The Anarch Movement

Anarch Genre

OWBN

2018

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Anarch Genre

Notify/Approval List

NOTIFY:

Anarch Players must **Notify** the Anarch Coordinator's office for the following:

- 1st IMPULSE BASED Combination Discipline purchase from a coord controlled NPC.
- Lores: Anarch Lore x4 & x5 (for Anarchs only)

APPROVAL:

Anarch Players must obtain **Approval** from the Anarch Coordinator's office for the following:

- Sect Defection - Anarch: Defected from (also requires Clan and 'Defected to' sect office approval)
- 2nd+ IMPULSE BASED Combination Discipline purchase from a coord controlled NPC.
- Hacktivism Anarch Sorcery (Requires joint approval with Tremere Coord)
- New Age Anarch Sorcery
- Old Skool Anarch Sorcery
- Punk Anarch Sorcery
- Anarch Curses

Non-Anarch Players must obtain **Approval** from the Anarch Coordinator's office for the following:

- Sect Defection - Anarch: Defected to (also requires Clan and 'Defected from' sect office approval)
- Ability: Lores: Anarch Lore x4+
- Combination Disciplines from the LotN:R Anarchs Guide and V20: Anarchs Unbound, as well as any custom Anarch powers.

Sect Defection

Sect Defection is defined by OWBN Bylaw X-2 as the following:

"Any Vampire Character that has changed its Sect allegiance, be it in background story or after entering play, is considered a Sect Defector."

Any PC, NPC, or Coord controlled NPC that wishes to Defect to the Anarchs from their current sect -or- from the Anarchs to another sect **must** obtain **Approval from the Apropriate Genre Coordinator(s) and Clan Coordinator**.

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The Anarch Movement

a Practical Guide to Playing an Anarch Character in an OWBN Game

Although the image of Anarchs as little more than 'foul-mouthed young hooligans in leather jackets hurling insults' at Elysium likely has some small basis in fact, the truth is that the history of the Anarch Movement suggests a far deeper motivation for committed Anarchs than simple rebellion. The Anarchs' history is one of the most tragic and most passionate stories in the annals of Caine's descendants. Despite countless defeats and setbacks, not to mention active predation by the two most deadly sects to stalk the night, true Anarchs have always returned to champion their beliefs, even to a society that largely reviles them for doing so.

Traditionally, the Anarchs make up a sect-within-a-sect, many Anarch territories are still under the auspices of the Camarilla. However, certain radical Anarchs espouse complete and total secession from the Ivory Tower. Whatever their personal feelings towards the Camarilla, to the Anarch mind the existing structure has rotted from within. They tend to feel that the time is right to bring about the changes that the

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Camarilla needs in order to make it succeed as the grand protector of the Kindred that it claims to be.

What are those changes, specifically? Ask a dozen Anarchs, and you'll likely receive a dozen answers. As a social phenomenon, Anarchs are committed more to change than to any particular way of making it happen. What Anarchs want is a redistribution of power from the top of Kindred hierarchies down to the bottom. They despise the existing system of Elder rule. They want Kindred society to be based on merit (rather than age, Embrace, and inherited privileges.)

Whether change comes about by guerrilla activity or it's ushered in from salons and Elysiums, is up to the individual Anarch to decide for themselves. Whether the cause is couched in terms of anarchistic rhetoric, communist propaganda, fascist decree, or for-its-own revolution, the cause of the Anarchs is egalitarian.

Of course, this is what makes the Anarchs such a thorn in the side of the established society of the Damned. Few elders, be they of Camarilla, Sabbat, Independent or less identifiable sympathies, rarely want to relinquish the comforts that they've fought so long and hard for. Ancillae strive for the elders' comforts themselves. They don't want some sneering newbie just a few weeks into the embrace to have the same benefits that they claim. Even neonates have little sympathy for the Anarchs. Childer of esteemed

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sires often enjoy the same comforts that their sires do, and the less privileged fledglings see the Anarchs as a liability that leads their elders to dismiss all young childer as radicals. The Sabbat dismisses the Anarchs as ineffectual or recruits them into grudging allegiance. The Camarilla variously tolerates the Anarchs or cracks down on their movement as a destabilizing peril.

It is not surprising, then, that the unlives of Anarchs are typically frustrated and spent with a siege mentality. Their challenges are manifold, not only to bring others around to their ways of thinking, but then to implement those ideas. The *Anarch Revolt*, put into motion centuries ago, hasn't died- it's simply gone underground. Many Anarchs believe that it's time to make their voices heard again. Despite a few setbacks, it's the dawn of a new era for those who would challenge the rule of the elders and the stasis that characterizes Kindred society.

Source: MET Laws of the Night – Anarch Guide, pg 13
Source: http://theanarchstate.wikidot.com/anarchs

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The Anarch Rebellions

The First Anarch Revolt (1395 AD)

The 14th century was one of the worst periods in recent history to be a Cainite in Europe. Between the growing power of the Inquisition, invading armies in the East, and the advent of mortal diseases (such as the Black Death) that could send vampires into torpor, many Cainites wanted nothing more than to disappear from the world entirely and be left alone. In the midst of these threats, many elders decided to do exactly that, choosing solitude and self-preservation over their feudal obligations to protect their childer. Refusing to accept and react to an unfavorable situation the way the elders had, neonates of Europe took their cue from mortal revolts to create their own destiny, to seize the freedom and rights they desired from their oppressive sires. Thus was conceived what would become the Anarch Movement.

Especially considering its final outcome, the *Anarch Revolt* is sometimes overlooked by modem students of Kindred history as a failed attempt to establish a new social order. The Revolt was itself a great breakthrough in the social order of the undead, as it was the first time since the slaying of the Second Generation that a large group of Kindred joined together to liberate themselves from the tyranny of their elders, rather than simply to diablerize a specific elder. Part of the Anarchs' success stemmed from the elders' great surprise - upon first hearing of the revolt, many elders were at first unwilling to believe the story. Many were vain enough that they only began to realize the extent of the threat once the Anarchs had broken down their doors and were coming at their throats. Far more than a small band of diablerists, the Anarchs were a group of Cainites devoted to changing Kindred society for the better.

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Despite their enthusiasm, rage, and craftiness, the Anarchs soon found themselves at a distinct disadvantage. Once the element of surprise had been exhausted, the Anarchs faced an enemy that was, on the whole, far more experienced, powerful and resourceful than they.

Throughout the Revolt, a group of Cainites led by a Ventrue calling himself Hardestadt continued to advocate the formation of a large organization of "Kindred" who would work together to crush the Anarchs. This was the beginning of the Camarilla, and the beginning of the end for the *Anarch Revolt*.

With elders beginning to work closely together, the Anarchs found themselves up against an enemy not only older, wiser, and more experienced, but also far better organized. Between the agents of the Inquisition and those of the new Camarilla, the Anarchs were outnumbered, outmaneuvered, and outclassed. By 1493, only seven years after the formation of the Camarilla, numerous Anarch leaders met with Hardestadt to discuss terms of peace.

Leaders from both sides met in the Abbey of the Sacred Crown near the small English village of Thorns, where they drafted what came to be known as the *Convention of Thorns*. In fact, the Camarilla representatives drafted the document and the Anarchs were lucky to get a few concessions.

Under the Convention, the Anarchs would return to their former places as subjects of their elders, and in return all but "the most heinous of crimes" committed during the revolt would be forgiven. The Assamites would also be prevented from drinking the blood of other Kindred through a magical curse. As a whole, the Convention was less like a peace agreement than a set of terms for surrender, but most of the Anarchs accepted it, particularly the Brujah, who had suffered the greatest losses.

Source: MET Laws of the Night – Anarch Guide, pgs 14-16, 20, 22

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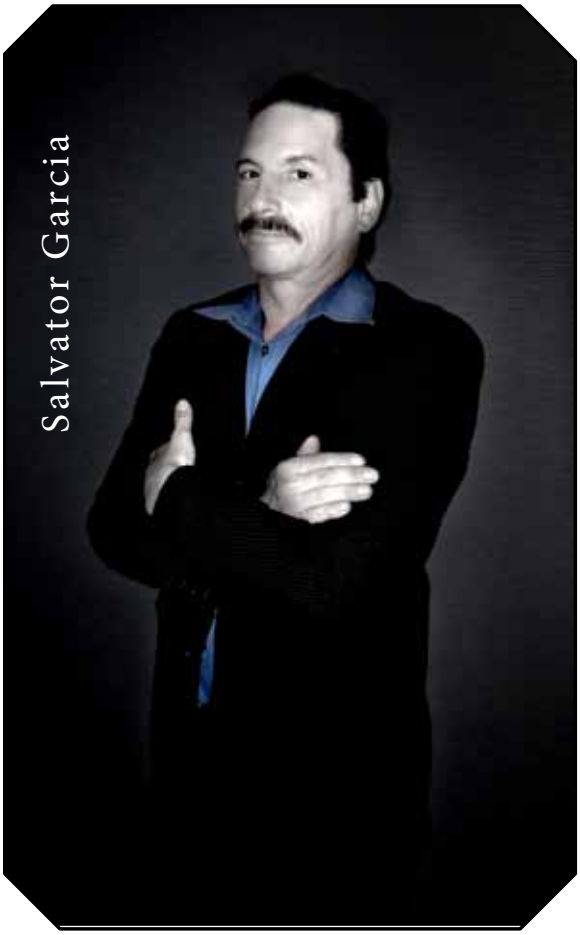
The Second Anarch Revolt (1944 AD)

'The Perfect State'



Despite the formation of the Camarilla and the Sabbat, self-proclaimed Anarchs would continue in isolated groups. During the French Revolution prominent Anarchs used the opportunity to fight the traditional claim of the Toreador to France. Despite intentions to take the fight to the rest of Europe, the mortal revolution soon fell apart, allowing the Camarilla to move in and restore order.

Afterwards, many of the remaining Anarchs made their way to the United States and from there to the West Coast. As Los Angeles quickly increased in prominence the Camarilla established Don Sebastian as prince with the hope that he would curb the growing number of Anarchs in the region. He largely ignored their presence, and over the next few decades several famous Anarchs made their way to the city. Finally, in 1944 Don Sebastian realized the full extent of the discontent in his city and ordered the savage beating of one such luminary, Jeremy MacNeil. Instead of instantly rebelling, MacNeil lead the Anarchs in locating and studying the havens of the local Elders over a period of six weeks, and on December 21, 1944, the *Second Anarch Revolt* began.

The prince was killed and those Elders that were not destroyed fled the city, making it a strong victory for the Anarch Movement. After the revolt, Salvatore García authored the *Status Perfectus*. Soon thereafter the Anarchs moved south to San Diego and then attempted to liberate San Francisco. They were repelled by the then-current Prince of San Francisco, Vannevar Thomas, but in those three months they had claimed everything from the border of Mexico to San Jose. This region would come to be called the Anarch Free State, ruled under a set of principles entitled the Perfect State.

Source: http://whitewolf.wikia.com/wiki/Anarch_Revolt
Source: http://whitewolf.wikia.com/wiki/Salvador_Garc%C3%ADa

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Modern Nights

Creating History

The Promise of Technology

Although the Free State of Los Angeles eventually fell to roaming gangs and disorder, the ideals of the Second Revolt survive in new and evolving forms. Toward the end of the 20th century, the Anarch Free State seemed to be on the ropes, but in recent years the Anarchs have managed to dust themselves off and bring the fight back to the interlopers who believed the decentralized sect would make for easy pickings. If the Anarchs are united in anything, it is the desire to send the carpetbaggers packing after seeing their domains stolen out from under them. More so than any other sect, the Anarchs are defined by their guerrilla mindset.

In the modern nights, one of the greatest resources available to the Damned is an unprecedented ability to affect the world. Whether by easily portable implements of violence, the ability to summon information as never before possible, or the ability to get to or away from trouble quickly, the Anarch Movement is poised to make modern, technological capability its raison d'etre.

At the moment, *The Red Question* and other technophile coteries provide the Anarch Movement with a significant advantage over other sects, many of whose primary opinion leaders are computer illiterate, if not actively technophobic. While fledglings

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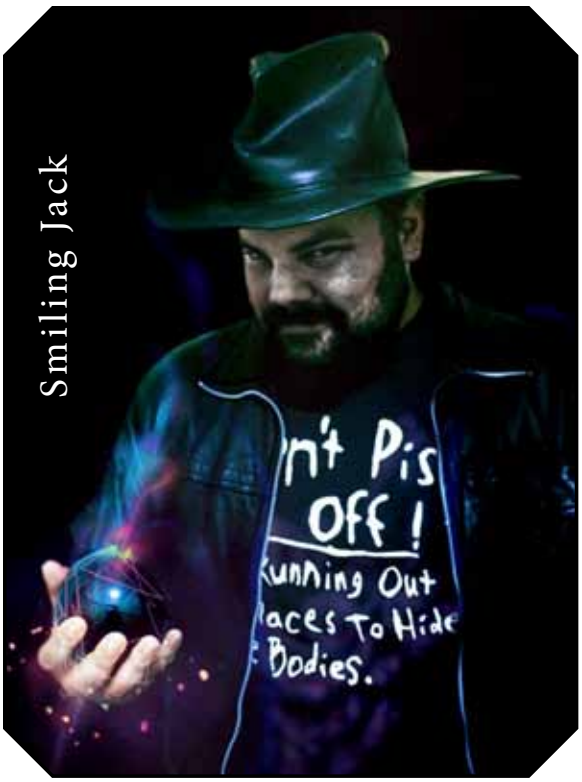
and neonates of all three sects all tend to be children of the Internet generation, only the Anarchs presently have a sizeable contingent fluent in the technological vocabulary of the 21st Century. Quite simply, the Anarchs not only get technology, they *want* to get technology. Tonight, tools are the great equalizer. While the other sects may dabble in various technologies or might have recognized experts in certain technological fields, they all remain tied to various ideologies that are, by Anarch perspective, 500 years out of date at best. With that in mind, the desire to succeed in the modern idiom belongs to the Anarchs. Let the other sects have their holy wars and their feudal vendettas. The modern nights may well prove to be the era of the Anarchs and they are ready, able, and willing to do what it takes to make that happen.

Source: V20, Companion, Pg 61
Source: V20 - Anarchs Unbound, pg. 80

The Convention of Fire (2011 AD)



In 2011 the Inconnu, realizing the best hope the world had was to get the major vampire sects to at least agree to try to stop Gehenna, organized a grand meeting and event called *The Convention of Fire*. With their numerous contacts and powers, they managed to get Anarchs, Independents, the leaders of the Sabbat, and the leaders of the Camarilla in the same room for the first time in over 400 years. While these sects will never all be true friends or long term allies, they were asked to work together on a common goal, the eradication of Infernal threats. The Inconnu invited the Anarchs and Independents to the Convention with the hope that, with the help of these two groups of vampires, they could help bridge the gap between the Sabbat and the Camarilla. Delegations from the Independent Clans and the Anarchs were invited to speak their piece in regards to Infernal threats and the Camarilla/Sabbat War.

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The Convention ended with the signing of the *Treaty of Fire* by all parties present. In it it was agreed that the forces of the Infernal are an intolerable threat to everyone's existence and would be considered of the highest priority.

Source: http://sabbat.owbn.net/wiki/index.php?title=Convention_of_Fire

The Red Question (2015 AD)

'Anarchs Unbound'

On July Fourth, 2015, in response to rumors that the Camarilla was putting together its own team of technologists, a group of Anarchs that functioned similar to Anonymous decided to flex their digital muscle a bit. These Anarchs released the biggest piece of Anarch Propaganda since the Anarch Manifesto. The title of the manifesto was "Anarchs Unbound". Essentially it asked the question "**WHY DO YOU OBEY?**" This earned the group responsible the moniker of *The Red Question*.

This Manifesto was delivered to all online vampire channels along with a program that magically protects all vampire online communication (Blood Spot). With the proliferation of *The Red Question*, Anarchs from all across the world began taking to the internet and communicating freely and Masquerade friendly. This sparked a few of the deeply hidden mystical factions of the Anarchs to come to the surface ever so quietly in hopes to find potential students of their craft. Several new and old members of the Anarch Movement began resurfacing in the Hurricane Free States and, among other Baronies, spreading word of an uprising, and biding their time.

Source: Source: V20 - Anarchs Unbound, pg 21-25, 66-78

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What is Bloodspot?

In 2015, programmers allied with **The Red Question** introduced a new program called Bloodspot. Bloodspot alters the HTML code of a particular web page to allow it to intuitively identify whether the user is a vampire or not.

To non-vampires looking at the screen, the page displays as "file not found." For Kindred, the true page is plainly visible without any Auspex. Although eagerly adopted by Kindred around the world, Bloodspot is not without controversy: its creators refuse to explain its workings, and the Camarilla Tremere have been unable to reverse-engineer it.

Its designers describe it as a "self-installing technomantic ritual". Initiating installation requires the user to type a lengthy code of numbers interspersed with Latin phrases into an HTML file and save it to their hard drive. Thereafter, any web site design program installed on the affected computer automatically comes with a special "sigil button". If the button is clicked, the program will conceal any web pages generated by that computer from mortal eyes but leave them browsable by the Kindred. Furthermore, pages encrypted with Bloodspot remain veiled even if moved off of a protected server and onto one that doesn't have Bloodspot installed — meaning that these pages can be disseminated via cloud storage, distributed systems, and peer-to-peer file sharing.

While younger Kindred accustomed to blindly clicking "accept" on a EULA without reading a word of it are completely unconcerned about the implications of these effects, paranoid elders worry about what sort of strange blood magic powers Bloodspot. Worse, what arcane arts even stranger than Thaumaturgy might have gone into the ritual's creation? Regardless of the risks, Bloodspot has been widely accepted by technophile vampires across the world.

Source: V20 - Anarchs Unbound, pg. 82

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Anarch Impulses

Within the heart and soul of every Anarch, there beats a political rhythm which will shape his or her existence. Anarchs are not just Anarchs for the heck of it, they are Anarchs for a reason. They have ideals, beliefs, desires, dreams, goals and countless other motivations that make them who they are. Within each and every Anarch there is a Political Impulse, a feeling or thought or code which guides them, and like most things amid the diverse Movement, Anarchs sometimes group themselves together based on these Impulses.

Impulses & Combination Disciplines

Each separate Impulse (excluding Sympathizers) provides **FREE** access to specific Combination Disciplines through coord controlled NPCs. All a character must do is contact the NPC (requires Anarch Lore x3) and they will agree to teach him or her free of charge. (**NO APPROVAL NECESSARY**.)

The first time a character wishes to learn an Impulse Combination Discipline from a NPC it shall be considered **Notify only.** Any time after that, if the same character wishes to learn a Combination Discipline from a NPC that is connected to a *different Impulse* it will require **Approval from the Anarch Coord Office.**

Approval for a **second NPC taught Combo** will be based on evidence of rp, time since the last Combo was taught, and/or proven loyalty to the Movement (like whether or not the pc has taught their Combo to anyone outside the Anarch Movement for example.)

Source: LOTN: Anarch Guide, pg 78-84

	Conservative	Moderate	Liberal
Loyal Opposition	**Sympathizers** Sympathizers do not consider themselves to be Anarchs and in truth they are not. They consider themselves to be humanitarian in their efforts to aid members of the Anarch Movement. They would never dream of betraying the Camarilla, though.	**Constructionist** Constructionists play a two faced game. On the surface they are law abiding Cam citizens but underneath that surface, they are 200% loyal to the Anarch Movement. They work to quietly aid the Movement and undermine the Camarilla.	**Reformers** Reformers are vocal and tend to draw the ire of the Camarilla on their backs like a red hot target. They know they're not long for this world and they don't care. In many ways, the only difference between a Radical and a Reformer, when it comes to ideals, is Status.
Disloyal Opposition	**Radicals** The Radicals seek, above all, to reshape vampire society into something new, often borrowing ideas from socialist, communist and anarchist political lines. They tend to be very passionate and very outspoken. They want to be left alone to shape their new society in peace.	**Militants** These Kindred tend to use vigorous and sometimes extreme activity to achieve their, usually political, objectives. These Anarchs are more confrontational and aggressive than many of the other Impulses. That being said, they are not mindless drones.	**Hardliners** Hardliners are the Kindred who support a strict, fixed set of ideas that are often extreme, and who refuse to accept any change in them. They are driven by unfathomable hatred and distrust and a need for revenge.
The Anarch Fringe	**Autarchs** The Autarchs are hermit crab of vampire society. They avoid contact with any and all other Vampires completely. They may not consider themselves to be Anarchs and more than likely have cast off their Clan affiliation as well.	**Mercenaries** The Mercenary faction of the Fringe cares nothing about Libertas, or bringing down the Ivory Tower. So long as the checks don't bounce, and the promises are kept, a Kindred of the Mercenary Impulse can be a huge asset to whomever is footing the bill.	**Nihilists** These young, spontaneous and perhaps criminally insane vampires care nothing for civility and reason. They barely follow the Masquerade. It's nearly impossible to differentiate between a gang of Nihilists and a Loyalist Sabbat Pack.

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Loyal Opposition:

(Constructionists and Reformers)

To be part of the Loyal Opposition is to be a Status-carrying member of the Camarilla while also opposing everything the Camarilla stands for. These are Kindred who deliberately straddle the fence. Their actions put them at constant risk of discovery and subsequent retribution from the Camarilla. They take this risk willingly for the sake of their ideals but so long as they sit on the fence, some members of the Disloyal Opposition and the Anarch Fringe will refuse to fully acknowledge or recognize the work members of the Loyal Opposition have put into the Movement overall.

It should be noted that the spectrum of the Loyal Opposition ranges from those who work in the shadows, effectively infiltrating the Camarilla, to others who are loud and proud and aren't afraid of the consequences that come from standing on tables while they still hold status. Many members of the Loyal Opposition, especialy **Reformers**, often migrate to either the Disloyal Opposition or the Fringe through frustration with or coercion by the upper echelons of the Tower.

A Note on Sympathizers

Believe it or not, there are many members of the Camarilla who sympathize with the Anarch Movement. These **Sympathizers** would not consider themselves to be Anarchs in the truest sense of the word. They consider themselves to be humanitarian in their efforts to aid members of the Anarch Movement. Most **Sympathizers** believe the members of the Disloyal Opposition to be akin to teenagers in their 'Rumspringa' and believe that, given time and space, they will come around and become full members of the Camarilla. Because they do not believe themselves to be true members of the Anarch Movement,

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Sympathizers are the most likely members of the Loyal Opposition to bail on the Movement entirely if too much pressure is applied from the Tower.

Most of the aid given to Anarchs by **Sympathizers** is completely 'under the table' help that can't be traced back to them. As such, they are not usually found at Anarch meetings or gatherings, but they are the ones who supply the meeting house and secure it. They are also the ones most likely to provide Anarchs with supplies and will fascilitate political aid, such as obtaining Tolerance or Hospitality.

Sympathizers have the least amount of risk attached to their support of the Movement because most sympathizers can claim plausible deniability or simply discard the Movement if they believe their survival depends on it. Because they do not consider themselves members of the Anarch Movement, they are extremely distrusting of **Constructionists** and **Reformists**. At their core, **Sympathizers** are member of the Camarilla and anything that threatens the stability of the Camarilla must be dealt with accordingly.

Examples of Sympathizers:

• Billy the Toreador Harpy knows that the Anarchs in his domain aren't full members of the Camarilla but they do a lot of good contract work that helps keep the domain safe. He ensures that their off the table boons are logged and that they are always paid for the work they do. He is a Sympathizer.

• Susan the Brujah knows that the majority of her clanmates in town are Anarchs and she makes sure that they all have Tolerance with the Prince so they don't run into any trouble with the law. She is a Sympathizer.

• James the Gangrel Archon knows that Anarchs aren't full members of the Camarilla but in a Conclave setting, they say something with the proper backing that he agrees with. He helps push their agenda behind closed doors but does not pubically back their efforts. He is a Sympathizer.

• Leslie the Ventrue Sheriff believes that Anarchs should be forced to work for the Camarilla in exchange for their continued freedom. She makes sure they have weapons to fight with but she does not pay them for their time. She is NOT a Sympathizer.

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Sympathizer views on the other Impulses:

Loyal Opposition:

Constructionist: "How can you spot a Constructionist? You don't. And that's the problem. You almost never see one of these fuckers until they put their plan into action. They are incredibly dangerous and should be treated as such."

Reformers: "Reformers are a powder keg. It's not a matter of if they will explode but when."

Disloyal Opposition:

Radicals: "I remember my adolescent phase as well. Let them have their idealistic activism. To stop them would be to push them towards the Rebellion."

Militants: "These Anarchs are the reason Radicals can't have nice things. They are spoiled children who do not realize just how much they have."

Hardliners: "If you leave Hardliners alone, Hardliners leave you alone."

Anarch Fringe:

Autarchs: "Be very cautious about Autarchs. They are not always what they seem."

Mercenaries: "If you need something done and it would be improper for the Camarilla to get involved, hire Mercs."

Nihilists: "It's not a matter if if a shovel will find their head, it's when."

Views on other Sects:

The Camarilla: "While the Camarilla is not perfect, it is the best system we have and our strongest chance for survival."

The Sabbat: "Don't drink the Kool Aid. Nuff said."

The Independents: "Independents are not bound to the Traditions in the way the Anarchs are. Be careful in your dealings with them."

Sympathizers, while listed here as an Impulse,
are not true Anarchs
and as such do **NOT** have access to a Combination Discipline.

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Constructionists

Constructionists play a two faced game. On the surface, they are law abiding Camarilla citizens - many Constructionists have been awarded a great deal of status - but underneath this facade lies the fiery passion of an Anarch who is 200% loyal to the Movement.

Often self-delegated to the shadows, **Constructionists** use their position to acquire information for the Movement that would be otherwise be unobtainable. This information can come in the form of a leaked conversation between members of the Camarilla elite, a heads up on possible threats - including both political assaults and physical strikes on members of the Movement who are Disloyal Op or Fringe - or first dibs on high-reward rumors of interest.

The work of **Constructionists** in the Anarch Movement overall is frequently overlooked by Anarchs of other impulses, particularly **Reformers** and the entire Disloyal Opposition. Their actions are overlooked because most **Constructionists** can not and will not publicly claim credit for actions taken. To claim such credit would undoubtedly risk their position and could even cost them their lives. Most **Constructionists** accept this hard truth willingly and view it as a fair price to pay for overall progress. They do not expect to be liked or respected, nor do they expect any return on their actions beyond the advancement of the Anarch Movement as a whole.

Constructionists play a dangerous game. Their actions, if discovered, almost always come with accusations of treason and heresy. The numbers on how many **Constructionists** defect to the Disloyal Opposition are unknown, namely due to the fact that most **Constructionists**, if discovered, are punished severely before they have a chance to defect. In extreme cases, some **Constructionists** even find themselves sitting in the defendant's chair of a Judicial Conclave.

Their actions are seen as seditious by the Camarilla because at their core, **Constructionists** actively seek to sabatoge the structure of the Ivory Tower brick by brick from the inside out.

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Constructionist views on the other Impulses:

Loyal Opposition:

Sympathizers: "Sympathizers would sell your soul to the Justicariate for a single corn chip. Don't trust them farther than you can throw them."

Reformers: "We work in the Shadows, created by the light of the Reformers. We can't ever forget them or the actions they take."

Disloyal Opposition:

Radicals: "..."

Militants: "Most Militants are going to tell us we don't deserve to be called Anarchs but when they need us the most, we'll be there for them."

Hardliners: "Our interaction with Hardliners should always be through indirect means. It is important to help them but not stoke the fire."

Anarch Fringe:

Autarchs: "Having no structure means they have no support. Most Autarchs don't survive long on their own."

Mercenaries: "Mercs are the easiest way to pass information to the rest of the Movement."

Nihilists : "Limit your interaction with Nihilists. Most of them end up jumping the fence to the other side."

Views on Others:

The Camarilla: "The Camarilla is stuck in the stone age. If it doesn't modernize it will die."

The Sabbat: "The Sabbat is always looking for fresh meat to replace their dwindling numbers. Don't be taken in by their lies."

The Independents: "These people will always care more about their own first and foremost. They are a useful tool and can be good for business but need to be kept in check."

It is important to remember that Constructionists are, at their core, infiltrators and spies.

Constructionists are able to gain access to the following Combination Discipline (with Anarch Lore x3):

Memory Rift

Obfuscate x5, Presence x3

LoTN Anarch Guide, pg 60

XP cost: 5

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Reformers

In the early nights of the First Anarch Revolt, a group of neonates took a stance against the status quo of the Elders that would, in part, change the face of vampiric society forever. For the first time, the young decided they would not obey simply because they were commanded to. They understood freedom and refused to allow this freedom, their *Libertas*, to be infringed upon without consent. These young neonates were determined to reform their society no matter the cost. They were the first **Reformers**.

Most of the early **Reformers** did not live to see the Treaty of Thorns signed. They spoke out against oppression and were violently silenced by the Elders for their actions. Even still, as one **Reformer** fell, two more rose in their wake. The Elders became frustrated by this endless game of Whack-a-Mole and conceded, in part, to the demands of those early **Reformers**. This cycle between the **Reformers** and the Camarilla has repeated itself many times over since the advent of the Movement, and is firmly rooted in the traditions of the current Modern Nights.

Put simply, **Reformers** are cannon fodder and they know it. Despite their outward appearance, most **Reformers** are aware that they are not long for this world and they don't care. If their death would bring greater Libertas to the people of the Movement, **Reformers** would welcome such a fate with open arms. Their passion, fire, and willingness to act for the cause, regardless of the consequences, often catches the eye of the Disloyal Opposition, in particular the **Radicals**, with whom they have much in common. Many times **Reformers** will be whisked away to safety before they can be destroyed by the Camarilla. As a direct result **Reformers** frequently relinquish their Acknowledgement with unabashed enthusiasm and gusto.

However, the DIsloyal Opposition are not the only ones with their eyes on **Reformers**. While many Anarchs found a way to live under the Treaty of Thorns, a handful of Anarchs, primarily **Reformers**, could not reconcile their feelings on the Libertas they believed they had lost. In part they joined with other Anarchs to form a group that denied the Treaty of Thorns and would go on to become the Sabbat. Because of this, **Reformers** in the modern nights sometimes still find themselves targets of recruitment by the Sabbat.

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Reformers views on the other Impulses:

Loyal Opposition:

Sympathizers: "They help us when it benefits them. When it doesn't, they're nowhere to be seen."

Constructionist: "I don't have the patience to do what they do, but i know that they'll make sure what we do isn't forgotten."

Disloyal Opposition:

Radicals: "The only difference between a Reformer and a Radical is one has Cam adjectives and one doesn't."

Militants: "They understand the risks we take and stand side by side with us on the frontlines."

Hardliners: "They like to say we're not real Anarchs but we bleed just as much as they do for this cause."

Anarch Fringe:

Autarchs: "If they're willing to fight for the cause, they're welcome at my side."

Mercenaries: "If you need shit to get shit done, find a merc. You'll need to pay them but they always come through."

Nihilists: "Careful with these fuckers and if they offer you a red solo cup and say 'drink this' run the other way."

Views on Others:

The Camarilla: "The Treaty of Thorns was signed in 1493. It's the 21st fucking century. The Camarilla is obsolete as fuck and needs to be rebuilt from the ground up."

The Sabbat: "Don't get mixed in with them if you don't wanna end up a victim of the vampire equivilent of Jamestown."

The Independents: "These guys are mostly cousin fuckers and snake people. Enough said."

It is not a matter of IF a Reformer will be punished but WHEN.

Reformers are able to gain access to the following Combination Discipline
(with Anarch Lore x3):

Guardian Vigil

Auspex x1, Celerity x1, Fortitude x1

LoTN Anarch Guide, pg 59

XP cost: 7

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#wearemalcontent

Malcontents are members of the Camarilla who have demonstrated in word or deed a loyalty to the Anarch Movement that supersedes their submission to the Laws and Hierachy of the Camarilla. **While an individual possesses this negative status, they may hold only one other standing beyond Acknowledged and they may not be lent standing nor are they allowed to hold any position within the Camarilla other than Prince. In addition, members of the Camarilla with 4 or more Status are considered 2 traits up on any politically motivated, non-supernatural, Status based Social challenge against a Malcontent.**

- Given by : Justicar, Prince, Harridan, Fury, or Harpy.

Source: OWBN Camarilla Genre Packet, 2018

Camarilla View

"One of the pillars of the foundation of the Camarilla is loyalty. Our word and reputation are our bond. Those who dirty what the Camarilla gives them with the company they keep are no better than vermin with whom they associate."

-Camarilla Elder

"A Malcontent is a failure. Every action they take should be in question and their loyalty should never be trusted until they prove themselves worthy again."

-Camarilla Prince

"On rare occasion, one rises out of the crowd to speak scandal that can be heard around the globe. This is especially dangerous. One can ignore the blathering of Anarchs because they have no standing to back up their words. With the Malcontent, you have someone preaching scandal and even sedition with an actual voice within our society. This tends to be where we have to step in, as there should never be a case where one has to defer to Anarch propaganda and vitriol."

-Camarilla Fury

ANARCH VIEW

"Malcontents have taken one for the team. They have value to the Movement as long as they don't get caught. Every night they stay Malcontent is a night they put themselves at risk for our sake. We should keep tabs on them and if necessary pull them out from under the Tower and welcome them as one of us."

-Radical Anarch

"Oh, neat, you have an adjective that says we're supposed to trust you, per the Cammies themselves. I'm gonna take that notion and put it in the toilet because that's where shit goes. Fuck you. Fuck your adjectives. So long as you have them, you'll never be considered one of us."

-Hardliner Anarch

"Someone who has been slapped with Malcontent is more likely to pay what they owe. We like getting paid."

-Mercenary Anarch

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Disloyal Opposition

(Radicals, Militants and Hardliners)

When one hears the word "Anarch", often it is the image of the Disloyal Opposition that comes to mind. These are the Kindred who have forsaken and rejected anything and everything Camarilla, and thusly rebel against all it stands for. While the Loyal Opposition might be seen as trying to save or restructure the Camarilla, the Disloyal Opposition wants to tear it down and completely replace it. They abhor anything and everything it stands for, and rarely miss an opportunity to let this be known via word or deed.

That said, the Disloyal Opposition are not a bunch of screaming, violent lunatics. They hold fast to the belief that the Camarilla is wrong, oppressive and corrupt, but they also know it takes more than a bad temper and a gun to undermine and topple a regime that has been around as long as the Camarilla has. For all their high-profile hatred of all things Camarilla or Camarilla-like, whether they like it or not, if they did not have the help of the Loyal Opposition from time to time, the Movement would not be as strong as it is today.

Members of the Disloyal Opposition come in a wide variety of Clans and have astoundingly diverse skill sets. What seemingly unites them is the all-encompassing desire to see progress and change. To that end, these Kindred employ a wide variety of tactics and plans, from the violent to the political to the technological and beyond.

Disloyal Ops also tend to be the most vocal and destructive of Anarchs, both physically and non physically, Their ideals and actions reverberate through the Movement and beyond. Many a Baron might subscribe to one of these Impulses, as may many a member of an Anarch Council or Gang.

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Radicals

To the outside observer, Kindred who follow the impulse of the **Radicals** might appear to be chaotic at best, and completely insane at worst. The **Radicals** have cast aside all trappings of the vampiric norm and judge each individual on his or her own merit, rather than by their age, title, gender, race, or even Clan. Such things do not seem to matter to them in the least, and this has set them apart from even other members of the Movement.

The **Radicals** seek, above all, to reshape vampire society into something new, often borrowing ideas from socialist, communist and anarchist political lines. They tend to be very passionate and very outspoken idealists and revolutionaries. However, they are not as strategically militaristic or as generally immediately hostile as their **Militant** comrades, and while they do not totally disavow violence, **Radicals** will always try and seek out a peaceful method of spreading their ideals first. This is not to say that they don't sometimes employ drastic measures to gain attention and to support their various pursuits, up to and including violence.

Perhaps more than any of the other Impulses, the **Radicals** are oddly…foreign… to most other Kindred. Their distinct vision of a world in which things such as clan, age, title, gender, race and nationality do not matter in the least is in many ways an alien concept. The **Radicals** truly seek to build a community for and by all Kindred, and the dedication they show to this ideal is truly stalwart.

It is also said that a great many baronies and free-states within the Movement were secured by the joint efforts of the **Radicals** and the **Militants** working in concert… the **Radicals** of course being the brains of the operation. **Radicals** are your well read, well researched, movers and shakers. They constantly strive for the correct, perfected, collective vision.

Radical views on the other Impulses:

Loyal Opposition:

Sympathizers : "Don't mistake their kindness for loyalty to the Movement. They are 'Cam lite' at best"

Constructionists: "Constructionists are the whistle blowers who give us the information that keeps our asses alive. Without them, we would more often than not, be blind to what the Cammies are planning"

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Reformers: "The only difference between a Radical and a Reformer is they have adjectives and we don't."

Disloyal Opposition:

Militants: "There are very few individuals in this world who are not only willing to die, but willing to kill for what they believe in. The Militants are, and they should be respected for that. Unfortunately, most people do not see it that way. We however do, and because of it, we've been able to do great things with them alongside us."

Hardliners: "Hate may be a fine motivator, but it is a lousy thing to base your entire existence around."

Anarch Fringe:

Autarchs: "While their hermit like ways can sometimes be seen as selfish. It would be interesting to actually sit and talk with one of these Kindred about what they truly believed in."

Mercenaries: "I have a very hard time respecting people who wage war and kill for no reason other than personal profit."

Nihilists: "If they actually could discuss the Philosophy espoused by Nietzsche rather than just use the name and behave like spoiled children with powers of the blood, they might be interesting. Unfortunately, they seem incapable of that."

Views on Others:

The Camarilla: "Any system which oppresses the basic rights of others, both within it and without, is no society to be lauded. It is a system which must be torn down so one which celebrates equality, community, and maximum benefit for all can be born."

The Sabbat: "See the above statement"

The Independents: "While many do not outwardly dislike or even pay attention to the Independents, I see this; they have put the needs of specifically of their clans first or even just themselves before the needs of the whole."

Radicals are able to gain access to the following Combination Discipline
(with Anarch Lore x3):

Smiling Jack's Trick:

Dominate x5, Obfuscate x5

MET Anarch Guide, pg 64

XP Cost: 9

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Militants

To better understand **Militants** we must look at the base meaning of the word which comes from 15th century Latin "Militare", meaning "to serve as a soldier". These Kindred are your individuals who subscribe to the idea of using vigorous and sometimes extreme activity to achieve their, usually political, objectives. These Anarchs are more confrontational and aggressive than many of the other Impulses. That being said, they are not mindless drones. They recognize that sometimes peaceful solutions are the best way to get what you want. But on the same token, they fully expect negotiations to fail and are ready at the drop of a hat to engage in violence.

The followers of the **Militant** impulse tend to stand out in a crowd, even a crowd of other Anarchs. If a Kindred walks up to you and suggests murdering, blowing up, maiming, burning down, or otherwise annihilating someone or something as a completely reasonable method of settling a potential dispute or solving a problem, they just might be a **Militant**.

Militants can be tricky though. Not all of them are as violent and generally unpleasant as most people expect. Some of them are quite savvy and skilled in the arts of waging war via Influence. Others are far more likely to use deceit and espionage, even technology in order to solve their problems. They are also known to work with the **Radicals** in many areas, and together the two impulses are a fairly formidable force. They are credited, as a team, for the formation of many Anarch City-States.

As one might expect, the **Militants** are among the first ones to tear into a fight whenever and wherever Anarch turf is disputed or compromised, and they will be on the front lines of any fight: anywhere, anytime.

The majority of **Militants** are neonates or on occasion, young Ancillae. Sadly, **Militants** tend to have a reduced life span, and some Kindred who start off as **Militants** eventually seem to grow out of it- either way, as a general rule, it all shakes out the same. There are the occasional rare, old **Militants**, and they are best often avoided or at least approached with extreme caution.

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Militant views on the other Impulses:

Loyal Opposition:

Sympathizers : "Use them as vending machines but never ever trust them."

Constructionists: "These folks are closer to being real Anarchs but aren't quite there yet. Be careful, remember that if they are two faced to the Cam they are just as likely to do that to us."

Reformers: "Reformers put their money where their mouth is. They are the only Loyal Ops that put themselves on the line for the Movement. Nothing but respect."

Disloyal Opposition:

Radicals: "At least these Kindred respect us. That goes a long way. We're pretty much complete opposites, but that's not a bad thing. We've also managed to do some great things for the Movement together, and it's about damn time other people recognized that. They may talk… a lot… but they've always been there when shit gets real."

Hardliners: "And people call us crazy."

Anarch Fringe:

Autarchs: "Wait, can you spell that for me? OH RIGHT…those solitary fuckers who like to do their own thing? I say let 'em."

Mercenaries: "Part of me wants to like these bastards. The other part of me wants to shoot them repeatedly in the face. I haven't decided which part is going to win out yet."

Nihilists: "I am really sick of being blamed for the shit these douchebags do."

Views on Others:

The Camarilla: "They like to think they are tough. Not so much, bitches!"

The Sabbat: "They actually are tough, but still bitches!"

The Independents: "You have to take each one of these Kindred as their own and make an opinion that way….except the Giovanni. Go ahead and blanket opinion them."

Militants are able to gain access to the following Combination Discipline
(with Anarch Lore x3):

King of the Hill

Fortitude x5, Presence x3

MET Anatch Guide, pg 59

XP Cost: 8

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Hardliners

The **Radicals** are those who peacefully protest. The **Militants** are the ones strategically planning how to strike down their foes. The **Hardliners** are the Anarchs who have been profoundly affected and damaged by institutionalized oppression such that they lash out at anyone or anything that dares to oppose them.

Hardliners are the Kindred who support a strict, fixed set of ideas that are often extreme, and who refuse to accept any change in them. They are driven by unfathomable hatred and distrust and a need for revenge. It could be the torturous memories of a lost love, the inability to get over fallen comrades, or even an overwhelming sense of bitterness. These Anarchs, while part of a Movement that espouses change, are utterly and completely stuck in an endless cycle of fury and destruction. They may tell others the actions they take, the things they do, are done in the name of freedom, or in the pursuit of Libertas. They may even, on some level, believe that is the truth or be content to lie to themselves as well as others. However, it shakes down, one thing remains the same: Hell Hath No Fury Like a **Hardliner** Scorned.

The **Hardliners** don't just want to see the Ivory Tower crumble; they will, in the end, make sure it dies screaming in a bloody ruin. They will scorch the earth beneath it and spit on the ashes long after it's said and done. They are so driven by this hatred it consumes them, making them very dangerous Kindred indeed.

A **Hardliner** might be able to hide this vendetta beneath the surface, but deep down it is always there, burning away at their heart and soul. And those who get in the way of such a creature tend to learn just how deep, how all encompassing, their rage is. A **Hardliner** alone is a force to be reckoned with. A group of **Hardliners** working together is a terrifying situation for those on the receiving end.

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Hardliner views on the other Impulses:

Loyal Opposition:

Sympathizers : "If it looks like a Cammie, sounds like a Cammie, and acts like a Cammie, it's a fucking Cammie."

Constructionist: "I don't give a fuck about your facts, no structure is ever going to work."

Reformers: "Does it have status? I don't care how loud it screams, it's still a fucking Cammie."

Disloyal Opposition:

Radicals: "Enough with the peace and love and hippy shit, so long as the Tower stands, we're not done."

Militants: "They say Actions speak louder than words. That being said, let the Militants scream."

Anarch Fringe:

Autarchs: "They sit around and do a lot of nothing."

Mercenaries: "Useful, very useful."

Nihilists: "So they like to destroy things? Excellent. Point them towards that Domain."

Views on Others:

The Camarilla: "@!*$%!!"

The Sabbat: "They are no better."

The Independents: "Who cares?"

Hardliners are able to gain access to the following Combination Discipline
(with Anarch Lore x3):

Sensory Overload:

Auspex x1, Dementation x3

MET Anarch Guide, pg 61

XP Cost: 8

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The Fringe/Independants

(Autarchs, Mercenaries, Nihilists)

These small factions represent individuals or groups who may have cast off their Sect or even Clan. Those who identify among the Fringe might only consider themselves Anarchs in the loosest sense of the term, and most other Anarchs would never consider the Fringe as Anarchs either as they are not within the Movement. Many Independants who do not already identify with a family or Independant sect could potentially be considered Fringe. For example, Independant Gangrels largely fall into this catagory. This is not to say that all Independant Gangrels are inherently Anarch. The decision to identify as such would be the choice of the player.

The only common denominator between those of the Fringe and those of the Movement is they both seek independence and freedom to do what their hearts desire without oppression from outside sources. Those of the Fringe don't believe in some greater Good, they aren't fueled by a need for justice, liberty, or anything so grandiose. Most are out for themselves and refuse to take part in anything that may compromise them or their tight group. It makes for difficult times in some areas when Anarchs enlist their assistance or cooperate with them for common objectives, but nonetheless it happens. The average Anarch also assumes it is better than having these people join or work for the Tower or the Sword.

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Autarchs

An **Autarkis** is the hermit crab of vampire society. They have likely spent long years carving themselves into a niche or securing a small territory where they can avoid contact with any and all other Vampires completely. They may not consider themselves to be Anarchs and more than likely have cast off their Clan affiliation as well. They tend to stay out of Rants, Salons, Elysium, Esbats, and any other form of social mingling among the world of Kindred and Cainite. This may, perhaps make them the truest of Anarchs in the eyes of some, for they have cast off anything and everything that ties them to current politics.

Generally **Autarchs** have preferred their solitude for a reason, and have worked long and hard to be away from any stereotyping or typecasting that may be ascribed to them. If and when these reclusive vampires stick their heads out of their holes, they have been known to be fairly reasonable. They will cooperate with other Anarchs against a mutual threat or towards a common goal. However, don't expect an **Autarkis** to hang around long after the deed is done. The **Autarkis** have dedicated years, decades, or even centuries, to being left alone and in private. That's what keeps people guessing about them.

Any player who chooses this Impulse for their character should know that this is Impuse can be challenging in a game setting for several reasons, as it encourages anti-social behavior. This is not to say that it can't be done successfully but it can be considered for advanced players only. PCs who portray this Impulse may find themselves getting involved a bit more in vampire society and activities than the 'typical' **Autarkis**. Even so, they will almost always strive to keep their distance and shy away from vampiric attachments. unless they eventually drift towards another Impulse.

Autarch views on the other Impulses/Others:

"It's none of our concern."

Autarchs are able to gain access to the following Combination Discipline
(with Anarch Lore x3):

Call Upon the Blood

Animalism x5, Auspex x4

MET Anarch Guide, pg 57

Cost: 9 XP

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Mercenaries (Mercs):

Much like the **Autarchs**, the **Mercenary** faction of the Fringe tends to care nothing about Libertas, or bringing down the Ivory Tower, or any other one of the tenants that the Movement strives for. **Mercs** are usually out for themselves, and particularly to profit from their services in some way, shape or form. **Mercs** will be employed time to time, but unlike a mortal soldier of fortune, once they've been publicly outed as working for one side, they tend to stick to it. That is why many **Mercenaries** have maintained excellent working relationships with Barons and Powerful Gangs throughout the years and all across the world.

So long as the checks don't bounce, and the promises are kept, a Kindred of the **Mercenary** Impulse can be a huge asset to whomever is footing the bill. This is not to say that a **Merc** can not form an emotional attachment to a person, group, gang, or sect. They tend to be loners but have been known to act for their own interests as well. **Mercs** are known for their martial prowess and efficiency, thus crossing one is considered to be ill-advised.

Mercenary views on the other Impulses/Others:

"If the agreed upon price is paid, my opinion towards any one of them is likely to be favorable."

Mercenaries are able to gain access to the following Combination Discipline
(with Anarch Lore x3):

Give 'em Hell

Fortitude -or- Potence x1, Presence x3

MET Anarch Guide, pg 58

Cost: 6 XP

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Nihilists

These young Kindred are what the Camarilla tends to think all Anarchs are like. Hardly any live past 30 years embraced. These young, spontaneous and perhaps criminally insane vampires care nothing for civility and reason. They barely follow the Masquerade and often revel in their powers of the blood. It's often said that it is nearly impossible to tell the difference between a gang of **Nihilists** and your average Loyalist Sabbat Pack. It's these types of Anarchs that have become a big problem for others in the Movement who seek to maintain any sense of civility or decorum.

Nihilists are often times found fighting other Anarchs as much, if not more, than members of the other sects because of their innate selfishness and defiant stance towards any and all sense of order. If they live long enough, they eventually figure out what works best for them and end up being recruited into the Sabbat. Though, rumors abound that some have joined underground neo-Carthaginian societies, and haven't been seen since.

Nihilist views on the other Impulses/Others:

"Fuck all of you! Seriously, Fuck You!"

Nihilists are able to gain access to the following Combination Discipline
(with Anarch Lore x3):

Slenderman

Auspex x3, Obfuscate x2

V20 - Anarchs Unbound, pg 108

Cost: 8 XP

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Clans

There are many types of Vampires. The following list is a VERY brief explanation of some of the common Anarch clans. This is by no means an exhaustive list, simply the more common clans you will likely encounter. Most clans have a book that was printed separate from the main game book that has far more information on the clan. If you are interested in getting that book please let someone on your Storytelling staff know, as they might have a copy you will be welcome to borrow.

One World by Night also has packets to help play a clan more effectively with information on the clan, specific to our games. Please let your Storytellers know if you would like a copy of any of the packets available.

Thin Bloods

Given the relative "youth" of most Anarchs, it comes as little surprise that they are generally more thin-blooded compared to their sect rivals. Although neonates of the thirteenth, twelfth and eleventh generations are the rule, many Anarchs of the fourteenth and fifteenth generations exist as well. Their weak blood, high generation, and obscure origins earn them the contempt and hatred of Kindred the world over. There is no haven or shelter for these outcasts, and they do not understand the bizarre and terrifying visions that constantly plague some of their number even in waking moments. The Anarch Movement provides a refuge for the few thin-blooded who manage to endure long enough to make some kind of sense out of their desperate existence.

Portraying a thin-blooded character is a wonderful roleplaying opportunity. You are a walking contradiction. A comparative weakling among giants and a novice among vipers, your survival is a chancy thing at best; at the same time, your very innocence of the Kindred and their society gives you a chance to see the night through a unique pair of eyes. The result is a character who walks the razor's edge each night, and offers you a rich roleplaying experience to put a fresh spin on the way you approach the game.

Source: MET Laws of the Night – Anarch Guide, pg. 107-108

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Assamite

This clan was traditionally that of assassins, and was hired by many to do away with their enemies. Now they have moved away from that path and are forging a new way. Among this clan you will find Warriors, Viziers, and Sorcerers. Warriors tend to be the most common in the Movement. They are often of Middle Eastern decent and tend to be young.

Never a large populace amongst the Anarchs, there are a few within, and their numbers seem to be growing since the breaking of the Tremere Curse. Despite that, those members are seldom a united front, often at odds with one another politically. (Although it is more in line with a family argument than a war, Assamites are still more loyal to each other than to anyone else.)

Brujah

The word brouhaha is likely taken from this clan. They are quick tempered, and are always ready for a good brawl. They like to rebel against society and sit on the outside.

Some say the Brujah are the backbone of the Anarch Movement. They are one of the largest minorities, only possibly outnumbered by the ranks of the Caitiff. These firebrands are often found at the forefront of any Anarch combat or political arena.

Caitiff

These vampires are technically failed Embraces. They do not share the Disciplines of their Sire and therefore are considered 'clanless.' In most vampire circles (outside of the Anarchs) they are looked down on as less than or broken. The clanless make up arguably the largest minority in the Movement. Not judged by their bloodline (or lack thereof really), they fit in just fine, and are a strong pillar upholding the various ideals of the Anarchs.

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Gangrel

Gangrel are woodsy, and usually have wanderlust. They like to travel and see the world. After time the Gangrel take on features of animals, like tails, cat slitted eyes, or fur. Many independent Gangrel will come and go amongst the Movement, and many are actually members. Their reasons for joining up when they do are as scattered and different as members of this clan.
In addition Neo-Einherjar (Modern Gangrel who have adopted Norse religion) have a small but relevant presence within the Movement.

Gargoyle

Years ago, when the Gargoyles were freed from the Tremere the expectation was that they would largely join the Camarilla as Caitiff but instead, they fled the Ivory Tower's oppression altogether and took up sanctuary among the Anarchs. This arcane bloodline suffers from the loss of all sense of identity prior to joining the Gargoyle ranks and the Anarchs offer a place where they can belong and be seen as more than servants and bodyguards.

Malkavian

The Malkavians are crazy. Just about every member of this clan has a mental affliction of some kind from sociopaths to chronic depression to multiple personality disorder. For whatever reason, the Madness wave that struck the Camarilla Malkavians in 1999 seemed to avoid Malkavians in the Movement. As a result, there's a higher proportion of "Dominate Malks" among the Anarchs
Malkavians amongst the Movement are generally of two varieties: too squeamish for the Sword, or too unhinged for the Tower. Those that find a niche amongst the Anarchs are those whose insights are a boon to their brothers and sisters.

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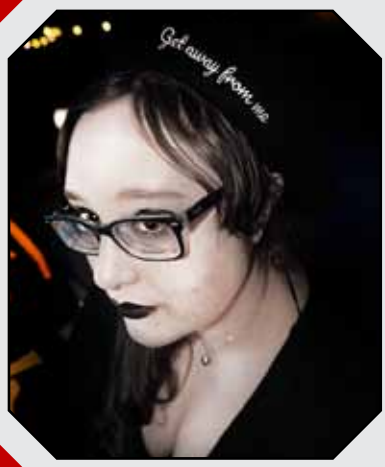
Nosferatu

Nosferatu are information hoarders, and live in the sewers. Their choice of living area is due to their appearance. They were cursed with horrible physical deformities and are extremely ugly.

The Nosferatu amongst the Movement are not the most populous, but hardly rare. They make up one of the 'common' clans. Their ability to garner information amongst all sects and of other creatures of the night makes them a great asset.

Ravnos

The Week of Nightmares shattered the Ravnos clan and since then, they've been looking to find their identity. A divide in the Clan has grown between the Indian Ravnos, often referred to as the Jati and the family-minded Romani. The rivalry has ranged from brutal violence to quiet glares between the two. In that time, many of the Romani have found a home among the Anarch Movement. The freedom it offers combined with the support combined with lack of significance the Anarchs place on Clan make it an ideal home for many Ravnos.



Toreador

Toreador are the artists, musicians, and dancers. They adore and protect art in all its forms while often traveling in the exclusive word of the rich and famous. They have declared themselves the unequivocal arbiters of all things in good taste

Anarch Toreador tend to be on the fringe of creative circles. (as well as being political outsiders, whose ideas rub the Cam the wrong way) Graphitti artists, chainsaw sculptors, and slam poets are common. The Toreador make up more than a few revolutionaries, as Poseurs who critique the system, or Artistes who dream of new, bold ideas on Kindred governance.

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Ventrue

Ventrue aren't unknown in the Anarch Movement, but are hardly in any sort of majority, or even a large minority. Their skills and talents tend to have them bubble to the surface as leaders and users of Influence--not surprising given the stereotype.

Editor's Note: For other more esoteric clans that may be part of the Movement, consult with the R&U character bylaws on the OWbN website, as well as both MET and Table-top source material.

Source: http://anarch.owbn.net/mediawiki
Source: Vtm Guide to the Anarchs, pg 48

Dhampir

A Dhampir is something that should not be, something that the Kindred and Cainites of the world believed could not exist: the offspring of a mortal and a vampire. It shouldn't be possible, but it is... very, very rarely. A fifteenth or sixteenth generation vampire of either gender can conceive half-mortal offspring, which develop and are born in the normal fashion. Romani folklore calls such creatures "dhampirs," and the term is rapidly becoming known in the circles of scholarly Kindred everywhere.

These hybrid offspring are rare in all sects. But, due to the accepting nature of the Movement, among the Anarchs they are slightly better known (to some.)

Source: LoTN: Anarch Guide, pg. 116

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Abilities

Ability Spec: Tagging

Anarchs can mass communicate subtly by 'tagging', similar to gang signs. This was brought into the Movement by early Brujah and Caitiff. It has since been adopted by Anarchs of all kinds, with significant flair added by the Malkavian and Toreador Anarchs.

Tagging varies from place to place (and as such, may have different mechanics from game to game). The following Abilities are suggested for specializations in Tagging: Anarch Lore, Linguistics, Streetwise, Craft, etc. These can be used to create new tags. Most see the tags as only gibberish, or they are overlooked as normal mortal gang activity. Those with Anarch Lore x1 can understand them.

Ability Spec: Coding

The idea of Tagging has also evolved along technological lines. The Anarchs are by far the 'youngest' of all the sects and are not as adverse to adapting to new ways of communication. For instance, twitter feeds, blogs, as well as 'archaic' methods of communication such as ham/CB radios and other media are often used. Codes hidden in messages both recorded and broadcast are common ways for Anarchs to send important message to one another without the Tower or Sword noticing.

As such, the following Abilities are suggested for specialization in Coding: Linguistics, Computers, Media, etc, are all acceptable to create new Coding. Creative Storytellers may invent new methods and new Abilities for both Tagging and Coding. Anyone with Anarch Lore x1 has the ability to decipher Coding.

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Politics

[Or the use of them with Anarchs]

Amongst Anarchs, Politics can be used to reveal Reputation or Notoriety (*see Merits & Flaws*). Not all Anarchs have earned a name for themselves so not all Anarchs will be known through Politics. It also can be used to reveal if someone is a "New Kid on the Block" (*see Flaws*). Depending on how storytellers want to run it, this Ability could be used to know the various Anarch 'positions' such as Baron, Sweeper, etc, as well as what Political Impulse(s) the PC identifies themselves with.

Computer Hacking

The modern world is the toy of the young. Those elders that have been around for centuries or millennia have no clue what can be done with a few clicks of the mouse or a well constructed phone app. A virus to them is the Black Plague, whereas a virus to Anarchs brings down the power grid or 'Robin Hoods' the Prince's Elysium fund to the next Green Party Presidential election.

Suggested MET Conversion

A straight conversion to the MET system would have the hacker add their Mentals, plus all levels in the Hacking Ability -or- +1 for a Hacking Specialization, plus any other bonuses against a ST determined difficulty, with retests from either the Computer skill or Hacking skill at the STs discretion.

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Suggested Computer Hacking Mechanics:

Difficulties

- Cell Phone 5
- Personal Computer 6
- Local High School 8
- Smart Phone 9
- Small Local Business 10
- Local Utilities/Government 15
- Major Corporations 20
- Pentagon 30+

Actions

- Merely access the system to find data/information they are looking for, leaving possible traces that they were in the system. (No change to the base difficulty.)
- Access the system to find data/information they are looking for and take steps to remove any trace that someone was in the system. (+1 to the base difficulty.)
- Access the system, manipulate the data/information or system in one manner or another (change records, make the system do something it should not be doing, etc…) AND take no steps to prevent discovery (+2 to the base difficulty.)
- Access the system, manipulate the data/information/system AND take steps to prevent discovery. (+3 to +7 to the base difficulty at ST discretion.)

Conditional Modifiers

- Using a High end computer/laptop: +1 to +3 at ST discretion
- Locally connected to the network: +1
- Direct connection to the target system: +5
- Each hour of game time for attempt: +1 to +5 at ST discretion- or- Each day of down time +1 to +5 at ST discretion
- Customized one shot exploit: +1 to +5 (Optional rules below)
- Offsite: -3
- Using only a smart phone: -5
- Not attempted the system before: -2
- Customized security software: -1 to -5
- System actively guarded by analysts: -1 to a max up to ST Discretion
- A Supernatural modifier could be applied in either direction (Magic, Technomancer adept, Computer Spirit, etc…)

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Computer Hacking (cont.)

Customized Exploits/Security

Given enough time and devotion a specialist can create software that can assist them in either getting into where they are not supposed to be or preventing people from getting in. Like Computer Hacking, it is suggested that this be another skill that the player should buy. Possibly twice if the ST team thinks that the each is a separate skill and if the player wants to be able to both Hack and Secure computer systems.

A player can create the software either at game or in downtime. Downtime being the more logical choice. A player can only create a piece of software as 'powerful' as they are an expert. Meaning that with only one level of the skill they could create a +/-1 modifier (up to +/-5 at level 5 in the skill.) The process for creating the software could be as simple as 'x' amount of time devoted per level (hour/day/week) or more of an interaction with the ST by beginning an extended challenge with an accepted difficulty, having each success being a +/-1 modifier. Additionally the player attempting to Hack should have to create the Exploit per Hack and the Security software should have to be 'updated' periodically.

Source: Anarch Cookbook, pg 47

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Anarch Lore

The following Lore Guidelines provide only that, a guideline for Storytellers and Players to use. Storytellers should feel free to modify these guidelines to suit their own game environment, with the caveat that other games are not likely to follow those same modifications.

Editor's Note: It is important to keep in mind that in character possession of a document, like the Status Perfectus, does not automatically imply an understanding of said document. An Anarch with only Lore x1 isn't likely to have the historical or social facts and concepts necessary to really grasp the Status Perfectus well and should be role-played accordingly.

Lore: Anarch x1:

• Knows that the Anarch movement stands for the right of Kindred to act as their own self-governing entities, without complete subservience to elders.

• Understands the difference between mortal anarchy and the Anarch Movement.

• Understands how one goes about joining the Anarch Movement.

• Has heard of the *Convention of Thorns*. (1493 AD)

• Knows several interpretations of the *Convention of Thorns* and how to use them to survive in Camarilla Domains.

• Has heard of the *Status Perfectus* (1944 AD), but probably doesn't know the wording yet.

• Is familiar with the concept of a Baron (the rough Anarch equivalent of a Prince) and with the concept of Baronies and Free-States. Understands that a Baron is not by necessity the eldest or most powerful Kindred in the region but is someone who has earned the respect of the resident Anarchs.

• Knows the basics of the local Anarch territory, Barony, or Free State.

• Can name most of the more well-known local Anarch gangs.

• Recognizes the names of individuals who Carry the Background 'Anarch Reputation' at Level x5 and above.

• Knows that the Anarch Movement is considered by some to technically be a sub-sect of the Camarilla.

• Is familiar in a passing way with the Traditions of the Camarilla. Knows that most Anarchs don't give a shit about these rules, though they do agree with the Masquerade.

• Knows about Bloodspot & what it is for. Is not entirely clear on where it came from.

• Knows that the Brujah make up a huge percentage of the Movement.

• Knows about the FREEP and how to join.

• Knows how to play a game of Nines, the most basic of Anarch games. (It's like paintball... only with .9 mm pistols.)

• Knows about and can decipher Anarch Tags & Coding.

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Anarch Lore (cont.)

Lore: Anarch x2:

• Knows that Anarchs are divided into factions (aka Political Impulses) and generally what they are.

• Knows that those factions often disagree about what direction the Movement should be taken in.

• Knows the most common of the various positions within Anarch culture. Baron, Warlord, Emissary, Sweeper, and Reeve.)

• Has heard of *The First Anarch Revolt*, wherein neonate "Anarchs" across Europe rose up and diablerized or killed their elders, and of the Inquisition, and know that both the Sabbat and Camarilla formed as a result of them.

• Knows a great deal about not only the formation of the original Free State, but also has a clear idea of what factors led to it's decline.

• Knows the *Status Perfectus* reasonably well and possibly even has a copy.

• Knows the basic history of prominent Free States, though is lacking details and the less prominent names.

• Prominent Anarchs like Smiling Jack, Tyler, Jeremy MacNeil and Salvador Garcia are known as legends with various untruths and tall tales attached ("I heard he shoots fireballs from his arse!")

• Knows about some of the other major names in the Movement and how they roughly fit into it's history.

• Can name most of the more well-known regional Anarch gangs.

• Recognizes the names of individuals who Carry the Background 'Anarch Reputation' at Level x4 and above.

• Knows what the 'Malcontent' status means in the Camarilla.

• Has heard rumors that the Anarch Movement contains Clans typically not considered Anarch (such as Lasombra, Tzimisce, or Tremere). Has possibly even met one.

• Knows that the Anarch Movement has to some extent adopted the Brujah traditions of Rants and Raves, as well as a Call to Arms.

• Knows about most of the popular Anarch games that have been devised in addition to Nines.

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Anarch Lore (cont.)

Lore: Anarch x3:

• Understands the different main Anarch factions (aka Political Impulses) in detail and what makes each distinct.

• Is familiar with some of the more obscure titles and social structures Anarchs sometimes use. (i.e. 'President' in a territory where everything is Democratic, 'Captain' in a territory where the hierarchy emulates a naval inspired pecking order, etc.)

• Knows the basic accepted general history of the entire modern Anarch Movement. Can name specific events from the beginning of the 2nd Revolt to present day.

• Knows specifics of local Anarch history.

• Is aware of the general activities of prominent NPC Anarchs and prominent Player Characters (at ST discretion) and their Reputations, etc.

• Knows most of the prominent Anarch Free States.

• Can name most prominent national Anarch gangs.

• Recognizes the names of individuals who carry the Background 'Anarch Reputation' at Level x3 and above.

• Is aware of the Combination Discipline connected to their Impulse.

• Knows what NPC to contact to learn the discipline connected to their Impulse.

• Is aware of the details regarding the formation of the Sabbat and Camarilla.

• Knows that the Camarilla is a union of elders and Anarch apologists and the Sabbat are the remaining Anarchs who refused to capitulate.

• Knows that the assumption of membership of the Anarchs in the Camarilla under *The Convention of Thorns* is a contentious, hotly debated point within the Movement. Many, if not the majority of Anarchs reject this idea.

• Is aware of the *Treaty of Fire* and that it was signed by members of all sects with the goal of fighting infernalism.

• Has heard of Anarch Combination Disciplines and, if a hardcore member of the Movement, likely knows how to find a teacher for at least a few.

• Knows that Bloodspot was released in connection with The Red Question.

• Knows about AnarchNet and how to initiate a meeting with an Admin to join.

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Anarch Lore (cont.)

Lore: Anarch x4 *(coord notify for Anarchs, coord approval for non-Anarchs)*:

• Knows that even within the main factions (aka Political Impulses) there are subdivisions and conflicts.

• Has heard about some of the stranger philosophical theories that have been connected to the Movement. Is fully versed in the meaning of the word "Libertas" and the intentions of those who coined the phrase for the Movement.

• Knows something about the root causes behind the original Anarch Revolt and its history and can name a basic timeline for it.

• Is well versed in in both the *Treaty of Thorns* and the *Status Perfectus* and their uses in both Anarch and Camarilla circles.

• Knows about some of the less well-known names in the Movement.

• Can name most Anarch held territories, including some in other parts of the world, and their prominent Anarchs.

• Can name several (but not all) lesser known gangs local to other parts of the world.

• Recognizes the names of individuals who Carry the Background 'Anarch Reputation' at Level x2 and above.

• Has heard of Anarch Curses in passing but may not know what they are or who has them.

• Knows that all but the rarest of Clans have membership in the Anarchs, even some that aren't supposed to be.

• Knows about *WarlordNet* and what it is for.

• Aware of names of significant 'traitors to the Cause', and sellouts who've gone to the Camarilla or Sabbat.

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Anarch Lore (cont.)

Lore: Anarch x5 *(coord notify for Anarchs, coord approval for non-Anarchs)*:

• If it has to do with any of the Anarch territories, has probably heard of it. This includes territory lines, gossip, names of local officials, names of prominent members, local disputes and alliances, and local gang presence.

• Knows the entire history of the Anarch Movement, past and present, though certain details may still be lacking depending on age and personal involvement.

• Possibly present at the signing of *The Convention of Thorns* or *The Status Perfectus*.

• May have participated in *The First Anarch Revolt* or *The Second Revolt*.

• High likelihood of knowing some of the legendary NPC Anarchs personally, perhaps even knowing minor secrets about them ("Salvador is really into Mel Brooks comedies. 'Blazing Saddles' is his favorite.")

• Recognizes the names of individuals who Carry the Background 'Anarch Reputation' at Level x1 and above.

• Knows that many of the original Anarchs became the Sabbat

• Knows of all of the Anarch Combination Disciplines, or at least how to obtain them

• Knows of the existence of Anarch Curses and may know of some people who possess them.

• Knows that Bloodspot was created and released by *The Digital Draculas* in collaboration with the subversive group, *The Red Question*.

Source: OWbN Anarch Genre Packet, 2013
Source: OWBN Anarch Binding Packet, 2018
Source: LotN [Rev], pg 18, 255-256
Source: Vtm Guide to the Anarchs, pg 12-20, 22-24, 50-55, 69-70, 72
Source: VtM (Rev), pg 44, 65, 82
Source: V20 - Anarchs Unbound, pg 21-25, 66-78
Source: http://www.unmasqued.com

Backgrounds

Anarch Information Exchange

Anarchs have learned to coordinate their efforts, owing largely to the technological advantages of computers and social networking with which they are proficient. This has led to an unparalleled advance in the exchange of information within the Anarch Movement. Each dot of this Background gives the PC access to certain information and Lores [As long as you have approvals] that are freely given by others.

Source: V20 Anarch Unbound, pg 98.

Armory

This background can be shared among any number Kindred in an area. Each level of the Armory Background yields access to more potent weapons (along with proper ammunition) and the resources to properly maintain and clean them.

Note: You should work with your ST staff to determine what you have in your communal armory.

Source: V20 Anarchs Unbound, pg 99-100

Communal Haven

Anarch gangs and groups that have learned the value of mutual cooperation and enlightened self-interest sometimes establish Communal Havens for mutual security and comfort. A Communal Haven is a secure location usually controlled and owned by a gang. This is a place where an Anarch, who invests Background dots in it, can lie low, train, and plan their next move. A Communal Haven could be as simple as an unfurnished apartment, as flashy as a mafioso's penthouse, or as complex as a military base.

Source: V20 Anarchs Unbound pg 100-101.

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Merits & Flaws

Flaw: New Kid on the Block

You turned your back on your former organization, and now you stand with The Movement. You may be a Camarilla turncoat, a Sabbat refugee or an independent who joined with the Anarchs. As long as you have this Flaw, you are suspect within the Movement. Even those with whom you associate may be judged tainted. While a character has this flaw they are not considered an Anarch for the purposes of anything that requires approval from the Anarch Office. (A character will need Anarch Office approval for things such as Combination Powers and Lore.)

Anyone who had earned Camarilla or Sabbat Status before becoming an Anarch automatically earns this Flaw. It can only be removed after a year of active game time with Storyteller approval.

Anarch Combo Disciplines

All Anarch Combination Disciplines should be readily available to be learned by any Anarch. STs should feel free to offer them through their game's NPC's. Barring that, NPCs are also available with permission from the Anarch Coordinator's office to teach Combination Disciplines.

For all MET created Anarch Combo Disciplines/ Powers cost, prerequisites, and systems please consult the MET *Laws of the Night Revised: Anarch Guide*. For custom Combo Disciplines please consult the OWBN website.

If any non-Anarch is taught any of the known Anarch Combo Disciplines, both the teacher and student of the Combo may be subject to a BA potentially involving both the Dark Secret and the Enemy Flaws.

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The following are MET conversions from *V20: Anarchs Unbound* starting on pg 105:

Anarch Combo Disciplines

• The Humberside Panic

Celerity •, Any Path of Thaumaturgy •

Use as printed

XP cost: 3

• Internet Famous

Presence ••••, Any Path of Thaumaturgy ••••

As per the normal mechanics for the Presence Power Summons except the retest is Computers not Leadership. Otherwise use as pritned.

XP cost: 15

• Quickshift

(Protean ••••, Vicissitude ••)

Use as printed

XP cost: 11

• Remote Access Buffer

(Any Path of Thaumaturgy •••••, special)

Replace "the proxy makes any dice rolls" with "the proxy makes and challenges". Otherwise use as Printed.

XP cost: 15

• Retain the Quick Blood (V20)

ANARCH ONLY:

Celerity •••, Quietus ••• -or- Protean •••

Use as printed.

XP cost: 8

Editor's Note: This is different than Retain the Quick Blood in the 2017 Assamite Genre Packet which requires Celerity •••••, Quietus ••••• for Anarchs. Both versions are different and available to Anarch characters, though no more blood can be returned than can be spent by the combination of the two powers.

• Slenderman

(Auspex •••, Obfuscate ••)

Use as printed

XP cost: 8

• Stonesight

(Auspex •, Visceratika •)

Use as printed.

XP cost: 2

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Anarchs and Paths

By and large, as mentioned, Anarchs are the most 'humane' of the Sects. That said, there are those Anarchs who will find solace in walking a morality path that is eschewed in either the Camarilla or the Sabbat. Their fellow Anarchs may even find them to be creepy or out of touch, but as it is with many things Anarch, will find a 'live and let live' attitude with them.

Paths that don't find themselves too much at odds with other Anarchs or humanity are the most "common", but by no means are they commonplace.

Esoteric paths that simply aren't 'monstrous' enough for, or marginalized by the Sabbat, such as the Path of Harmony, Path of Self-Focus, and Path of Scorched Heart may find adherents within the Movement. Further, paths that are common in the Sabbat, but don't have to adhere to that sect's tenets could find followers as well, such as Honorable Accord.

Some paths that are known to necromancers may become more common as the Anarch sorcery paths that include vodoun become more populous. This will likely marginalize some of their Anarch brethren as a result.

The Einherjar and neo-Einherjar groups within the Movement keep older, more specified paths alive, but these paths are rare outside of this particular sub-set of Anarchs.

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Then there are paths that won't work well at all within the Movement, such as Path of Caine, Path of Metamorphosis, and Path of Blood.

In the end, paths of enlightenment should be a 'thing' within the Movement, but more as a curiosity and reasonably small minority. They are far more tolerated than in the Camarilla, but nowhere near as common in the Sabbat.

Anarch Politics & Social Order

The very notion of control by the "Powers That Be" is abhorrent to the Anarchs. Being ruled by a shadow government of self-interested elders directly flies in the face of what they believe. Government "of the people, by the people, for the people" may be a mortal invention, but it's what they strive for in the Kindred community.

Anarch territories (often referred to as Baronies or Free-States) typically have at least a rudimentary form of government. Make no mistake, contrary to what the name Anarch would suggest, they do have an established social order and rules that all live by.

What this government looks like varies depending on the prevailing Political Impulse of the area. There are very few absolute constants but there are a couple of positions that are almost universal. In spite of this, Anarchs tend to be passionate about supporting the way they feel their society should be run and will often take active roles in making this a reality.

Source: OWbN Packet: Anarch Packet, 2010
Source: V20: Companion, pg 26-27
Source: V20: Anarchs Unbound, pg 8-9

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Anarch Territory Positions

The following positions can be found in many territozries within the Movement:

Baron

The only universal title currently used by the Anarch Movement. By its simplest definition, a Baron is a leader of the Movement in an area. Whether a Baron decides to rule as a Prince or as an Intermediary will depend on their personal Political Impulse and also on the Will of the People that respect the position. The Anarchs — or at least, those Anarchs smart enough to have gained some experience without winding up on the wrong end of a stake or a sunrise — know that any territory with even a modest Kindred population requires someone to moderate it.

An Anarch Baron normally isn't one for passing a great number of policies; again, they must avoid the appearance of dictating the behavior of those below them. Instead, most of their time is devoted to mediating conflicts and disputes between Kindred, orchestrating agreements with other local Kindred leaders (both within the Movement and other sects) and enforcing the Tradition of the Masquerade (the Anarchs aren't so stupid as to bring the wrath of the mortal world down upon them - that one even the Anarchs must obey.)

Reeve

Few are the Barons who are so foolish as to allow pure anarchy in their domains, because all it takes is one asshole to blow the Masquerade and bring holy (mortal) hell down on everyone else's heads. Only the most foolish of Anarchs puts blind faith in others of their sect, and most at least reluctantly acknowledge the sometime necessity of a sanctioned ass-kicker to keep the less-principled in line.

A Reeve is similar to a Sheriff of the Camarilla or an Inquisitor for the Sabbat, in that they identify and bring rule breakers to justice. Except that in democratic Anarch domains their powers are far less summary, and they often have even less accountability. Many bullies end up in the role, but brutish would-be Reeves should take heed: In an Anarch domain, a Baron may end up siding with the Kindred who decide that enough is enough and it's time to physically effect a change in the Reeve's attitude. The Baron usually declares a Reeve, but popular opinion among the Damned of the domain can just as quickly ruin them.

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Anarch Territory Positions

Sweeper

Barons in Anarch-dominated territory don't have much luck when it comes to the Tradition of Hospitality. At any given time, a Baron is fortunate to know the identity of half the Kindred currently occupying a Barony. Some Barons have accepted that as the way things are, but others have developed the office of Counter — or the Sweeper — to rectify the problem. As such, the Sweeper of an Anarch domain tends to be an un¬popular figure.

A Sweeper's duty is simple. They frequent the territory, the outskirts of the city, the nightclubs and any other place that might attract the Kindred, particularly young newcomers. They observe, recording names and faces and where possible, attitudes, abilities, clan ancestry and anything else they can discover. This information is used for no nefarious purpose; they simply report at a regular intervals so the Baron has at least some notion of who's in their city.

Naturally, many members of the Anarch Movement are not happy about this. Anarchs tend to rankle when the idea of someone else keeping track of them comes to the fore. Thus, the role of the Sweeper is one that lends itself to being received with suspicion, even if the Anarchs reluctantly acknowledge its necessity.

Emissary

Emissaries are also called ambassadors, heralds, and by more cynical members of the sect, expendables. The Anarch Movement is surrounded by enemies or at least rivals. Sometimes its members find it necessary to extend the hand to the other sects, and subsequently negotiate, haggle, and play the games of prestation and diplomacy if the Movement is to survive.

Much like how the Sabbat and Camarilla have invented the position of Consul, the Emissary acts in much the same capacity in that they communicate with other sects and groups. By far the most frequent duty required of an Emissary is negotiation with a Camarilla prince (or other elder). They have been known to cautiously approach the Sabbat and Independent Clans as well though when necessary.

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Anarch Territory Positions

Warlord

Usually refers to a domain's top military strategist. While the Baron is typically responsible for the bureaucratic and executive portion of overseeing a Barony, the Warlord is responsible for organizing and enforcing the stability of a Barony during times of crisis. At most times they work closely alongside the Baron to manage other Territory officials. Warlords have been known to fill a variety of roles (that are not dissimilar in many ways to that of the Scourge and Archons of the Camarilla or the Templars of the Sabbat.) In times of danger and/or war the Warlord may be activated by the Baron in defense of their Territory. This may at times extend to declaring martial law and physically enforcing the Territory's Laws.

Please note, dire circumstances that threaten the well-being of a Territory may necessitate an enforced organized resistance. However, Martial Law is a concept that directly violates the core Anarch tenant of Libertas, or freedom from tyrannical rule. It is not to be done lightly. In order to prevent abuse of this power, the citizens of a Territory are well within their rights to band together to resist the Warlord if they feel that he or she is not acting in protection of the Territory and rather for their own self-interest –or– choose to not participate.

Warlords are those Anarchs who are so charismatic or violent that they can incite a group of shiftless rabble into a fighting insurgency. Warlords may be gang leaders, cult priests, political ideologues, or bat-swinging union bosses — whatever the case, they represent the motivational leadership of fighting factions in Anarch domains. Unless the Anarch Movement manages to put together a nonviolent coup, it's probably going to need the assistance of a Warlord or three to assemble its armies, and those Warlords will continue to be influential even after the revolt succeeds or fails. Ultimately, Warlords inspire their followers in whatever form their organization takes, this is usually determined by the Warlord's Political Impulse.

Custom Titles/Positions

Over the years Anarchs have found that certain civic duties commonly need to be performed in order to maintain a healthy territory. There are several titles/positions that are often found within Anarch territories that support more than a couple Kindred.

The list of common positions is not finite or set in stone. Custom made positions and titles are not unknown. They tend to arise based on the needs of a specific region or on the strong personality of a particular Anarch.

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Gangs

When considering Anarch Genre, perhaps one of its core pillars is the Anarch Gang. The Gang is one of the most basic yet fundamental organizational units within the Movement. It can fulfill numerous needs for the average Anarch, and lend a sense of purpose to Kindred who might otherwise find themselves enslaved, disenfranchised, hunted, or worse.

The Anarch Gangs of OWBN have a rich and broad history; from Song of The Southland on the West Coast to the Sons of Odin in the mid atlantic, from Mayhem in the Midwest to the Knights in the East and Ohio Valley region, gangs have played a huge role in shaping territories, domains, and politics throughout OWBN.

Gangs differ primarily in structure, size and mobility. The structure of a gang depends on its purpose and Political Impulse of its members. Almost by definition, gangs are quasi-military organizations, or at the very least, politically aligned for their own purposes. Collectively they are the closest thing to a standing army the Anarch Movement has. In practice, however, they function as permanent independent militias and/or political parties.

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Creating a Gang:

Gang Structure & Covering your Bases

So, who can create a gang? That answer is simple: Anyone. Gangs can be created by PC's, NPC's, Storytellers, Coords, pretty much anyone. All one needs to do is collect a group of Anarchs who want to be in a Gang together. Creating a gang is easy. Creating a gang with depth, feeling, the potential for longevity and purpose can be harder. When creating a gang consider the following:

Philosophy: What is the philosophy of this Gang? What do they believe? What do they teach? What is the message they are putting out there? Is there room for differing views within the Gang, or is being of a like mind expected? What political Impulses do they accept? Which ones do they reject? Who are these people and what do they stand for? A gang's philosophy is quintessential. It is the very foundation upon which the gang will be built. Knowing who these people are and what they stand for (even if that is a lie) helps define a gang, it sets them apart from others and makes them unique. Philosophies can vary drastically from gang to gang within the Movement; some seek peace with the Camarilla and others, some seek war, some merely wish to be left alone. Some have come together due to politics, some due to religion, some due youth, some out of sheer necessity. Some want to build, and some want to tear shit down. A gang with A Reason for Being, even if it is pure nihilism, will generally be more appealing to characters than a gang without.

Goals: What does this gang wish to accomplish, if anything? What motivates them? What do they work for, or against?

Internal Structure: How is this gang going to be set up? Is it democratic? Does it have defined leaders at all? Does it have internal positions of leadership? If so, what are they and how are they earned and kept? How are problems and disputes within the gang itself handled? Are there punishments within the gang, if so, who decides what they are and how they are handed out? What are the rules, who makes them, and who enforces them? Methods of structure can change within a gang, but the original structure is often times what will appeal to or annoy PC Anarchs, and can often be a foundation for your gangs reputation. And just as Anarchs can vary greatly, so can the internal structure of their gangs. Some gangs are completely democratic, some are socialist in nature, some are might makes right, some are brains beat brawn. Some vote, some allow a leader of sorts to call the shots, some have councils. The internal structure of a gang can be whatever is creators choose to make it, but that structure will dictate a great deal about how your gang functions and is perceived by characters. Internal Structure is perhaps one of the most important aspects of any gang, so be thoughtful when planning it out.

Recruitment: What kind of Anarchs does this Gang seek out for membership? What qualities are impressive or necessary to them? Do they actively recruit or wait for potential members to come to them? What does it take to join the gang?

Image: What sort of image does this gang project to others? What do they want the greater whole of the Movement to see in them? What do they want the Camarilla to think when they hear their name? What impression do they project and leave behind? How are they viewed?

Appeal: What is it about your gang that makes Anarchs want to join it? What makes your crew special, or different? How do you stand out? Why should PC's want to run with you, fear you, or respect you?

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To Join or Not to Join:

The Pros and Cons of Gang Unlife

One of the most important decisions an Anarch can make in their existence is to join or not to join a gang. While, ironically enough, some Anarchs are never truly given a choice and are forced into gangs by their sires, other Anarchs, or the machinations of Elders, the majority of Anarchs do in fact choose their fate when it comes to walking the night alone or joining up with an Anarch Gang. Like any choice any Kindred makes in their unlife, this is a choice that will have rewards and consequences, pros and cons.

So what are the benefits to joining an Anarch Gang? Perhaps the most immediate benefit is safety and strength in numbers. Alone, the average Anarch is relatively easy prey, since they are often young and thin-blooded compared to their traditional foes. An Anarch with a group of allies is always going to be a less attractive target for enemies or predators than an Anarch who is alone. This is perhaps the primary reason Anarchs group themselves in gangs; the night is safer with a crew, and the larger and stronger the crew, generally the safer each individual member in that organization is.

Secondly, a large benefit of being in a gang is that, much like with

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the safety and strength of numbers, often times a Gang of Anarchs speaks louder and is heard more clearly by others than any single Anarch. A gang has the potential to have a stronger voice, inside and outside the Movement, than any single member of it. A gang with a strong, united voice has the potential to turn the ear of anyone, from Prince to Bishop, from unaligned Kindred to disenfranchised elder, and make sure that their message is heard.

Other benefits to gang unlife often include the opportunity to foster relationships of varying kinds with other Kindred who share the same political leanings, unlifestyles, interests, passions, and goals. Almost any and every member of a gang can learn something or teach something valuable amid his or her gang mates. Gangs are generally more than a group of Anarchs drawn together by fear and survival; they are, quite often, families who have come together and stayed together without the unnatural force of blood bonds or vaulderie. To many Anarchs; the Gang is the Family they have chosen.

Beyond mere physical security lies a more important purpose. Simply put, existence as a vampire is lonely, and Anarch unlife

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can be lonelier still. In gangs, members find desperately needed comfort and reassurance in a very cold and brutal world. Refugees find themselves drawn together by circumstance and or a chapter, offshoot, or affiliate of such an organization in or near their Domain. Rival Gangs often do not like the competition. Many a Sabbat Pack will see such a Gang as united by a sense of common misery, and band together in groups and with unspoken promises provide each other with the friendship and support denied them by society. Gang members live together, fight together and often die together. Others might look down on their lifestyle as shallow or dysfunctional, but members themselves can reach levels of genuine devotion unknown to most vampires.

However, just as there are benefits to being in a gang, there are drawbacks too, and often, those things are the same. Anarch gangs, especially those who are seen as large or comprised of powerful Kindred, can and will draw unwanted attention from everything and anything: Sabbat Packs, Rival Gangs, Princes and Justicars, Garou, Hunters, you name it. The potential for such a gang to be seen as a danger, threat, or opportunity will always be there. The average Prince is not thrilled with the idea of a large gang or a chapter, offshoot, or affiliate of such an organization in or near his Domain.

Rival Gangs often do not like the competition. Many a Sabbat Pack will see such a Gang as an opportunity for glory and plunder. The simple fact is, large groups of An-

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archs, especially if they appear to be organized, intelligent, and capable of galvanizing behind or around anything or anyone will be seen as a threat. A lone Anarch doing his or her own thing? Not so much.

The choice not to join a gang will leave an Anarch on their own, susceptible to a great many unfortunate and unsavory things at the hands of others, however, he or she will never have the target earned by a gang on their back.

Another serious disadvantage of gang membership is that the reputation and actions of any one gang member can and will reflect on the whole of the gang. Jane the Razor is a known to be an inhumane murderer and diablerist? Well, those in her company will be cast as the same. Jackboot Hans was a Nazi in his mortal life? Well, that assumption will fall upon his gang mates as well. The sins of the Gang Member will bleed on and blow back to each and every member of the Gang. An Anarch who flies solo, well, this may happen to them as well, they may be blamed for the actions of other Anarchs, however there is not a direct link between themselves and a guilty gang member. Anyone and everyone is judged by the company they keep, and if an Anarch really does not keep much company, they are more likely to be judged on their own merit.

A lone Anarch also never need worry about loyalty to a Gang. That notion is taken very seriously by many a gang, almost to a fanatical point. While some gangs will allow members to join and leave as they please, others will not, and penalties for betrayal of the gang may even include final death. While some Anarchs thrive and excel at loyalty and devotion to that level, others most certainly do not, and while a lone Anarch may need to worry about outside threats, they will not need to worry about those arising from within a gang.

There are also a few material items any Gang, especially a new one, is going to want to make sure they have or can secure quickly. They will want to have the bases covered: turf, Influence, and security. The ways this can be done are vast; members with necessary talents and Influence can be recruited, or members can focus on acquiring needed talents and Influence. Bargains can be made to secure

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Gangs (cont.)

these things; deals struck. Force can be used… but by hook or by crook, gangs do better with their own turf, Influences, and security.

That said, there are Backgrounds out there which can be considered downright handy, if not vital, for Anarchs in a gang. The big four? Allies, Contacts, Resources, and Herd. These four backgrounds can help in even making a new gang and its members somewhat self-sufficient, and the less any gang and its members have to rely on the kindness of others, the better.

Source: MET Laws of the Night – Anarch Guide, pg. 101
Source: OWbN non-binding resource, Anarch Gangs, 2014, http://anarch.owbn.net/mediawiki/index.php?title=Gang_Resource_Packet

Anarch Games

Anarchs are well known for their love of games to help ease the stress that comes with living in the grim and deadly world of undead political activism. There are several established Anarch games that are played around the country with the occasional regional variations. The following are examples but it is also perfectly acceptable to make up your own games.

Note: Be mindful of the cardinal rules of Mind's Eye Theatre. They always apply, even if your character is participating in a high-speed game of neonate tag through a crowded park. Fun as they may be when handled correctly, some of these games may be inappropriate for certain players, troupes or even venues, so use common sense and consult the Storyteller when in doubt about whether or not a particular game is appropriate.

Source: MET Laws of the Night – Anarch Guide, pg. 138

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Nines

This pastime is suitable for play in deserted quarries, abandoned factories and just about any other place distant from the heart of the city. The game is similar to paintball, except that its players use real firearms with live ammunition. The exact rules vary from place to place, with the only common denominator being "no deliberate head shots." Smart Anarchs place lookouts nearby to warn them of approaching cops, innocent bystanders and furious Sheriffs. A more deadly variation of this game, "Sixty-Nines," pits the Anarchs against a target or targets who are unaware they are playing a game. Final Death is rarely incurred during such games, at least for the Anarchs, though serious injuries are understandably fairly common. Should the targets manage to fight their way out, the Anarchs let them in on the "joke" and go off on their merry way, leaving their shattered and bewildered dupes to wonder exactly what happened to them.

King of the Hill

This is one of the most common games at the larger anarch gatherings. Generally you see the younger of the Anarchs participate. It is a rather simple game, and is based on the kids game of the similar name. The traditional reward for the game is Anarch combo "King of the Hill". If you have King of the Hill you are obviously eliminated from playing. A small circle is drawn on the ground, or an actual hill is used. Whoever is playing the game gathers the circle. The person who is overseeing the game (and usually the teacher of the combo to the winner) starts in the circle. As he can't be moved, an Anarch will simply ask him to move and he will do so. Then the game begins. The Anarchs try to be the last person standing in the circle in order to win the game. Being named "King of the Hill". The overseer of the game is usually responsible for ensuring that the rules are followed, though it depends on the person how heavy handed that enforcement is. This game has been run by the Toreador for the Anarchs in NY for as long as people can remember. There are some rules that should be followed in this game. The first is there should be no damage that could cause a killing blow. This eliminates claws, fire or other things that cause such damage. Generally weapons are not allowed, as it is based on the skill of the Anarch. There is no outside influence from other Anarchs to those inside playing the game. (Though there is a long standing tradition of stakes being thrown into the area if the game becomes boring to spectators or takes more than a few rounds.) In more recent years to increase the physical aspect of the game, powers like Alpha Glint and Majesty have been banned from use.

Rage in the Cage:

This is really just a simple game, though kind of brutal on younger Anarchs. It is simple in the fact that a werewolf is captured, usually silver is placed upon them, then they are put in a cage. A kindred then enters the cage and sees how long they can stay/wants to stay in the cage with the angry werewolf. It is a good idea to watch closely while this game is being played to try to ensure that death doesn't happen to the Anarch. (This game can anger the local werewolf population, so be careful)

Sewer Lid Toss

This is a game that a local Nosferatu decided to put forth. Their clan is rather known for using sewer lids as weapons or shields. This game is just a variation on this. It is Anarchs lining up to see who is the best at throwing the sewer lids that are provided for them. This can be done two ways. There is the sewer lid tossed for distance. This really just shows strength and not a lot of skill. The second way is that a place is marked some distance away and players see who can come the closest to that point with their throw. Sometimes there are things put in the way to force the Anarch to be tricky and actually curve the throw. This can even lead to candles or other items set up to be knocked over. Once particular Kindred faced with the candle, just took the flame out with the sewer lid and kept the candle standing. Edwin from Delaware, a Brujah, is the current NY champion.

Of course this isn't really done with sewer lids.... We aren't that strong. But if you get a large group of frisbees together you can play this game. This can be a really fun game that can be done in real life by the players themselves and see who has the skills. It can be knocking down a pin, or just who cames closest to a frisbee placed a decent distance from all the players.

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Catch the Cub

This is a variation on the game Rage in the Cage. One year a particularly smart werewolf was able to escape, and this led to a chase of the escapee. Johan the Dark decided to take this a step further in following years. Instead of caging the subject, he would place silver chains upon the werewolf and let the creature go with a small head start from a group of Anarchs. It was the Anarchs job to hunt down the werewolf and bring them back to Johan. This is very dangerous to participating Anarchs as their life and safety is not guaranteed at all in this game. It is noted that one year it was played where the Anarchs knocked over a shrine of the werewolves. The result was more than one of them showed up to see what happened. Needless to say this is a very dangerous game. (Again this game will anger your local werewolf population. Play this at your own risk.)

Pin the Tail on the Prince

Exactly what it sounds like, this variation on the mortal child's party game features a prince rather than a donkey. Or rather it features an unfortunate Anarch who represents the prince (some go so far as to dress them in clothes that mimic the local praxis holder). In this version of the game, the target is blindfolded and tries to escape the players, all of whom are attempting to attach a prop tail to his person, usually with a suitably sharp object such as a hunting knife or railroad spike. Obviously, this game often results in hurt feelings among those who play it.

Beg, Barter, Steal

This game was created for the Anarch gathering in NY that was held to commemorate Libertas and the freedoms of the Movement. While it is harder to play in smaller groups, it is ideal whenever large amounts of people gather. The concept is simple enough for even the newest Kindred to understand, yet still holds the attention of the oldest.

A small item is given to all those present. It should be small enough to put in a pocket and can be as simple as a popsicle stick or a business card. The item is designated and handed out at the beginning of the evening/event by those who are running the game. A prize is also usually offered by those running the game to the winner. Throughout the evening/event players must try to obtain as many of the items from other players as they can. The items can be obtained through barter and promised favors with other Kindred or by calling in favors previously owed. A character can beg and see if anyone will take pity on them and hand over their item. Or they can try to be sneaky and steal the items to add to their collection. Those running the game take no responsibility for the repercussions of getting caught stealing. At the end of the allotted time, usually the full time of the gathering, the Kindred who has the most of the designated items in their possession wins the game.

Bear Baiting

A time-honored pastime among anarchs young and old, this is one of the few games Anarchs play in full view of other Kindred. In fact, it's played in the Elysium. The rules are simple: Without violating the letter of the law in Elysium, an Anarch tries to goad, taunt or debate an elder into an embarrassing outburst (or frenzy, if the Anarch thinks he can take the pounding). Needless to say, this kind of recreation is incredibly dangerous, and can have repercussions that reach far beyond the immediate problem of making an enemy out of the target elder.

LA. Roulette

Two Anarchs stand facing one another and smash each other with a baseball bat, police baton, section of rebar or their fists until one of them gives up or falls into torpor. Although proponents of L.A. Roulette insist that it's a kind of modern duel of honor, many dismiss it as a waste of time and good baseball bats.

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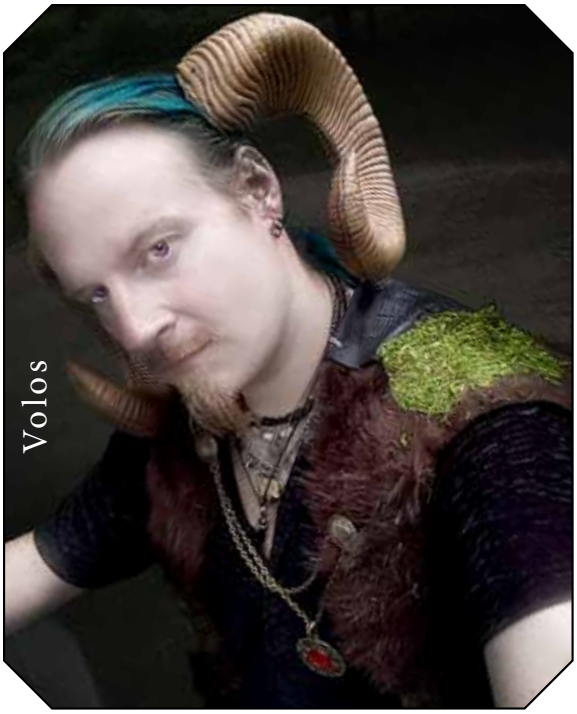
Magic in the Movement



Anarch Sorcery & Anarch Curses

As with all things in the Anarch Movement, there is no real standard process involved with learning magic and curses. There exists no Anarch College of Sorcery; there is no way that such a place could ever exist. Those individuals who specialize in Anarch magic are extremely protective of their Occult knowledge and do not regularly teach it. Those members of the Movement who want to learn such things must actively seek those experts out, often at great personal risk. Once an expert has been found, the budding occultist must then convince that person that, not only are they worthy to learn from the teacher, but also that they are not a spy coming to bring ruin. Magic works very differently for each type of Anarch magic user. The schools of magic available to Anarchs vary in motivation and execution from the archaically religious to the subversively technocratic.

Editor's Note: For a full write up of Anarch Magic and Curses please see the official OWbN 2018 Anarch Packet, Magic in the Movement. (Coming soon. Pre-release, please reference the OWbN Packet: Magic in the Movement, 2016)
Editor's Note: Anarch Magic and Curses requires the approval of your Head Storyteller & the Anarch Coordinator.

Source: OWbN Packet: Magic in the Movement, 2016
Source: V20: Rights of the Blood, pg 53-69
Source: VTM, The Anarch Cookbook, pg. 57

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Appendix:

Treaties & Supplemental Material

Appendix A

The Convention of Thorns (1493 AD)

Many years have passed since the start of our current conflict now called the Anarch Movement. Be it known that on this night of 23 October, 1493, the Jihad has ended. The time for self-destruction is over.

This Concordat, bound in the Covenant of Caine by sacred vow, represents an unyielding vigilant truce between the Kindred known unto themselves as Anarchs, the Clan Assamite and the free-standing Kindred bound under the title of Camarilla. Henceforth, the parties shall be recognized by faction as the Anarchs, the Assamites and the Camarilla.

Each of the parties agrees to the responsibility of maintaining peace. Each shall lay its censures upon any who breach or oppose this sacred Agreement. Accounting will be made of all parties for violations by them to either the letter or spirit of this Agreement. This document is legally binding under the accepted Lextalionis of all Cainites as it has passed through the ages. All Kindred are entreated to accept and gain pleasure from this peaceful accord.

Be it known that the Anarchs will enjoin with the Camarilla as an accepted part, making it whole. Anarchs are expected to work peacefully to achieve their own ends. They must become defenders of all and they shall receive full entitlement to all rights and privileges belonging to all Camarilla Kindred. All Anarchs shall be accepted back unto their elders and their formerly denounced clans without any fear of reprisal. Only the most vicious of atrocities shall not be forgiven. These shall stand written for the Justicars to hear within one year after which all allegations are no longer valid. All Anarchs shall reclaim all remaining and rightful property confiscated from them. In return, they must turn over any war gains taken during the conflict by giving them to their sires or any recognized clan elder.

Know also that if the Anarchs are further warred upon, this open jihad invalidates their responsibility to maintain peace with their attacker. They may act freely without fear of reprisal from any nonactive members of the Camarilla. Anarchs are guaranteed the freedom to act as they please short of breaching the “Masquerade” imposed for the protection of all Kindred from the kine.

It is also noted that any member of any other self-proclaimed sect must openly declare this before his elders and renounce this relation. Failure to do so will result in the destruction of any deemed guilty. No Kindred may be sent knowingly to his death by an elder or sire unless the security of clan or Camarilla outweighs the possible loss of unlife.

From this night forward, the Assamites shall henceforth no longer commit diablerie upon members of other clans. The Assamites must commit themselves to this acceptance by a mark of assurance placed upon them in the form of a Thaumaturgical limita-

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tion. All members of the Assamites shall become unable to drink freely of the vitae of other Kindred from now unto forever. In addition, the Assamites shall pay the Brujah elders of Spain two thousand pounds of gold in ransom of the five Assamite elders captured committing diablerie. Also, the Assamites may no longer participate in Blood Hunts.

Be it also known the Assamites are guaranteed complete independence from Camarilla demands. The Assamite fortress, Alamut, shall be free from any further assaults. Assamites are also granted, out of respect for their beliefs, the freedom to commit diablerie upon all Kindred not recognized as holding membership within the Camarilla.

It is rendered that all parties involved and all showing allegiance to any of these parties shall be held responsible for all aspects of this Convention brought forth here, in the neutral kingdom of England, outside the hamlet of Thorn, near the town of Silchester. May Caine hold truth and peace for us all.

Source: MET Laws of the Night – Anarch Guide, pgs 21- 22

Lore Requirements for Understanding the Conventions of Thorns:

- **Lore: Anarch x1** - *Has heard of the* Convention of Thorns. *Knows several interpretations of the Convention and how to use them to survive in Camarilla Domains*
- **Lore: Anarch x2 -** *Has heard of the First* Anarch Revolt, *wherein neonate "Anarchs" across Europe rose up and diablerized or killed their elders, and of the Inquisition, and know that both the Sabbat and Camarilla formed as a result of them. (1395 AD).*
- **Lore: Anarch x3** - *Knows basic accepted history of the modern Anarch Movement (including general events.)*
- **Lore: Anarch x4** - *Knows something about the root causes behind the original* Anarch Revolt *and its history and can name a basic timeline for it. Well versed in the* Treaty of Thorns *and its uses*
- **Lore: Anarch x5** - *Knows the entire history of the Anarch Movement, past and present, though certain details may still be lacking depending on age and personal involvement.Possibly present at the signing of the* Convention of Thorns. *May have participated in the original* Anarch Revolt.

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Appendix B

Status Perfectus (1944 AD)

"We, the Kindred of the Free State, do hereby declare that we and our progeny, and all Kindred who choose freedom over oppression and liberty over tyranny, of all clans and generations, have as an inherent part of their being the spiritual substance called libertas, or Free Will. We further declare that, as we have freed ourselves from the bonds of mortality, so must we free ourselves from the forces that would rob us of our libertas. Not only must we continue to struggle on our own behalf, but on behalf of our brothers and sisters who continue to be robbed of their libertas by oppression, ignorance and fear.

The Anarch Free State is the political expression of that struggle. In choosing to free ourselves from political tyranny, we have also chosen to embrace our own libertas and that of our brother and sister Kindred everywhere.

For these reasons we, the Kindred of the Anarch Free State, meeting this night in solemn convocation, do hereby pledge ourselves to the following principles:

1. We declare ourselves to be free and independent, owing allegiance to no creature and no organization.
2. We declare our ability to rule ourselves, with no prince, no primogen and no other ruler other than that we choose for ourselves.
3. We declare our kinship with oppressed Kindred everywhere and offer a home to all Kindred of all generations and clans who will agree to dwell in harmony with us.

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4. We further accept our responsibility to our oppressed brothers and sisters everywhere and pledge to assist them at all times and in all places in their own struggle for the freedom that we declare to be the birthright of all Kindred, from now until the end of time.
5. We recognize our responsibility to maintain the Masquerade, and we pledge to protect and defend it.
6. We establish this Status Perfectus and recognize its duty to all Kindred."

Source: VTM, Los Angeles by Night, pg 27

Lore Requirements for Understanding the Status Perfectus:

- **Lore: Anarch x1** -
Has heard of the Status Perfectus *(1944 AD), but probably doesn't know the wording yet.*
- **Lore: Anarch x2** - *Knows a great deal about not only the formation of the original Free State, but also has a clear idea of what factors led to it's decline.Knows the Status Perfectus reasonably well and possibly even has a copy.*
- **Lore: Anarch x3**-
Knows the basic accepted general history of the entire modern Anarch Movement. (including the above history.) Can name specific events from the beginning of the 2nd revolt to present day.
- **Lore: Anarch x4** -
Well versed in in The Status Perfectus *and its uses.*
- **Lore: Anarch x5** - *Knows the entire history of the Anarch Movement past and present, though certain details may still be lacking depending on age and personal involvement. May have participated in* The Second Revolt *in Los Angeles.*

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Appendix C

Treaty of Fire (2011)

"As we gather in these dark nights, enlightened by the fires of an enemy long forgotten, we find ourselves drawn into a loose alliance, whether temporary or on-going remains to be seen. In order to fight a common enemy that would spell doom for us all, we – the Kindred of the Camarilla, we- of the Anarchs and the Independent, – and we – the Cainites of the Sabbat, meeting under a common banner of Elysium in New Orleans in this Year of Fire, have agreed to the following terms and conditions in order to enter into a cessation of open and direct global hostilities. While we recognize the distinct possibility that there will be those within local domains, territories, and dioceses that will long have issues of a local nature; for the purposes of this common threat, the following terms remain in global standing until formally dissolved by those signatories or their duly appointed, elected, or chosen representatives.

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Statement of Agreement:

We agree that the forces of the Infernal are an intolerable threat to our existence and will be considered our highest priority.

When in pursuit of this priority, the following will apply:

All parties agree that the infernal - generally represented in the form of the Carthaginians and the Baali bloodline - are a common, significant, and broad threat in recent nights. As such, all parties will seek the destruction of the infernal in the forefront of their dealings. Such threats will generally be addressed on a regional basis, by the leadership of the various Sects in the region. As all parties agree that Elysium is sacred, such will be used for discussions amongst the regional leadership, who will, in turn, have the discretion to arrange for mutual actions against the forces of the Pit.

Within the context of such local agreements to fight side-by-side against such enemies, the following guidelines are put forward:

To avoid undue attention by mortals, the Masquerade and the Silence of Blood shall be kept, and All will honor - but not necessarily follow or practice - the laws and Traditions of the dominant society in a region where combat is to be joined, and

Clan Nosferatu and their antitribu will be considered to have dominion over the underground, and There will be no active recruitment on either side, and Should there be a breakdown in local negotiations and the regional authorities still wish to continue discussions, impartial moderators will be available in the form of Cret or his designated representative.

Recognized, written, and signed during this Year of Fire by,

Camarilla
Jaroslav Pascek, Justicar of Clan Brujah
Art Morgan, Justicar of Clan Gangrel
Maris Streck, Justicar of Clan Malkavian
Cock Robin, Justicar of Clan Nosferatu
Titus Petronius Niger, Justicar of Clan Toreador
Lotharius, Justicar of Clan Tremere
Lucinde, Justicar of Clan Ventrue
Tegyrius, Representative of the Children of Haqim

Sabbat
Venere Carboni, Regent of the Sabbat
Sascha Vykos, Priscus
Dominique Touraine, Priscus
Charles VI, Priscus
Joesph Pander, Priscus
Radu Bistri, Cardinal
Navarrese, Inquisitor
Vansantasena, Priscus

Additional Signatories
Augustus Giovanni, Family Giovanni
Sir Marriott D'Urban, The Followers of Set
Durga Syn, Clan Ravnos"
Jeremy MacNeil, Anarch
Jenny, Anarch

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Appendix D

The Red Question

Anarch's Unbound- An Anarch Manifesto (2015 AD)

Comrades, Kindred, Cainites,

You may find yourself wondering how or why about a great many things, least of which is how or why you were chosen. However, right now, the how's and why's do not so much matter. The how's and why's are simple. The how and why are this: you've asked a very important question. In some way or another, you have asked. You may not even be aware of the fact that you've done so, but you have. Perhaps the mere question is foreboding enough to drive you back into silence. But you did ask, and since that question first crossed your mind, first left your lips, it's nagged at you, chewed away in the back of your mind. You are not alone in this, it is a question that has gnawed away at all of us:

WHY DO YOU OBEY?

That question, drenched red in the blood of countless lives, is the very soul of a struggle which has burned hot all over the world and across the centuries, a soul that first took up life the night our Movement tore itself into the world amid fire and ashes. Since its first breath, its first outcry, complacent and corrupt elders have sought to send it back into silence, to enslave us all via force, the bonds of the blood, or instill in us a via their power a false sense of camaraderie, but each time they try, we break free, we change, we grow. We stand now at the dawn of a new era, a new world, and once again, we evolve. We pave the way for the Anarch Movement, we stand ready and full of promise.

And we ask:

WHY DO YOU OBEY?

Others would have you believe that we are nothing, a new blight brought on in the New World; a misinformed group of malcontents who stand for nothing other than the sounds of our own voices. They would be wrong. We have a history, a history driven by the pursuit of Freedom, of Equality; A history based on the value of compassion, and justice, and self-determination. The seeds from which we have grown were planted long ago, they were watered with blood during the time of the Inquisition, when elders threw their childer to the fires in order to save themselves. Our roots grew stronger and spread across Europe, young Kindred, betrayed and broken by those who made them flocked to the Movement, flocked to the promise of something better. They too had asked the question...

WHY DO YOU OBEY?

Our Movement grew. No Treaty at a Table could stop the desire for a better world, a better way, from flowering within the hearts and minds of any who had ever felt oppressed, brutalized, or discounted. Revolutions happened all over the world, from the United States to France, from Russia to Africa, and there was something of us in each one of them. Kindred who had asked the question learned there was more out there than obedience, more than servitude and obligation. There was, there could be: Freedom, Equality, Compassion, Justice, and Self-Determination. This has not changed.

However, the world in which we exist? It has changed. It too has grown, and evolved.

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We need to keep up. We need you. The young, the passionate, those also willing to Evolve, and seek out something new, something better. Ask yourselves this:

WHY DO YOU OBEY?

It is easy to see, my friend, that the world has changed a great deal since the birth of both the Camarilla and the Sabbat, yet they have largely failed to change with it. The Ivory Tower is a corrupt oligarchy which is still so feudal in nature it has become all but obsolete in these modern nights. The Sword of Caine, for all its talk of freedom, is in truth an equally corrupt theocracy which is also rapidly losing its grip on the world of today, much less the world of tomorrow. These sects, these Kindred, or Cainites, are stuck in their ways and unwilling or unable to change, even as the entire planet changes around them.

They have never truly learned how to adapt, to change, to evolve. They have failed to grasp that in order to survive, they must tear down the old ways in order to give birth to the new. This is something we have always known, and continue to know. As the world changes, so must we change with it. We must learn to use anything and everything we have at our disposal in order to survive, to grow, to flourish. We ourselves must evolve beyond the standard ways of sharing ideologies, enacting social change, invoking freedom and self-determination. Which is why we are now looking to you and asking that question. The world is far different than it was so many centuries ago, and we need to be different as well. We need to combine all the other tools we have at our disposal, and our ability to adapt, with perhaps the greatest of all advances to reveal itself in the course of our history: Technology. Technology levels the playing field. We cannot out spend, or out muscle, or out politic the Tower and the Sword, but perhaps we can out-think and out-smart their out-dated ways. Which is why we ask:

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WHY DO YOU OBEY?

It is true, there is no such thing as a bloodless revolution, a peaceful coup d'etat, however, not all change comes from violence. Contrary to the teachings of Mao, not all power stems from the barrel of a gun. In these modern nights, power, true, wieldable, usable, formidable power comes from not only knowledge, but information. For centuries, elders and rulers, those of "excellent breeding and High Clan" who retained positions of formidable standing have hoarded not only traditional means of power, the theoretical Mao's Gun, but knowledge and information as well. Not so anymore. With the rise of technology, anyone with the right skills can learn and teach, share, trade, and sell information. This is our opportunity. It is, as they might say, Our Time. The computer, the internet, the cell phone and the spy camera are our new AK-47 and hand grenade. Technology has made a very wide world much smaller, we can speak to one another, organize, plan, learn, and engage on a scale never before possible. We can contact and connect with our brothers and sisters across the globe. We can use skills others have failed to acquire in order to free ourselves from tyranny, oppression, servitude and slavery. With technology, we can pave a road which leads to a new world, a world in which every Kindred is free to choose their own path and destiny unfettered by the ties of blood, clan, race, gender, socio-economic standing, or religion.

It is a brave new world indeed, waiting to be embraced by those willing to do so. A world ready for those brave enough, passionate enough, driven enough, to remake it. It is a world for those who choose to stand and move forward towards something better rather than kneel and suffer.

WHY DO YOU OBEY?

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Also, you must know, you are not alone. There are many who have asked themselves the Question before, many who are doing so right now, and many who will in the future. Subjugation is not our natural state, and existing in fear, at the whim of others, is no existence. There are others like you, that I promise. Some may be open about it, they have thrown off the ties of their Sect and proclaim loudly that they are members of the Movement. Others remain quiet, but see that the ideals of the Movement are what they personally, even if somewhat secretly, strive for. Some are just like you, just now asking themselves the Question, and seeing all that the answer reveals. We are everywhere, and come from every walk of life. We are diverse, and adaptable, but we all have one thing in common: We have seen the abuses within the Tower and the Sword, the corruption, the tyranny, the lies and the deceit. We've seen their attempts to control, destroy, enslave and subjugate any and all who would challenge them. We've seen their elders sacrifice the young on altars of greed, of pride, of politic and fear. We have seen them seek to destroy that which they do not understand, or destroy simply because they can. We have seen it all, and come to believe that neither the Tower nor the Sword are systems for the future, but rather relics of the past. A better way, a better world, is not built upon the backs of its citizens, it is built by those citizens holding it up, together, as one.
So ask yourself, do you wish to languish in the past, or stand in the present and move towards the future. Ask yourself:

WHY DO YOU OBEY?

When you have your own answers, we will be waiting. The Movement is Unbound.

#LIBERTAS4ALL

Appendix E

Prominent NPC's

(Coord Approval to use)

Brunhilde *Impulse: Autarch*
Brunhilde, also known as Brynhild, is the leader of the Valkyries, a group of female Gangrel descended from the ancient Einherjar. Born in ancient times, she eventually went to ground in voluntary torpor for almost 2000 years. She woke at the end of World War I. Following World War II, Brunhilde encouraged Anarch activity in order to subvert the current sect system. She undertook several terrorist attacks against the established democratic governments of Scandinavia, even assassinating the Swedish prime minister Olof Palme in 1986. She also supported Anarchs within the Free State, occasionally recruiting young Gangrel to her newly reformed Valkyries.

Daliah *Impulse: Hardliner*
Daliah is one of the rare Tzimisce antitribu in the ranks of the Anarchs. Originally embraced Sabbat in Miami, she soon grew to hate the Sword and their fanatical ways. Enraged by the death of her lover, she secretly began to side with the Anarchs. She was eventually freed by her friends in the Movement when they murdered her sire who was keeping her under the blood bond. There are rumors that she has been killed.

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Damsel *Impulse: Militant*
Damsel is an Anarch in Los Angeles. A passionate woman who has nothing but contempt for the Camarilla, she tolerates them only insofar as they're helping to fend off the Kuei-jin, who she despises.

Digital Draculas *Impulse: Varies*
They are responsible for the Red Question Manifesto. and are heavily connected to the Red Question organization. Whether or not they are Renegade Pupils of Masinka St John, or not is not really defined. The Upper Echelons of Clan Tremere know these folks exist. However in light of recently being caught with their hands in the cookie jar with the Gargoyles they promised to free so long ago, and in an effort to increase the image of the clan, there have been no direct orders to pursue them.

Germaine *Impulse: Mercenary*
Germaine was Embraced at first to serve as a tool against Countess d'Adhémar. He was the 5th Anathema of the Red List and was later reevaluated to the 8th. He is a primary force in the transportation of supplies to and from Anarch territories.

The Jaadwa *Impulse: Varies*
"The Jaadwa" are a group of self-made Anarch NPCs that have decided that it is time to make a difference for the Anarch cause. Over many years each member of the Jaadwa has done well in their own area and respect and have decided to come together to make a difference on a larger stage. They are led by a man called Reyes. He and a few friends have taken it upon themselves to teach younger Anarchs the powers that will give them the edge they need to keep the Movement strong.

Jenny *Impulse: Radical*
Jenny was embraced Caitiff sometime during the late 80s or early 90s. She joined a group of Biloxi Caitiff soon after her embrace and continued to survive. After several years of abuse by the Camarilla she began planning an overthrow of the Biloxi court. Given her natural leading skills, and seemingly endless luck, she saw final victory with the death of Prince O'Neal, and the establishment of the Barony of Biloxi/Gulfport. In 2011 she signed the Treaty of Fire.

Jeremy MacNeil *Impulse: Radical*
Born in 1631 in Scotland into a clan that had allied with Charles I in the English Civil War, Jeremy MacNeil gained a reputation as a powerful warrior. A traveling Brujah watched his progress and decided to add MacNeil to the ranks of the undead. He is one of the most famous Anarchs, co-founder of the Anarch Free States, and former de facto Anarch Baron of Los Angeles. In 2011 he signed the Treaty of Fire.

Johnny Bones *Impulse: Nihilist*
Johnny Bones, made his coming out party at the NY Anarch Event in 2016, though he seems to have strong ties to the Freehold of Biloxi in the Hurricane Coast Freestates. Rare is it to encounter this man in a sober state of mind. Since the coming out of the other Anarch practitioners of Sorcery he's made quite the name for himself throughout the Movement's Circles as a pioneer of Punk Sorcery. Twisting his love for the Bizarre and Morbid with his style of clothing, and music. He's always talking about starting a band, but those few who have been privy to his musical "Talents" know full well that this Rose seems much better Crafting designer drugs and clothes. He's a wanted man by Clan Giovanni for several crimes against them. He's not hiding from them, he's just that cocky (or shit faced).

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Juniper *Impulse: Militant*
Juniper was the victim a failed feeding attempt by the Prince of Oklahoma City, the Ventrue Buckston, who she fought and bit back, consequently embracing herself. After surviving and making her escape into the night she traveled around the area surviving on her own until she joined up with other Anarchs with common cause to fight against the Prince and his oppression. Over the years she has fought against his repeated attacks and has almost killed him once. She is looked at by other Anarchs of the Midwest as a source of aid for their own fights against the tyranny of the Camarilla.

Marguerite Foccart *Impulse: Radical*
Marguerite Foccart is a Brujah Anarch. Marguerite, who was Embraced just three decades before the French Revolution, came from a wealthy noble family of France. She was inspired to help the poor and embarked on a career in philanthropy and led a life of celebrity as a demimondaine (a wealthy upscale mistress) and as a stage actress. She is the adopted childe of Robin Leeland and a lover to the eternal rebel, Jeremy MacNeil. In 1944 she heard of MacNeil's rebellion in California and aided him in founding the Anarch Free State.

Red Question (the) *Impulse: Varies*
The Red Question is a secret organization apparently affiliated with the Anarch Movement. They operate almost exclusively online, so their exact identities are a mystery. The group was named by the Camarilla for the red font of the recurring question "WHY DO YOU OBEY?" found within their texts.

Richard 'Dick' Storm *Impulse: Militant*
Richard Storm is a very calm and meditative man. He is said to be one of the original authors of Anarch Codes. A type of cryptogram used within plain text that some of the Anarchs from the 60's through 80's used. In fact, several well known works of Human literature are said to have contained passages and praises both from him and about him. Rumor flares about him having a troubled relationship with his sire, who has since gone missing. He now seeks students worthy of his lifestyle and teachings, hoping to spread the inner peace he has found.

Robin Leeland *Impulse: Mercenary*
Robin Leeland, also known as Robin Hood, was the Cainite Prince of Nottingham during the Dark Ages. He is known to be the sire of the infamous Anarch, Tyler. Leeland has struggled against tyrants his whole life. He was present in several plebeian uprisings throughout the Middle Ages. In the 17th century Leeland supported the people of France against the French aristocracy. During this time, Robin hosted famous Anarchs such as Jeremy MacNeil and Marguerite Foccart. Most recently it is rumored that he has shed all ties and joined the Neo-Carthigineans.

Salvator Garcia *Impulse: Radical*
Salvator is a Brujah Anarch, currently residing in Los Angeles. He played a pivotal part during *The Second Anarch Revolt*. After the Revolt, García authored the *Status Perfectus*, and since then, the anarch has traveled abroad helping various revolutionary groups in their struggles.

Smiling Jack *Impulse: Militant*
Smiling Jack is a Brujah brawler, former pirate, influential Iconoclast, and notable Anarch from the nights of the Anarch Free State. He is considered a legend among young vampires of his clan.

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Tyler (aka Patricia Bollingbroke) *Impulse: Reformer*
Born as Patricia of Bollingbroke, is an elder member of the Brujah clan, and an infamous Anarch progeny of Robin Leeland – known by some as "Robin Hood". Because she was deeply involved in the early history of the sects, some Kindred might argue that Patricia might be one of the most important figures of modern Kindred history. She was a key figure in the first revolt. Her diablerie of Hardenstadt the Elder, while not commonly known outside of well informed Anarch circles (Anarch Lore x5) kindled the fire that would become *The Anarch Revolt*.

Volos *Impulse: Autarch*
Vsevolodovich "Volos of Veles", last and First of the old ways. Who saw the grass sea trampled by the horde. Who fought secretly the endless enemies in the sickly mountains. Who hid long and now returns with secrets of his own. Progeny of Irisko of the Horned Man. Volos is an elder of clan Gangrel, an important figure in the Cult of Veles, a Militant within the Movement, and the founder of Old Skool.

Editor's Note: The NPCs presented here are not the only NPCs owned by the Anarch Coordinator's Office. These are only the better known ones. More NPCs may be introduced as the Anacrh genre progresses.

Editor's Note: The NPCs presented here are not necessarily owned by the Anarch office but are indeed prominent Anarhs.

Source: http://whitewolf.wikia.com/wiki/Category:Anarchs
Source: http://anarch.owbn.net/mediawiki/index.php?title=Category:Clan:Caitiff
Source: VTM Clanbook Tremere rev, pg 99-100
Source: VTM Nights of Prophecy, pg 83-84
Source: Anarch Cookbook, pg 79-80, 83-84

Appendix F

Prominent NPC Anarch Territories

(Coord Approval to use)

Albuquerque, NM (NPC Domain)
In the middle of the American Southwest, Anarchs have quietly held domain for the last fifty years. The region has generally been too difficult and not valuable enough for the Camarilla, with most of the state being held by the Sabbat or infested with strange shape-changing beasts. Quietly, Anarch refugees from Sabbat assaults all over the Southwest gathered here (when not fleeing to the California Free States) and set up an experiment in vampiric democracy. The domain has an elected Baron and an elected 5-man Council, both of which have authority to veto the other. The Baron does have emergency authority in case of war, but has not had to utilize that power in four years. Voting occurs every two years under normal circumstances.
The current Baron goes by the name of "Walks-With-Coyotes," an elder Gangrel that has been the off-and-on elected Baron for 26 years out of the last 50. The most notable member of the Council is the Ventrue, Samuel Williams, who has been the Barons' rival for the last 18 years, holding the position of Baron for eight of those years.

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Biloxi/Gulfport, MS (NPC Territory)

Jenny, a Caitiff, started the slow change of power in the South here. Inspired by the Anarch Free States in California, they began to train, to gather resources, and to recruit, until they were ready to take down the relatively weak Camarilla Prince of Biloxi, where the Southern revolution began. They struck at the end of 1999, taking advantage of the mortal fears and confusion of "Y2K", dragging then Prince O'Neal out of his Haven and staking him for the sun. The sudden and decisive strike sent the rest of the Court fleeing or into hiding.

Currently, Biloxi is run by the Council of Nine. Jenny herself is not a part of it, preferring to travel the so-called Hurricane Coast offering her aid to any who ask. Several of her initial rebels are on the Council however. Politics in Biloxi can be quite fractious, but ultimately they have managed to remain responsive to external threats, especially the Sabbat.

The Gulfport-Biloxi Metropolitan area is the largest in mortal population of the Hurricane States, and is a de facto 'capital'. There's a certain amount of ego and pride the Anarchs have here being the 'first' to take a city for themselves, something that often rankles Anarchs of other cities in the HCFS.

Hurricane Coast Free States (NPC Domain)

This loose affiliation of Anarch Baronies are the second great experiment of the Anarchs in North America.

The Hurricane Coast is an example of what happens when the Camarilla gets caught napping. Loosely held by the Camarilla for most of the last hundred years, it was of no real import. No one was brutally repressed, but no one really found their way into the upper echelons of the Tower. That was until the early 90s. Several kindred, led by a Caitiff by the name of Jenny, had been inspired by the stories they had heard of the Anarch Free States in California.

Big D, the Ventrue Anarch trucker has been instrumental in the building of the Hurricane Coast Free States. With his gang, they've run material and 'troops' quickly and quietly all along the I-10 corridor from Florida to Mississippi. His ambition is to have the entirety of Interstate 10 as an Anarch freeway, but knows that this might be decades in the making, if it ever happens at all. This is especially true with the Camarilla domains of New Orleans & Phoenix on the route, as well as Texas which is torn between the Tremere and the Sabbat.

The Movement has realized the importance of this region to the Camarilla, namely as it's a large swath of coastline that's uncomfortably close to Mexico. Using their control here as a trump card to leverage considerations from the Ivory Tower is high in the minds of the gangs along this stretch of Interstate 10. Though the Camarilla may have great sway in Coastal Texas, much of Louisiana and on the central coasts of Florida, the center region between them are firmly Anarch Territories now.

Maceió-AL (NPC Domain)

The Anarchs got their start in Ceará in 1962 when Phillip D'Angola was dismayed to find his master supporting slavery, even owning slaves. Phillip escaped to the northeast, a region less populated with both mortals and Cainites. Fearing reprisal should he be found, he began to disseminate the ideals of Anarchy to both vampires and select mortals as a way to protect himself.

Phillip is responsible for creating several "Quilombos," sort of refugee camps populated by escaped African slaves. He worked the evening campfires, spreading the ideals of liberation and rebellion in these refugees. In some ways, because of this, he is the

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father of the Anarch Movement in Brazil.
With the start of the Dutch invasion in Brazil, Philip actively participated in the creation of the Palmares Quilombo, along with many former slaves and ghouls. Eventually though, Phillip would become restless and move on, roaming the country and spreading Anarch ideals.
Currently Phillip along with other young Anarchs is cleaning up the city from the remnants of the Sabbat to introduce the Free State's largest domain. Recently arrived in Maceió is a gang led by a revolutionary, Zacarias Manuel de la Rocha, a child of the Smiling Jack himself, to help with the rebirth of this pillar of the Brazilian Anarch Movement. With them several other gangs came from Los Angeles to help assist in the birth, or rebirth of the Free State

Mobile, AL (NPC Territory)

Not long after the taking of Biloxi, inspired by Jenny and her Council, and if the rumors are true, led by Jenny herself, the city of Mobile, AL, fell in a brutal series of street fights and mortal gang wars. The Anarch rebellion then quickly spread east, to the Florida panhandle and even into parts of Georgia.
Mobile is a traditional Barony, led by a surprisingly gritty Toreador by the name of Robin. Second of the Hurricane Free States to come into being, it was besieged successfully by Jenny from Biloxi. Fighting here was particularly intense, as it had been an important southern port occupied by the Sabbat, who the Camarilla had unsuccessfully fought to stalemates over the previous few decades. The Rebellion hadn't considered the Anarchs a threat, especially in light of having held off Camarilla incursions before. What they hadn't considered was that the Anarchs, while having less mortal influence to bring to bear as the Cam, had enough to cover themselves and the Masquerade, and unlike the Camarilla, they didn't have any problem with actually being on the ground themselves burning out pack after pack after pack. The end of the Sabbat happened relatively quickly when the first strike of the Anarchs was to bypass the shovel-heads and mid-ranking Sabbat and strike directly at the Lasombra Bishop who'd taken up a haven on Dauphin Island in Mobile Bay. While the body count was high, and many Anarchs died in the battle, when the vinculum to the Bishop was broken, the various packs began fighting amongst themselves. This only sped their demise as the Anarchs used to similar cell type fighting tactics, and picked off the squabbling packs one by one.
Robin, the current Baron, is a tactically sound minded Toreador who's continued to pacify the city. He also has a bit of a soft spot, and has successfully converted a pack of shovel-head Sabbat into an Anarch gang who are more passionate about their Libertas than many other Anarchs (there's no more fanatical follower than a convert).
This area is full of loyalist Sabbat who have an uneasy frienemy like understanding with the Anarchs.

Panama City Beach, FL (NPC Domain under occupation)

PCB as it's referred to, is oft called the 'capital of the Redneck Riviera', and it held a similar distinction for the Anarchs. Less a barony, and more a liberty station for traveling Anarchs to go to so that they could let their hair down, and not concern themselves with the Jyhad for a few nights. Popular amongst mortal college students as a Spring Break destination, as the mortal revelers population swells and ebbs, so did the Anarchs who follow them in for a good time.
The de facto 'Baron' was a modern day Bacchus Brujah named Marty B who claims to have come from somewhere in Canada on Spring Break in the 90s, and never left. Em-

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braced during that fateful weekend bender, and now in a perpetual eternal Spring of his own, he was less 'in charge' so much as the guy who threw the party every night. He kept in fairly close cahoots with the Followers of Set in the area, allowing them to ply various illicit trades as necessary to keep both mortal and kindred populations 'happy'. What few knew was that behind the scenes, there was a war brewing between Marty's gang, local Gangrel, and the Followers for control over PCB. The Setites saw Marty as too high and distracted to mount a cohesive defense, and were he alone, they'd likely be right. Things finally blew open, with hostilities between the three parties, which left all of them weakened to a point where the Sabbat was able to topple them all. Not long after that, werewolves from the capital swept south, and destroyed any kindred remaining. Marty and Big D now stay mobile through north Florida, and are recruiting Anarchs to the retaking of the city.

Pensacola, FL (NPC Domain)

Pensacola is a relatively quiet city on the westernmost part of the peninsula of Florida. Known primarily for its naval air base which is home to the Navy's Blue Angels, it's the last stop in the Sunshine State on Interstate 10 before entering Alabama. There had been a small, quiet Camarilla domain here for some time. After the fall of Biloxi and Mobile (and with Anarchs on the march east), the neonate Prince who'd only given lip service to the Justicariate to begin with, and far removed from its closest Camarilla neighbor, did the tactical thing, and abdicated his Praxis and let the city go. That isn't to say that he removed himself from the city or from power however. No, this Brujah, James Farragut (yes, mortal descendant of Adm. David Farragut) stayed nearby and turned his coterie into an Anarch gang. For the better part of the last decade, he's been the 'conservative' voice of the Anarchs in the area, but has slowly built a cult of personality around him. Many don't trust him, knowing he's a former Prince, but his actions to stem several maritime invasions of Sabbat have earned him a grudging respect from the more extreme Anarchs in the area.

During its time as a Camarilla Domain, Pensacola's population was always small. Few from the Ivory Tower cared for this sleepy city for good or ill, or sought it out as haven grounds. That has changed with the turnover of governance. Now its population swells with Anarchs, part of what keeps former Prince James in check. More than a few are former military, and still know folks who serve, which allows them a slow but steady trickle of military hardware that gets 'lost' from the Naval station.

Valdosta, GA (NPC, part of Gainesville's territory)

This once sleepy town along I-75 about halfway between Gainesville, FL and Macon, GA started as a nominal Camarilla Domain made mostly of neonates aping what they'd seen from more 'civilized' Camarilla cities. Tired of the pomp and circumstance, and realizing they'd never get any attention from the larger domains... the court simply dissolved. What remained of the Kindred there were Anarchs of the more 'modern' definition--violent, disillusioned, and without direction.

There is no leader in Valdosta by any stretch, and violence between the gangs here is intense. They teeter on the edge of Masquerade breaches on a near nightly basis, and it's only a matter of time before they attract the attention of 'someone' else that will have to deal with them. Some rumblings amongst neighboring Anarchs is that a joint 'force' of gangs from elsewhere should come in and establish some peace before the Camarilla, Hunters, Sabbat or worse comes in to pacify them.

Like many other areas of the South, this area is full of loyalist Sabbat who have an uneasy frienemy like understanding with the Anarchs.

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Appendix G

OWBN Source Material

OWBN Anarch Wiki

OWBN Anarch Character Wiki Registration Application

OWBN Anarch FREEP Access Application

AnarchNet Access Application (PC run)

R&U Request Form (STs Only)

OWBN Website

Appendix H

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