encouraged to show the PC no mercy. This flaw cannot be bought off normally, but may be replaced with Clan Enmity: Pander should the individual forsake Clan Pander. This flaw is appropriate for both converts and

infiltrators. Clanless individuals may not take this flaw.

Inceptor (7pt Supernatural Merit, *MET Guide to the Anarchs*)

You are the inventor of a new discipline to the world of darkness. You must be a Pander/Clanless Vampire of the 14th generation or higher to buy this merit. Your discipline and the system by which it works should be worked out with your storyteller. This merit works identically to the merit Additional Discipline, except that the new discipline is a custom discipline. It should be reminded, that Inceptor disciplines are often weaker than normal ones and are unique to the nature of the vampire developing them. Please consult *Time of Thin Blood* and *MET: Guide to the Anarchs* for more details.

Clan Weakness (2pt Supernatural Flaw, *WOD: Outcasts*)

You suffer the Clan Disadvantage/Flaw of one of the full blooded Vampire clans or Bloodlines. Which one must be decided upon at the time this flaw is taken.

Ignorance (2pt Mental Flaw, *WOD: Outcasts*)

Like many Thin Blooded you have been embraced into a world you little to nothing about. Your only hope is that you may survive long enough to learn on your own or find someone to guide you in your nightly struggles. To represent this, the character may not buy any Lores until this flaw has been bought off.

New Bloodline (7pt Supernatural Merit, *WOD: Outcasts*)

You're the first of your kind and as you come to embrace more childer in hope of spreading your line you have begun to possible first steps in creating a new bloodline of vampires. To purchase this merit, the PC must first be an Inceptor and have that Merit as well (In addition to having mastered your Inceptor discipline to Advanced). From this point forward, any vampires you embrace will have to purchase the Merit: *Additional Discipline: X*, With X being your Inceptor Discipline. Additionally, you know gain a clan disadvantage/flaw. This Disadvantage/Flaw should be worked out by your storyteller as to its nature to make sure it is appropriate to your new Bloodline you are attempting to make. Creating a vampiric Bloodline take a very long time. This merit does not signify the creation of a new bloodline, rather it is the first step. That is to say, that any vampire you embrace will be a Pander and must follow the rules for such (See the Unusual Pander/Catiff bylaw). However, your childer will also suffer from the new weakness you have decided on. Only Panders and other clanless vampires may take this merit.

FAQ

Q. Who do I contact for Pander Related questions?

A. You can always contact the Sabbat Coordinator directly at: SuperSabbatCoord@gmail.com, however the main point of contact for almost all questions, comments, concerns, or anything else you may need will be the Pander Subcoord. The Current Pander subcoord is Steve Hoffman who may be reached at: divinerreon@gmail.com. For any other information you might need please visit www.sabbat.owbn.net

Q. Is this Packet Binding?

A. Yes, however we would like to remind the STs and Player sin OWbN that while these rules may be binding a game is free to not use them or alter rules mechanics as they see fit for their game. We are attempting to give the games the tools they need to help tell the stories and proper genre for their game.

Q. So If I'm an Inceptor with the New Bloodline Merit, does that mean I can make new bloodline PCs?

A. No, If you have the New Bloodline Merit (Taken from World of Darkness: Outcasts) you are on your way to starting a bloodline. To create a new bloodline, you must follow the appropriate R&U bylaws in relation to this process. This merit does not circumvent said bylaw. Additionally it must be said that the bylaw in relation to Unusual Panders/Catiff must still be followed as well.

Q. What's the difference between the Panders and the Pander Movement?

A. Panders are the clanless of the Sabbat, the Pander Movement was started by the Panders as a way to gain full respect and recognition in the Sabbat as a clan, rather than thin blooded disposable shovelheads as they were (and sometimes still are) viewed. The Pander Movement today has grown since the Third Sabbat Civil war as a Faction who fights for the equality and rights of all clans within the sabbat to be treated equal (compared to the often duopoly of the Lasombra and the Tzimisce). For more information on the Pander Movement please consult the Sabbat Faction packet.

Q. Can I take Joseph Pander as a Mentor?

A. Only after you have gained Sabbat Coordinator Approval and have role-played to gain him as a Mentor.

Q. So anyone can have these new Combination Discipline powers/Ritae?

A. In theory, yes. However you still have to learn them from a Pander to gain them.

What's an Unusual Pander and how do I make one?

A. An Unusual Pander is a Pander created with one of the nonstandard 8 core disciplines (Animalism, Auspex, Celerity, Dominate, Fortitude, Obfuscate, Presence, Potence) as one or more of its three In Clan disciplines chosen at character creation. To play an Unusual Pander requires Sabbat Coordinator Approval as well as approval from the appropriate coord for the clan discipline you wish to take In Clan.

Q. What is an Inceptor and how can I make one?

A. An Inceptor is a vampire, usually a thin blooded one, that has by accident or intention, created their own custom discipline. As this time Inceptors are storyteller approval, as are the disciplines they create. The Pander Sub-Coordinator would be happy to review and comment on any proposed inceptor powers to make sure they are in line with suggested guidelines. Inceptor players, and any players with a custom power, who wish to travel are **STRONGLY** encouraged to speak with the staff of games they will be traveling to in advance so that they are not forced to make snap judgment calls on the balance of a power.

References

- New York By Night
- Time of Thin Blood
- Guide to the Sabbat
- Player's Guide to the Sabbat
- Storyteller's Handbook to the Sabbat
- World of Darkness Outcasts

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