
OWbN Ventrue: Guide to Clan Prestige (Dignitas)

A Sourcebook for One World by Night

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PACK**

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2016. Written by Sue Burnett, Guajar  Gazzalle, Trey Naivar, Brian Orlando the Ventrue Coordinator's office for One World by Night.



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INTRODUCTION

CLAN PRESTIGE: AN OVERVIEW

The Latin word for "dignity," in the modern nights Dignitas is often described as "face" - as in, "saving face." Ventrue culture places great importance on conducting yourself with dignity, grace and honor and on building a reputation of achievement and accolade.

Dignitas (the in-character word used to denote the unquantifiable concept of Clan Prestige) is mainly a function of title and status, age and generation, and temporal power. A fluctuation in any of the above factors can influence the Dignitas of a Ventrue, but it is the way that the Ventrue behaves through these fluctuations which defines how much Dignitas a Ventrue gains or loses, and how fast. Dignitas is the measure of a Ventrue's self, of his or her worth as a person and the more respected an individual becomes, the more that will be expected of him or her.

Exactly what contributes to a Ventrue's Dignitas is difficult to measure, but the following factors affect how the Dignitas of an individual is perceived:

- *Titles and Social Status* (Alliances, Personal Status, Positions Held, Social Stature)
- *Age, Lineage, and Reputation* (Age, Generation, Lineage, Reputation)
- *Accomplishments and Temporal Power* (Battles or Conflicts Won, Influence, Personal Accomplishments, Wealth)

In the same way that good breeding, a positive reputation, and several lauded accomplishments add to one's Dignitas, conflicts lost, insults taken, failures recognized, and major scandals all serve to detract from a Ventrue's Dignitas.

CLAN PRESTIGE: THE NUMBERS

Please note that Clan Prestige (Dignitas) is a purely out-of-character mechanic. The player should view their Clan Prestige (Dignitas) in the same manner as Morality - it is not an in-character mechanic, but something that must be role-played. For example, a player should not tell others, in-character, that he or she has 3 Humanity, it is simply role-played.

Clan Prestige (Dignitas) is the indefinable amount of respect and deference that other Ventrue see fit to bestow on you; it is how others see your character, combined with your own concept of importance and self-worth. Clan Prestige (Dignitas) should be flexible, and should decrease and increase through game-play, constantly changing as the "feeling" primarily associated with the character changes in the eyes of Clan Ventrue.

Though the majority of characters will never have a need to question the amount of Clan Prestige an individual is recognized as having (usually done through a temporary expenditure of Lore: Clan: Ventrue for Ventrue characters), there are several situations where the actual number of the Clan Prestige (Dignitas) Background may be relevant:

- When two or more Ventrue come in contact for the first time and need to establish seniority
- At large gatherings or meetings of Ventrue, to give order to seating or speaking order
- When determining who can Nominate or Recognize for Clan Prestige (Dignitas)
- When determining who can accuse or administer Punishments, or who can sit as Judge over a Court/Hearing

MECHANICS

NEW BACKGROUND: CLAN PRESTIGE - VENTRUE (DIGNITAS)

Clan Prestige (Dignitas) is the indefinable amount of respect and deference that other members of the Ventrue Clan, all over the world, have for any one Ventrue and it can be gained and lost depending on the actions and accomplishments of that Ventrue. Temporary scandals or financial losses might reflect a temporary loss of Dignitas (until the Ventrue can recoup those losses) or might become more permanent if the situation also becomes permanent. Ventrue who have no Clan Prestige are either newly embraced and still participating in their Agoge and/or Sect-initiation, are suffering some disciplinary punishment, or are uninformed infiltrators. Dignitas is also heavily influenced by the methods which a Ventrue uses to attain and maintain power.

For example, if a Ventrue has (been discovered to have) lied, cheated, or used duplicity to gain the position of Prince, that character will gain only a grudging respect for his accomplishment. If another Ventrue who also ascended to the position of Prince did so with honor and integrity, his Dignitas will be more widely respected because he will be viewed as going about acquiring power “the right way.”

It is up to the discretion of Storytellers whether or not to charge (or refund) XP for changes in the level(s) of the Clan Prestige Background, but we recommend that whatever rule is used for Sect Status also be adopted for Clan Prestige.

Below is a short description of what is expected of a Ventrue at each level:

Clan Prestige: Ventrue x1

[Storyteller Approval for PCs. No requirement for NPCs]

You are considered a Neonate, and have been recognized on at least a city level as having completed your Agoge and hold a nominal amount of Status in your Sect, though you likely do not hold any important city or Sect position. If you are a Camarilla Ventrue, you have satisfactorily served the clan and the Directorate has likely taken note of you. If you are a Ventrue-Antitribu, you have survived your Creation Rites and are likely a member of a pack.

Clan Prestige: Ventrue x2

[Storyteller Approval for PCs. No requirement for NPCs]

You are considered a rising star Neonate or a young Ancillae and likely have a moderate amount of Status in your Sect. You are known throughout the ranks of the Ventrue in your region and have likely performed some service worthy of notice, possibly garnering the attention of your superiors or Elders nationally or even globally. You might have an Elder for a Mentor, or a childer or two of your own. You could be considered a figure of regional importance to the Ventrue and might even hold an important city position such as Primogen.

Clan Prestige: Ventrue x3

[Storyteller Approval for PCs. No requirement for NPCs]

You are considered an older, well-established Ancillae or (Pretender) Elder and likely have a moderate to high amount of Status in your Sect. You are known throughout the ranks of the Ventrue nationally or globally and the your superiors or Elders know who you are and possibly come to you on occasion. You likely have an Elder as a Mentor, as well as your own network of childer who bring information to you, and glory to your name. You could be considered a figure of National importance to the Ventrue and might even hold an important city position such as Prince or Seneschal.

Clan Prestige: Ventrue x4

[For PCs and NPCs, Storyteller and Coord Approval]

You are well-established an Elder of Clan Ventrue. You are recognized by your clan as a figure of National or Continental importance for the high amount of standing that you likely hold in your Sect, or for the position of power you now hold, and have held for some while (such as Prince or Archbishop). Your in-game network of childer are probably formidable Elders themselves. Wherever you go, your reputation precedes you, and you are closely watched - some with jealousy,

some with interest.

Clan Prestige: Ventrue x5

[For PCs and NPCs, Storyteller and Coord Approval]

You are considered an Elder of the most elite class. Globally recognized for your power, status, title, or any combination thereof, Ventrue all over the world watch your every action. Every word that you speak is analyzed, criticized, or even proselytized. You have likely achieved and maintained, for some while, both the highest standing and rank possible in your Sect. You likely come from a Lineage which is well-respected, or pure.

Clan Prestige: Ventrue x6 (or higher)

[For PCs and NPCs, Storyteller and Coord Approval]

Only the greatest Legends of the Ventrue ever ascend to this level of importance or reverence. You will be forever recognized for your importance to both your Clan and your Sect. When others hear the word “Ventrue,” your name is likely one which comes to mind over all others, and nothing is considered beyond your reach.

CLAN PRESTIGE: ADDITIONAL CONSIDERATIONS

The Dignitas Recognitions found later in this document are noted as suitable or unsuitable for starting PCs, and certain Recognitions require Coordinator Approval before they may be acquired by a PC or NPC. For restrictions, see the OWbN R&U Bylaws, Section 3.G.ii.17.B.

At character creation, a new Ventrue PC (in good standing) begins with **Clan Prestige: Ventrue x1** and one Dignitas Recognition of the player's choice:

- Coordinator Approval is necessary to begin with more than 1 Dignitas Recognition

Storytellers are free to create NPCs and must only seek Coordinator Approval when:

- They wish the NPC to possess more than Clan Prestige: Ventrue x3
- They wish to create the NPC with more than 6 Dignitas Recognitions

It is up to the discretion of Storytellers whether or not to charge (or refund) XP for changes in the level(s) of the Background: Clan Prestige, but we recommend that whatever rule is used for Sect Status also be adopted for Clan Prestige.

CLAN PRESTIGE: GAINING & LOSING

BEING RECOGNIZED, FOR THE RIGHT REASONS

Ventru are recognized for Clan Prestige (Dignitas) in accordance with their actions and accomplishments. This means that gaining Dignitas is not about “qualifying” by meeting a minimum, but about constantly proving, again and again, the Ventru’s dedication and devotion to the subject the Recognition focuses on.

The traditions regarding the nomination and recognition of Clan Prestige (Dignitas) are as complex as any other facet of Ventru culture. Depending on the Dignitas, a Superior or Peer might have the ability to nominate another Ventru (and sometimes even herself) for a Recognition. Once Nominated, another Ventru or group of Ventru (depending on the Dignitas requirements) formally Recognize the individual for their accomplishments. The actual Recognition of Dignitas almost always requires the Ventru to be physically present, at a meeting of Ventru. Many Recognitions have some sort of a formal ceremony or component to them, and reveling in the glory that public praise brings may be extremely difficult to resist.

The generally accepted standard is for the individual (or group) who Recognizes another for a Dignitas to be within the same city or region as the individual being Recognized. Contention arises when individuals from different areas are seen as attempting to bypass the Regional authority. For Recognitions which are Nominated or Awarded by Peers, this usually will not cause concern. For Recognitions from Superiors or by a vote, a Recognition from an “outsider” should have a very good reason why the Ventru’s direct Superior or Superiors are not announcing the Recognition themselves.

Finally, a Ventru may gain many Dignitas Recognitions over time, however, he or she may only ever present as many Recognitions at **one time** as they have Traits in the background, Clan Prestige: Ventru.

For example, Juan-Miguel Ramirez is fairly well-respected member of the Camarilla and childe of Robert Kross. Ramirez has Clan Prestige x3 and the Dignitas Recognitions: the Equerry, the Iron Circlet, the Lineage, and Paragon: The Scipio (Transportation). When Ramirez shows up to a Clan Meeting to discuss business contracts with his nascent American Cousins, he claims the following three Dignitas (one for each of his Traits in Clan Prestige):

- ☐ *Iron Circlet - So that all at the meeting understand that he places Clan Ventru above all other interests*
- ☐ *The Lineage - So that he may hopefully use the good standing of his Line to influence others*
- ☐ *Paragon: The Scipio - So that he stands out as one of the most important individuals on the topic of shipping*

BEING RECOGNIZED, FOR THE WRONG REASONS

Clan Prestige may be removed or reduced either permanently or temporarily, depending on the severity of the offense or behavior. A permanent loss of Clan Prestige is usually only the result of truly abhorrent acts, or behavior which causes permanent damage to Ventru interests. A temporary loss of Clan Prestige could be a result of a myriad of offenses, failures, or embarrassments.

Temporary losses, administered by a Superior or through judgment at a Court Hearing, often last for a predetermined length of time. Temporary losses may also have requirements (such as the achievement of a specific goal or task) which must be satisfied before the offending Ventru may claim the Recognition again. Permanent removal of some Recognitions may also come with a physical realization of that loss. For example, a Sword could be broken, an Equerry might be slain, or a set of Golden Scales torn off the lapel. Any Dignitas Recognition for which the description states may only be earned once, can never be regained if permanently removed.

Regardless if a removal is permanent or temporary, the Clan Prestige (Dignitas) of a Ventru should always be rebuked publicly, at a meeting of the Clan.

PEERS, SUBORDINATES, AND SUPERIORS: AN OVERVIEW

Anytime you compare yourself to any other Ventru, you will either be considered a Superior, a Peer, or a Subordinate. Many times this comparison depends on the situation for which you are making the comparison. Generally, Dignitas is nominated and recognitions announced based on your relation to the other Ventru and the situation you are in, as described below.

For many nominations, a Ventrue who might be your peer by position could highlight your worthiness using their status as an equal in the eyes of the Sect. When it comes time to spread word of your accomplishments by Recognition, someone who is your peer by Position (and not by Prestige) may not be well-known, or have enough connections within the Clan to spread the word of your deeds across the globe. For this reason, when dealing with Recognizing Clan Prestige, it becomes important to have an individual more globally accomplished than yourself to spread the word to others in the Clan.

When Nominating Dignitas:

- If both your Clan Prestige and your Position **are less** than theirs, then you are a **Subordinate**
- If either your Clan Prestige or Position **is equal** to theirs, then you are a **Peer**
- If either your Clan Prestige or Position **is greater** than theirs, then you are a **Superior**

When Recognizing Dignitas:

- If your Clan Prestige **is less** than theirs, then you are a **Subordinate**
- If your Clan Prestige **is equal** to theirs, then you are a **Peer**
- If your Clan Prestige **is greater** than theirs, then you are a **Superior**

PEERS, SUBORDINATES, AND SUPERIORS: NOMINATIONS

Exactly who is considered a Peer, Subordinate, or Superior is often situation-specific. While a Ventrue with more Traits in the Background: Clan Prestige: Ventrue may often be considered “elder” to one with lesser, the situation, political structure of the domain, and several other factors could determine seniority in another manner.

For the purposes of Dignitas Nominations, Peers are most often Ventrue of equal station/position **or** Clan Prestige, while Subordinates are considered those with the lesser of both. While Superiors can always nominate for things that any Peer or Subordinate may nominate for, if they do, they must cede their ability to Recognize that same award for the Ventrue they have Nominated. Superiors are considered any Ventrue of higher station/position **or** higher amount of Clan Prestige than the Ventrue being Nominated.

For example, in the year 1924 AD, Arjan Voorhies, Ventrue Primogen of Amsterdam wanted to Nominate his broodmate, Anna Jansen as deserving of the Daley Prize for her assistance in the Anarch incursions earlier that year in and around Amsterdam. Since Anna did not have a position at the time of the nomination, and Voorhies was the Primogen, Voorhies is considered Anna’s Superior. Since Voorhies need only be considered a Peer to Nominate Jansen for the Daley Prize, his Nomination is announced and the topic is scheduled for vote at the next Regional meeting of the Ventrue.

PEERS, SUBORDINATES, AND SUPERIORS: RECOGNITIONS

When a Nomination is announced, one or more Ventrue know of your accomplishment. When a Dignitas is Recognized, however, a powerful statement is made. It is a declaration that all Ventrue should know you by that deed or accomplishment, and the reputation and social status of the Ventrue who declares the Recognition says almost as much about the Ventrue gaining the Recognition as the Recognition itself.

For this reason, when dealing with Recognitions, Peers are Ventrue of equal Clan Prestige while Subordinates are considered those of less. Superiors can always Recognize any Dignitas that a Subordinate could, but only if they were not the one who Nominated that same Dignitas. Superiors are considered any Ventrue with a higher amount of Clan Prestige than the Ventrue gaining the Recognition.

Since a Ventrue may only present as many Dignitas Recognitions as they have levels in the Clan Prestige Background, when a Ventrue earns a new Dignitas Recognition, if the accomplishment is prestigious or significant enough, they will also gain a level of the Clan Prestige background. If a Ventrue earns a new Dignitas Recognition and does not gain a level of the Clan Prestige Background, then he or she may choose to replace one of the Dignitas that he or she currently presents with the new one. This system helps to reinforce the distinction between those who truly achieve, and those who accomplish the absolute minimum in order to “qualify for” Dignitas.

In the first example, Juan-Miguel Ramirez has Clan Prestige x3 and does not hold a position in the Camarilla. Ramirez has been working for many decades to ensure profits from gold and other treasure collected from the Spanish Main have consistently found their way into Ventrue coffers. His Sire, Robert Kross, who has Clan Prestige x4 and is considered Ramirez’s Superior nominates Ramirez for the Alph for his work on the Spanish Main. After a quick vote, Juan-Miguel

Ramirez is Recognized for the Alph, and gains a corresponding level of Clan Prestige: Ventrue due to his efforts.

In the second example, Anya Krylova has Clan Prestige x2 and is known as a hothead, one who is governed by her passions with a temperament normally attributed to a Brujah. Shortly before the Russian Revolution, she expands her network of contacts on the Streets, Nominating herself for Paragon: The Barbary (Street). Her new childe, Nikolai confirms and Recognizes her achievement, but because she has fallen out of favor with the Ventrue in her region, she does not gain a new level of Clan Prestige: Ventrue. When she lists the Dignitas Recognitions that she holds, she may still claim the two that she previously claimed, or may replace one of them with her new Paragon: The Barbary if she chooses, depending on who she is interacting with.

PEERS, SUBORDINATES, AND SUPERIORS: LOSING PRESTIGE

Ventrue tradition dictates that Superiors from different areas do not attempt to punish subordinates from other areas or regions. Though technically possible, this behavior is considered a breach of etiquette. Instead, a Ventrue is expected to present the grievance (or evidence) to their counterpart in the same region as the offending Ventrue so that punishment may be rendered appropriately. On a similar note, Ventrue who are considered Subordinates must take extreme care when leveling charges of scandal, offense, or crimes against a Ventrue considered their Superior.

Peers, however, have no such restrictions.

Ventrue who are considered Peers are free to call for condemnation, punishment, or the public rebuking of the Dignitas of another Ventrue who are equal in station/position or Clan Prestige to themselves regardless of Regional boundaries. However, just because one has the ability to call for punishment does not mean that it is always a good idea. Rashly accusing another Ventrue (would be considered their Elder by Clan Prestige, but not position) is one of the fastest methods of having one's own Dignitas sternly rebuked. Many would-be Judges may be strongly suspicious in cases where the accuser can be considered, in some way, the Subordinate of the accused.

For example, Nova Arpad (Prince of Mediasch, Transylvania) believes that Peter Kleist, a Ventrue who makes his residence in the Domain of Berlin, has entered her territory searching for a fugitive without asking for Hospitality. Nova Arpad is furious and confronts Wilhelm Waldburg, the Prince of Berlin (and a Strategos) about the issue, but Waldburg claims the violation did not occur. Prince Nova Arpad (a Peer by Position to Prince Waldburg) could accuse Waldburg of shielding Kleist from punishment, thereby calling into question his Loyalty to the Clan (ie. his Iron Circlet) and must weigh her evidence and need for vengeance against the potential dangers of pitting her Dignitas against that of her fellow Prince.

The full process for a Peer Condemnation and the Rebuking of Dignitas are documented in the Punishments section of this document.

When a Ventrue loses Dignitas (usually due to a type of punishment), they also lose a level of Clan Prestige along with it. For temporary removals, the corresponding loss of Clan Prestige may also be temporary, but for permanent removals, the loss of Clan Prestige is always permanent.

HOW TO READ DIGNITAS RECOGNITIONS

A short description will be listed just below the title of a Dignitas Recognition. This usually tells the reader about the history of the Recognition, or gives insight into what types of characters might be nominated for the Recognition.

Presentation: How the Recognition should be presented when in writing, or spoken; along with any additional notes. Unless otherwise noted, a Ventrue can present one Recognition for each level of Clan Prestige: Ventrue that he or she has. Certain Recognitions may have further requirements which modify this restriction.

Nominated by: Nomination is done by the Ventrue who first alerts other Ventrue that an individual should be considered for Recognition. For many Recognitions, this is done by a Peer who is willing to serve as witness to the act or accomplishment. A Peer is a fellow Ventrue of equal Clan Prestige, or Position.

Recognized by: Recognitions are usually affirmed by a Ventrue considered to be the Superior of the Ventrue receiving the Recognition. For Ventrue of The Board, this might mean one of higher position, or if a character's Prince is a Ventrue, they might be able to serve in that role. Regardless of position, the Ventrue being considered as a Superior must have a higher amount of Clan Prestige. Some Recognitions require a vote of the Board (all Ventrue in a Region, not just one City). In this

case, the discussion and majority vote for the Recognition would need to take place during a Regional meeting of Ventrue that has been announced well beforehand. Sample procedures for Ventrue voting are detailed in Clanbook: Ventrue (Revised), p.43 and 53.

Requirements: The act or accomplishment which must take place in order for a character to be Nominated and Recognized

Restrictions: Any additional restrictions which apply to the Recognition will be listed here. Also, whether a Recognition is suitable for starting PCs will also be listed.

CLAN PRESTIGE (DIGNITAS): RECOGNITIONS BY SUPERIORS

THE AQUITAINE

Eleanor of Aquitaine, the heiress of the duchy of Aquitaine, was one of the most powerful and fascinating personalities of feudal Europe. She lived until her eighties, ensured Aquitaine became one of the greatest fiefs in Europe, and eventually became one of the greatest powers of medieval Europe in terms of both wealth and political power. Eleanor's court was a trend setter in the medieval world, known for its sophistication and luxury; heavily influenced by the Spanish courts of the Moors, it gave patronage to poets and encouraged the art of the troubadours, some of whom were believed to be in love with the beautiful Eleanor. This Recognition is for female Ventrue who, like Queen Eleanor, hold power over their male peers.

Presentation:	The Aquitaine
Nominated by:	Peer
Recognized by:	Superior, who is female
Requirements:	A female Ventrue who, over male Clan-mates, gains and holds an official Camarilla position, or position on The Board
Restrictions:	Suitable for starting PCs

COEUR DE LION

Ventrue who act without regard for their personal safety or profit, putting themselves at risk of Final Death to accomplish their goal are often Recognized with the Coeur de Lion. Literally meaning “the heart of a lion”, this Recognition may be earned more than once, each time representing a larger and larger danger or adversity. Ventrue, who distinguish themselves through these acts of bravery always do so in the face of great adversity, danger, or threats to their personal well-being and may even go on to forge fearsome Reputations outside of Clan Ventrue.

Presentation:	The Coeur de Lion [Date]; The Coeur de Lion and all related pips are presented as one
Nominated by:	Peer
Recognized by:	Superior
Requirements:	Bravery in the face of great adversity or danger; Additional pips are added for each subsequent recognition but are Nominated and Recognized by the same process and for greater dangers
Restrictions:	Suitable for starting PCs

DOBRYNYA'S BLADE

There was only one true foe for the Eastern Lords, the Tzimisce boyars and Kolduns who haunted Eastern Europe; this Recognition reflects that ancient animosity. Named for a Slavic folk tale, this Recognition carries a lesson. In the folk tale, the Hero Dobrynya defeated a Dragon named Gorynych by cutting off one of its three heads. The beast swore submission and promised to never again trouble him; being a man of honor, Dobrynya accepted this. Soon, the beast broke its vow and Dobrynya was forced to hunt it down and destroy it. In doing so, he freed the people who had been held in thralldom. The message is simple and obvious - a fiend can only be dealt with in one manner.

The Recognition is given for the proven death of a Tzimisce - mere defeat is not enough. Dobrynya's Blade carries several marks of distinction, as follows:

- *Blade of the First Night:* The least prestigious level was traditionally noted for killing younger fiends, those who did not hold lands of their own. In modern nights this is the most common level of Recognition, as nearly all Sabbat Tzimisce are held to be of this low status.
- *Blade of the Second Night:* This level was handed out for the destruction of a Tzimisce Koldun. Tradition requires confirmation of the Fiend's use of magic, either by witnesses or by irrefutable evidence from the field of battle.
- *Blade of the Third Night:* This level of Recognition (also called Zabava's Deliverance, after the princess that Dobrynya freed) was given for the destruction of a Voivode, and only then for one whose holdings were considered substantial. It is extremely rare to see an individual claiming this Recognition. Tzimisce of this level must be deemed truly important enough, mere pack leaders are not enough. Several times, even Sabbat Bishops have been ruled too minor; much depends on the infamy of the fiend.

Presentation:	Dobrynya's Blade: Blade of the [X] Night, [Date]; Only the highest Blade achieved is presented
Nominated by:	Peer; for the Blade of the First Night, may be self-recognized if no other Ventrue are available
Recognized by:	A Superior who holds an equal level Blade as the one being given; If no Superior is available, only the Blade of the First Night may be self-recognized
Requirements:	The confirmed killing of a Tzimisce (Blade of the First Night), Tzimisce Koldun (Blade of the Second Night), or Tzimisce Voivode or other extremely notable Tzimisce (Blade of the Third Night)
Restrictions:	The Blade of the First Night, only, is suitable for starting PCs

THE EQUERRY

Ventrue are known as traditionalists, and nowhere is this more evident than with the Equerry. On being appointed Whip, it is customary for the Primogen to which the Whip serves to give the Whip the gift of a horse. This tradition was practiced by Primogen of the Ventrue well into the 20th Century, as keeping horses was a symbol of refinement in a polite society. However, in the modern nights luxury or classic automobiles have become the new standard of the wealthy and distinguished and younger Ventrue accept this as a logical (and more useful) alteration to a time-honored tradition, though some antiquated elders have been known to ignore this evolution of the tradition.

The type of automobile (or horse), as well as its use, upkeep and health are all criteria used to judge those recognized as Members of the Equerry, and the Equerry gift itself is at risk from friend and foe alike. Elders have been known to test the security precautions taken for the Equerry by attacking or stealing (or kidnapping) the gift. After all, if the Ventrue cannot be trusted with something as simple as an automobile (or horse), how can he or she be trusted with a multi-national corporation?

One of the most feared punishments a Ventrue can face is the public rebuking of their Equerry. A Ventrue who is punished for his or her failures as a leader may be forced to watch as his or her Primogen or Superior sends the gift to the car crusher (or glue factory, for horses). In extreme cases, the accused could be forced into the humiliating act of killing their own horse as recognition of their failures and shame. Once lost in any of these methods, the Equerry is lost forever and may never be regained.

Presentation:	Member of the Equerry, [Date]; This Recognition is only given once, ever. If something happens to the animal or automobile, under no circumstances is a replacement ever issued or recognized again.
Nominated by:	Self
Recognized by:	Superior; Usually the Primogen to which the character serves as Whip
Requirements:	Serving as the Whip of a Domain, and holding the position for 6+ months
Restrictions:	Suitable for starting PCs

THE EQUERRY, ESTEEMED

As with the Equerry, when a Ventrue attains the cherished position of Seneschal within a Domain, they are Recognized in a manner which complements their original Equerry. This is could be a riding accessory such as spurs, a saddle, or a bridle; or a fashionable accessory for their automobile such as vanity plates, or other expensive leather equipment. Whatever item is chosen, that item is then either crafted of, or plated in precious metal. If the horse of the original Equerry has died due to natural causes, it is considered appropriate to present the Seneschal a small statue resembling the original gift.

If the Ventrue who is to be Recognized with the Equerry has not yet earned the Equerry, the Equerry is presented to him or her now, with the additional accessory.

Presentation:	Member of the Equerry: Esteemed, [Date]; This Recognition is only given once, ever; This Recognition supersedes the Equerry and a Ventrue with both only presents this, more prestigious Recognition
Nominated by:	Self
Recognized by:	Superior; Usually the Prince of the Domain, if Ventrue, or of a neighboring Domain
Requirements:	Serving as the Seneschal of a Domain, and holding the position for 6+ months
Restrictions:	Unsuitable for starting PCs

EXORCIST

The hunting of demons and infernalists is a dangerous business. Those who have dealings with the servants of hell are often subtle, corrupting and defiling everything they touch, and being able to properly combat these foes is considered less of a one-time occurrence, and more of a life-long pursuit. Knowledge of demons, their powers, and expertise in the gifts that they imbue their servants can be, in the circles of a polite society, damning when presented in the wrong light. Those who have proven their skill at rooting out and destroying the complex web of a servant of hell, climaxing in the destruction of the Infernalist or demon itself are

sometimes Nominated for the Exorcist.

Those Recognized with the Exorcist have researched, hunted, and permanently destroyed a notable Infernalist or powerful demon. Usually confirmed by a peer, the Exorcist may be self-administered if no other Ventrue are available, however, there is less prestige attached when this Recognition is self-administered.

Presentation:	Exorcist, [Description of the most significant Kill]; Only the most significant kill is presented; Exorcist and all related pips are presented as one
Nominated by:	Peer; May be self-recognized if no other Ventrue are available
Recognized by:	A Superior; If no superior is available, may be self-recognized
Requirements:	The confirmed killing of an Infernalist or demon; Additional pips are added for each subsequent killing and are Nominated and Recognized by the same process
Restrictions:	Suitable for starting PCs

HOUSE

Ventrue who have distinguished themselves through the acquisition of status and prestige, position, accomplishment, or the acquisition of wealth may be permitted to establish a House. The structure and concept of a Ventrue House is similar to a coterie which pools resources and assets in order to achieve goals which the various coterie-members might otherwise be unable to achieve, individually.

In order to establish a House, a Ventrue must first locate one or two other like-minded Ventrue who are willing or interested in entering into a House together. When the potential member(s) is/are located, the House members, together, must locate a separate Elder for each potential House-member (so, 2 or 3). These Elders must be individuals recognized as Superiors to all potential members of the would-be House. Though there is no rule limiting the size of a House to a maximum of three members, a Ventrue would find it difficult to locate any Elder who would take on the maddening responsibility of negotiating the creation of a House larger than three.

Once located, these Elders supervise negotiations between the potential House-members in order to draw up the *Compact*, a document which clearly states what is expected from each member of the House. Each potential member of the House creates a separate document between each other potential member; the exact terms and requirements between each member are never openly discussed after each agreement is signed.

Qualifications for entrance, recurring tribute of Resources or Influence, defined hierarchical structures, and House titles are all possible, as well as anything else that the Ventrue agrees to could be included in the agreement(s). In some Houses, all members are equals, in others, a defined Patriarch/Matriarch of the House is specified; other Houses may use the title of Exemplar, or First, Second, and so on to denote seniority. The exact requirements and conditions of membership should vary from House to House; the roles and requirements of each House member should be determined by the roleplay between potential-members at the time the House is created, and finalized when the *Compact* is signed.

Once the Elders and each potential-member find the terms of his or her contracts to be equitable, the House is formed and formally recognized. The name of the House is traditionally drawn from either the founder's name or some other name which the members seek to memorialize, such as the name of a grandsire. Any name, however, may be selected as long as it is agreeable to the Elders.

The original documents of the *Compact* are kept with one of the Elders, and all members are expected (by the Elders involved) to hold to the terms and conditions specified within. While some Houses last only a few short years, others have held to the terms and arrangements of the House for centuries, replacing members when necessary, and serving as cornerstones of Ventrue wealth, power, and stability.

If a House is reduced to one member (usually only through final death or some type of punishment), the House is considered disbanded, though there is nothing to keep the surviving member of the House from recreating it at a later time, following the steps outlined above.

Presentation:	House [House Name]; Must always be presented
Nominated by:	Self, in addition to one or two other Ventrue; Creation of a House <i>Compact</i>
Recognized by:	Two or Three Superiors (one separate Superior per proposed Member of the House)
Requirements:	Each member must have Clan Prestige: Ventrue 1+ to join
Restrictions:	Suitable for starting PCs

THE IRON CIRCLET

The Iron Circlet is the ultimate symbol for those who have proven that they are loyal and trustworthy members of the clan. The Iron Circlet is also Recognized of Ventruie who distinguishes themselves by noble acts of altruism, leading some to consider it a sort of catch-all Recognition, when no other seems suitable or appropriate.

Presentation:	The Iron Circlet
Nominated by:	Peer
Recognized by:	Superior
Requirements:	Proven loyalty to Clan Ventruie
Restrictions:	Suitable for starting PCs

LIGHT BRINGER

The Agoge tends to be both rigorous and harsh. Many Neonates are lucky to even complete the endeavor, let alone accomplish it with honors. Those Ventruie who do surpass their contemporaries and complete the Agoge with exceptional skill may be Recognized as a Light Bringer - a true rising star of Clan Ventruie. This can be a mixed blessing as those who are given the name Light Bringer are expected to continue to excel. Should they falter, they will be reduced in Dignitas (the title of Light Bringer will be removed) and are likely to be ridiculed.

Presentation:	Light Bringer; If ever Recognized with the Lineage, Light Bringer is replaced by that; If ever punished by a Vote (Condemned, Censured, Tainted, etc.), Light Bringer may never again be presented
Nominated by:	Sire; or Superior, if Sire is no longer available
Recognized by:	Sire; or Superior, if Sire is no longer available
Requirements:	Successful in-character completion of the Accounting and Agoge; Light Bringer is intended for characters who are embraced in game
Restrictions:	Unsuitable for starting PCs

THE PEERAGE

A distinguishing honor bestowed on Ventruie of exceptional caliber, the Peerage identifies those Ventruie who have ascended to the highest levels of power within the Clan and have proven their exceptional leadership ability. Ventruie removed from their position by punishment or who are forced to resign in disgrace, however, are usually stripped of this Recognition.

Presentation:	Peer of the [Rank]; Clan (Aedile), Realm (Praetor), or Crown (Strategos)
Nominated by:	Self
Recognized by:	Superior; Usually the direct superior holding the next highest position, or, a fellow Strategoi
Requirements:	Holding a position in the Board of Directors (Strategos), or within a local Board (Aedile or Praetor) for 6+ Months
Restrictions:	Unsuitable for starting PCs

THE SHEPHERD'S CROOK

One of the few things all Ventruie have in common is a pure, unyielding hatred for those who call themselves Antitribu. Since the birth of the Sabbat, Ventruie Elders have hunted these pretenders with vehemence, wherever they are found. As a result, Ventruie Elders began recognizing Ventruie who have proven skill for destroying those who would foul their noble blood.

Presentation:	The Shepherd's Crook, [Date]; The Shepherd's Crook and all related pips are presented as one
Nominated by:	Any; May be self-recognized if no other Ventruie are available
Recognized by:	A Superior; If no superior is available, may be self-recognized
Requirements:	The confirmed killing of a Ventruie Antitribu Sabbat member; Additional pips are added for each subsequent killing and are Nominated and Recognized by the same process
Restrictions:	Suitable for starting PCs

THE SOVEREIGN'S HONOUR

Mithras realized the value and necessity of rewarding gallantry in battle and loyal service and often awarded land or wealth, in addition to titles or other signs of merit. For these reasons, the Sovereign's Honour was created in the early days of the British

Empire.

Adopting an old tradition, gold or silver chains were gifted to individuals as a mark of distinction for loyal service and proven loyalty to the crown. Known as “collars of Mithras’ Livery,” these gifts were worn as pledges of loyalty; a tradition which continued even after Mithras vanished and Queen Anne took the reins of rulership. In the modern nights, the Sovereign Queen Anne Bowesley retains the sole right of conferring all titles of honour, and any Ventrue who claims residence in any of the Domains of the United Kingdom may make a recommendation for a fellow Ventrue to receive this special Recognition.

Presentation:	The Sovereign’s Honour, [Date]
Nominated by:	Any Ventrue who resides within the United Kingdom
Recognized by:	Queen Anne Bowesley, Prince of London
Requirements:	Exemplary service to the British Empire
Restrictions:	Suitable for starting PCs; Coordinator Approval Required

THE SWORD

The history of Clan Ventrue draws much from the Roman Empire from history, to famous lineages and members. In homage to that ancestry, Ventrue who become Primogen are given a sword to mark the occasion. How a Sword is presented and by whom is of critical importance, as the reputation of the recipient is forever tied to the Ventrue conducting the ceremony.

The recipient, as a mark of their increased authority within the Clan, is allowed to choose their own sword. Much is read into the type of blade chosen, and comparisons are made with those who have chosen similar blades in the past. Ventrue with keen tactical minds have been able to gain significant insight into their fellow Primogen based on the choice of sword. Since the 17th Century, it has become customary to employ a measure of guile and subterfuge during the sword selection process to throw off such calculating analyses.

One of the most feared punishments a Ventrue can face is the public rebuking of their Sword. A Ventrue who is punished for his or her failures as a leader may be forced to surrender his or her Sword to their Superior until a time that Ventrue proves himself or herself worthy of once again carrying it. In extreme cases, the accused could be forced into the humiliating act of breaking their Sword as recognition of their failures and lasting shame. A Sword lost in this manner may never be regained.

Presentation:	Bearer of the Sword, [Date]; This Recognition is only given once - ever. The Sword may be rebuked temporarily as part of a Punishment, and permanent removal of the Sword is considered extreme.
Nominated by:	Self
Recognized by:	Superior; Usually the Prince of the Domain (if he or she is Ventrue), or Sire
Requirements:	Achieving and holding the position of Primogen of a Domain for 6+ months
Restrictions:	Suitable for starting PCs

THE WHITE CROSS

Ventrue who have killed their first member of the Sabbat are Recognized with the White Cross. Usually confirmed by a peer, the White Cross may be self-administered if no other Ventrue are available, however, there is less prestige attached to a White Cross which has been self-administered. Ventrue have been known to allow other Kindred the “honor” of delivering the coup-de-grace to a member of the Sabbat in favor of waiting for more prestigious circumstances, but being caught doing so is considered to be a mark of unprecedented arrogance (while not being caught is considered unconscionable good luck). The various ceremonies for recognizing the White Cross vary in style and grandeur, from individual to individual.

Presentation:	The White Cross, [Date]; The White Cross and all related pips are presented as one
Nominated by:	Any; May be self-recognized if no other Ventrue are available
Recognized by:	A Superior; If no superior is available, may be self-recognized
Requirements:	The confirmed killing of a Sabbat member; Additional pips are added for each subsequent killing and are Nominated and Recognized by the same process
Restrictions:	Suitable for starting PCs

CLAN PRESTIGE (DIGNITAS): RECOGNITIONS BY PEERS OR SELF

AMBASSADOR

For those who choose to be Recognized for their significant connections outside of Clan Ventrue, this Recognition can be dubious. Ventrue will seek out Ambassadors for their connections to other Clans, and Ambassadors will often have to balance their duty (and sometimes, loyalty) to Clan Ventrue against the friendships and allies that he or she has to maintain in the Clan of choice. However, Ventrue who distinguish themselves as capable diplomats may soon find themselves with a wealth of connections, boons, and other favors based on their expert services regarding the Clan of Choice.

Presentation:	Ambassador to Clan [Chosen Clan]; Purchase of the Merit: Clan Friendship [Chosen Clan]
Nominated by:	Self
Recognized by:	Peer
Requirements:	In-character interactions with the Clan of Choice which has resulted in the Ventrue gaining significant friendship with that Clan, as a whole; and the purchase of the Merit: Clan Friendship to represent this relationship
Restrictions:	Suitable for starting PCs; Purchase of the Merit: Clan Friendship (3 Traits) is regulated by: <i>OWbN R&U Bylaws, Section 3.E.i.</i>

ARCHON

Current Archons are traditionally bound to wear a blue sash from the left shoulder to the right hip. Those Ventrue who are Recognized with the Sash, who serve Non-Ventrue Justicars, have continued to argue against wearing it with all their might, feeling it an unnecessary display, but are constantly outmaneuvered by the rest of the Clan.

For these Archons who serve Non-Ventrue Justicars, rather than a mark of distinction, the Sash is a warning sign that proclaims to anyone who sees it that the Ventrue wearing it is a blood-bound pawn of a Non-Ventrue Elder. Visible representations, such as the sash, decreases opportunities for subterfuge and intrigue - which is just the way the Clan likes it.

Archons who are currently serving the Ventrue Justicar are entitled to wear the Sash, if they choose.

Presentation:	Wearer of the Sash, [Title and Name of Justicar]; If currently an Archon to a Non-Ventrue Justicar, the Sash must always be presented, otherwise, it is at the discretion of the Archon
Nominated by:	Self
Recognized by:	Self
Requirements:	Currently serving as an Archon to a Justicar
Restrictions:	Unsuitable for starting PCs

CHRONICLER

There are those in Clan Ventrue who espouse the virtues of remaining neutral in the jyhada. These Ventrue believe that Clan Ventrue's role is to Chronicle Cainite history as it happens from a neutral and impassioned viewpoint. Due to this, some Ventrue such as Bindusara, Cret, Ea Adapa, and Julia Antasia have distinguished themselves not as martial leaders or financial barons, but as Lore Keepers, Historians, and Chroniclers of history.

Though Chronicler is the most well-known Recognition, other monikers may be chosen dependent on the focus of the would-be Chronicler's studies. For example, if the majority of the Chronicler's Lores were mainly in Sect-specific Lores, he or she might be Recognized as a Historian. If the Chronicler's focus was on Ventrue history and in-clan study, he or she may be referred to as a Curator.

Presentation:	Chronicler (or other, more fitting moniker such as Curator, or Historian)
Nominated by:	Self
Recognized by:	Peer
Requirements:	Ventrue who possess at least Kindred/Cainite Lore x3 and either Sect Lore (in your Sect) x3 OR Ventrue Lore x3; in addition to 3 other Lores of Levels 3 (or higher).
Restrictions:	Suitable for starting PCs

THE CRESCENT MOON

This dubious Recognition traces its roots to Berlin, to a time when Gustav Breidenstein, the Iron Fist would assign those Kindred he suspected of treachery the “honor” of hunting and killing Lupines. All that is necessary in order to be recognized for the Crescent Moon is for the Ventrue to acquire a Lupine pelt from the original Lupine, by his or her own hand.

Due to the danger involved, and several other more complicated factors such as the lack of humanity sufficient to revel in such things as skinning a Lupine and keeping their pelt, those Recognized for the Crescent Moon are often considered unorthodox, eccentric, or even aberrant.

Presentation:	The Crescent Moon, [Name, Location, or Description of the Kill]; Only the most significant kill is presented
Nominated by:	Self
Recognized by:	Peer
Requirements:	The personal killing and skinning of a Lupine, and presentation of the pelt; Additional kills are not added, but replace the original “trophy” if they are considered more difficult or prestigious
Restrictions:	Suitable for starting PCs

THE JADE BADGE 琮

The Jade Badge was first Recognized by Arthur Smith, Ventrue Elder of Hong Kong at the height of the first Opium war in 1830 AD. The Jade Badge was created to honor those Ventrue who protected the assets of the Clan in the Far East, and since that time the tradition of Recognizing those individuals who have demonstrated an ability to successfully deal with Kindred of the East (Kuei-Jin) has been kept alive and well.

The meaning of this Recognition, however, is rarely publicized. Unless a Ventrue is well-versed in the Clans Secrets (i.e. Lore: Ventrue x2), he or she might regard the Jade Badge as some type of variation on the Peerage, used to denote some obscure link to the Far East.

Presentation:	The Jade Badge, [Chosen Character]; Each time this Recognition is given, another character is chosen
Nominated by:	Self
Recognized by:	Peer who holds this Recognition
Requirements:	Proven ability to make deals with the Kindred of the East which turn out profitably for the Ventrue
Restrictions:	Unsuitable for starting PCs

THE LAUREL CROWN

Drawn from Clan Ventrue’s involvement with the Roman Empire, the Laurel Crown was at one time given to Ventrue who made specific political achievements within the framework of the Roman government. With the fall of Rome, the Laurel Crown has been “reinvented” and has been given since the 11th century to recognize a Ventrue’s significant diplomatic achievements on behalf of the Clan.

Those who are Recognized with the Laurel Crown are judged against the accomplishments of other recipients. While some Ventrue might qualify numerous times throughout their careers, many wait several centuries or more for the “perfect” opportunity as the Laurel Crown can only be Recognized once. A perfect opportunity is one in which the accomplishment trumps all other recipients.

In recent nights the Laurel Crown has been almost impossible to achieve. Many attest this to the fact that Hardestadt was Recognized with the Laurel Crown for founding the Camarilla; an unassailable pinnacle of accomplishment that continues to irritate other successful and accomplished Ventrue Elders.

Presentation:	The Laurel Crown; Must always be presented
Nominated by:	Self
Recognized by:	Self
Requirements:	Extremely significant Political/Diplomatic Achievements on the part of the Clan which “trumps” all other Political or Diplomatic Achievements to that point
Restrictions:	Unsuitable for starting PCs Coordinator Approval Required

PARAGON

Ventruer who exceed the ability of all others are often known as Paragons. Representing a Ventruer's dedication to one specific sphere of Influence (or other background), the claim of Paragon broadcasts a bold statement - that he or she is better suited at dealing with that area than any other.

Presentation: Paragon of [Background] or the appropriate title listed below; Multiple Paragons are all included as one, Influence Paragon titles are as follows:

● Bureaucracy	The Alderman
● Church	The Holy Star
● Finance	The Tartan
● Health	The Caduceus
● High Society	The Harpy's Favour
● Industry	The Trust
● Legal	The Scale
● Media	The Quill and Scroll
● Occult	The Eagle of Lagash
● Police	The Sargeant's Bars
● Political	The Compass
● Street	The Barbary
● Transportation	The Scipio
● Underworld	The Black Tartan
● University	The Alumni

Nominated by: Self

Recognized by: Peer

Requirements: Must possess the Paragon Merit, and have the influence or background represented by that Merit at its maximum level

Restrictions: Suitable for starting PCs

REPUTATION

Ventruer who distinguish themselves through their service to Clan Ventruer and great personal accomplishments in their Sect sometimes stand out, above and beyond their peers. These Ventruer, distinguished from their peers by Reputation alone, are often Recognized for that Reputation.

Presentation: Reputation; Purchase of the Merit: Reputation; Must be presented at all times

Nominated by: Self

Recognized by: Peer

Requirements: In-character interactions within the Ventruer Clan and the Sect which result in the Ventruer gaining a Reputation of note, and the purchase of the Merit: Reputation

Restrictions: Suitable for starting PCs;
Purchase of the Merit: *Reputation* (2 Traits) is regulated by: *OWbN R&U Bylaws, Section 3.D.1.*

THE SWORD, RENOWNED

Paragon:

The Secrets of the Church and the Occult

Those claiming power and influence in the Church or in the world of the Occult often find themselves irresistibly drawn to innocuous clues and endeavours, eventually finding themselves immersed in a secretive culture where no depravity is extreme enough to stop their pursuit of ancient mysteries and forbidden rites and rituals. Ventruer who gravitate toward these small, secretive circles are often met with several levels of initiation, each meant to expose the member to a new of paranoid agendas of the religious faction or occultist cabal.

For these groups, secrecy and half-truths are a means of survival, and only the most senior and trusted members may ever even suspect their true purposes.

Examples of these include groups whose members search for religious artifacts (such as the Holy Grail), or the birthplace of those connected to the divine, but whose real purpose is to seek out and kill mortals who could possibly be viewed as a religious Messiah, or Antichrist. Another example would be a group of Cainite occultists who seem to be simple Noddist scholars, attempting to learn all they can about the origins of the Cainite race; while secretly seeking the mysteries of Golconda.

For Storytellers, Ventruer with high levels in these Influences could be initiated into one of these secret groups. A newly initiated member would likely be monitored secretly by these groups and assigned tasks which would serve to test his or her loyalty, and ability. Storytellers are warned, however, that membership in these groups often leads to knowledge and secrets which are "forbidden" in many circles of Sect politics, and may (if the character is not subtle) lead to the character's ruin or demise.

When a Ventrue attains the exalted position of Prince within a Domain, they are encouraged to add a badge of recognition to the hilt of their Sword. This shows that the new Ventrue Prince has proven themselves capable of leadership at the highest echelons of the Camarilla. Most Ventrue prefer the badge to be gold as it is a sign of wealth and prosperity, though there are those who enjoy even more precious metals, such as platinum or palladium.

If the Ventrue who is to be Recognized has not yet earned the Sword, then the Sword and the adornment(s) are presented together, now.

One of the most feared punishments a Ventrue can face is the public rebuking of their Sword. A Ventrue who is punished for his or her failures as a leader may be forced to surrender his or her Sword to their Superior until a time that Ventrue proves himself or herself worthy of once again carrying it. In extreme cases, the accused could be forced into the humiliating act of breaking their Sword as recognition of their failures and lasting shame. A Sword lost in this manner may never be regained.

Presentation:	Bearer of the Sword: Renowned, [Date]; This Recognition is only given once - ever. The Sword may be rebuked temporarily as part of a Punishment, and permanent removal of the Sword is considered extreme; This Recognition supersedes the Sword and a Ventrue with both only presents this, more prestigious Recognition
Nominated by:	Self
Recognized by:	Peer, usually the Prince of a neighboring Domain; If none are present, then the Sire
Requirements:	Achieving and holding the position of Prince of a Domain for 6+ months
Restrictions:	Unsuitable for starting PCs

CLAN PRESTIGE (DIGNITAS): RECOGNITIONS BY VOTE

THE ALPH

The Alph was first created during the Age of Exploration for Ventrue who backed or funded noteworthy expeditions that brought commerce and wealth to the coffers of Europe. The name refers to the fabled tale of Kublai Khan and the Silk Road, what many consider the most significant development in trade ever. In the modern nights, the Alph is Recognized by Ventrue who discover untapped resources or new industries. This is one of the few times that young Ventrue with foresight may be recognized for such accomplishments.

Like most honorifics, the Alph is a topic of conversation at gatherings of Ventrue. Young Ventrue always seem to be amused when they are able to witness the interplay between, for example, two Ventrue who have been Recognized for the Alph; one for the discovery of tea in the South Pacific and the other for being a pioneer of modern pharmaceuticals.

Ventrue are commonly Recognized for the Alph for new inventions and unique discoveries. In recent nights, attention has been gained for accomplishments in the computer industry, including the creation of the internet, as well as for the invention of both hybrid and electric automobiles.

Presentation:	The Alph for [Insert Accomplishment Here], [Date]
Nominated by:	Superior
Recognized by:	Vote
Requirements:	The discovery of untapped Resources or New Industries (new, not a variation on an already existing product or products)
Restrictions:	Unsuitable for starting PCs Coordinator Approval Required

THE DALEY PRIZE

The Ventrue of the Camarilla take pride in maintaining order and many harbor a poignant dislike for Anarchs. Shortly before the formation of the Camarilla, special recognition was given to those who were particularly dutiful in oppressing the young and maintaining order at all costs. Unofficially named in honor of Mayor Daley of Chicago, who dispensed rioters during the democratic convention with brutal force, the Daley Prize itself varies from region to region. The Eldest Ventrue often take a perverse pleasure in seeing the Anarchs brought to heel and younger Ventrue keeping the world “safe” for their Elders.

The physical presentation of the Daley Prize always represents the most popular instrument of repression of the modern night. In the past it has been represented by chains, pikes, jackboots, bayonets, stun sticks, nooses, and similar devices. Listed discretely and varying from Ventrue to Ventrue without pattern, even if a Kindred outside of the Ventrue were to hear of the presentation, it would likely be ignored as an irrelevant internal detail rather than what it truly represents.

The Daley Prize represents a mark of cruelty, and an approval of said cruelty by the most sadistic members of Clan Ventrue.

Presentation:	Awarded the [Weapon], [Date]
Nominated by:	Peer
Recognized by:	Vote
Requirements:	Oppression of the young and maintaining order at all costs, both within the Clan, and Camarilla
Restrictions:	Unsuitable for starting PCs

THE IRON CIRCLET, DEVOTED

Those who are recognized with the Iron Circlet who go on to prove themselves to be truly devoted and exceedingly loyal to Clan Ventrue may be Recognized above and beyond their peers who hold the Iron Circlet. The Iron Circlet, Devoted signifies that the Venture has been tested multiple times and has remained loyal to the clan, regardless of temptation.

Presentation:	The Iron Circlet, Devoted; Due to the significance of being truly trusted as a Loyal member of Clan Ventrue, this Recognition may be listed separately from the Iron Circlet; If the Iron Circlet is ever lost (due to
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	punishment, for example), this Recognition is also lost
Nominated by:	Superior
Recognized by:	Vote
Requirements:	Recognized as having the Iron Circlet, and an unparalleled and unshakable loyalty to Clan Ventrue
Restrictions:	Unsuitable for starting PCs

THE LINEAGE

Lineage is extremely important to every Ventrue, and almost every member of the clan takes the time to learn the history and accomplishments of important or distinguished members of his or her Lineage. There are some Ventrue, however, who have distinguished their Lineage as above and beyond the standards expected in a clan filled with society's elite.

Those who have succeeded in making themselves memorable may be afforded a prominent spot in the Lineage of Clan Ventrue in lieu of Status, wealth, or other such gifts associated with great accomplishments. To have a prestigious Lineage reflects greatly on both, that Ventrue's Elders and his or her Childer. This is one of the few Recognitions which may be noted posthumously.

Presentation:	Prestigious Lineage: [Name]; Purchase of the Merit: Prestigious Lineage (1-Trait, Camarilla Status Packet); Must always be presented and does not count against the total number of Dignitas Recognitions which may be represented based on the amount of Clan Prestige: Ventrue the character has (this does not mean that it increases the amount of Clan Prestige the character has, however)
Nominated by:	Superior
Recognized by:	Vote
Requirements:	Ventrue who hold the maximum amount of personal Status in their Sect; have held Clan Prestige 4+ for at least 1 year; and have been active in gameplay and maintained a good reputation for a minimum of 2+ years. The behavior and reputations of both the Sire and all Childer must also reflect positively on the character.
Restrictions:	Unsuitable for starting PCs Requires Coordinator Approval

PROCTOR

Distinguished Ventrue who are sought out as teachers and role models for young Ventrue childer are sometimes rewarded with the Recognition of Proctor. Though there are no official duties associated with the title, unofficially, Proctors find their advice sought by both Sire and Childer alike.

Presentation:	Proctor
Nominated by:	Peer
Recognized by:	Vote
Requirements:	Being a proven and respected role-model and teacher for members of Clan Ventrue
Restrictions:	Unsuitable for starting PCs

PROCURATOR

During the Age of the Roman Empire, a Procurator was the governor of a minor province. In modern nights the title is bestowed on Ventrue who hold significant amounts influence and power in a regional area. The title is somewhat similar in scope to that of a Chairman of the Board, but with no official authority or duties. This Recognition is normally noted only of powerful Ventrue who do not, but likely should, hold other positions.

Presentation:	Procurator
Nominated by:	Peer
Recognized by:	Vote
Requirements:	Holdings of significant amounts influence and power in a regional area, represented by (5) Separate Influences at Level 5), as well as any two of the following at level 4: Allies, Contacts, or Fame
Restrictions:	Unsuitable for starting PCs

THE PUPPET'S HAND

The strength of the Eastern Lords always lay in their control of mortal men and institutions. Many of their greatest victories came not in personal combats, but in the form of servants striking by day. Mortal nobles fought countless battles, all to serve the agendas

of the Ventrue. The Puppet's Hand recognizes this tried and true stratagem.

This Recognition is intended to celebrate particularly impressive or cunning uses of mortal resources to solve a significant problem. In the past, these were usually military conquests of considerable measure, but in the modern nights, this Recognition is given for more subtle uses as well. Actions that serve to protect the Masquerade are held in particularly high esteem.

Presentation:	The Puppet's Hand, [Date]
Nominated by:	Superior
Recognized by:	Vote
Requirements:	The successful use mortal resources to deal with a significant challenge; Significant is defined as something of considerable measure, not every-day actions
Restrictions:	Unsuitable for starting PCs

THE SERPENTINE EGG

In past nights, a Serpentine Egg was gifted to Ventrue who had successfully committed treachery on behalf of the Clan. This tradition fell into disuse after 1639 AD when the egg was given anonymously to the Ventrue Primogen of Brussels as an Embrace Night present. A wave of similar gifts followed in attempts to humiliate particularly hypocritical Ventrue. Though some older Ventrue still claim the Serpentine Egg among their distinguished accolades, many more modern Ventrue attempt to deliver them to rivals at politically disastrous moments...

Presentation:	The Serpentine Egg; Must always be presented
Nominated by:	Peer (Anonymously)
Recognized by:	Vote (Anonymously)
Requirements:	Traditionally, for successful treachery on behalf of the clan, but is now Recognized as an insult to mark those Ventrue who are particularly hypocritical in their beliefs and actions
Restrictions:	Suitable for starting PCs

SURNAME

No one can ever be completely certain if a Surname is to serve as a warning to others, or an "honor," something that a Ventrue should be proud to carry. Either way, Ventrue who have truly distinguished their ideals and personality apart from all others will sometimes "earn" a distinctive Surname, in lieu of being praised (or punished). In the Modern Nights, the Surname has fallen out of use for the most part, with some Ventrue even going so far as to look down on this sort of title.

Some examples of Surnames include: "The Dread" Prince Stanislav; Orgom "the Feared Monster of Belarus"; Richard "the Lionhearted"; "The Gentle Lady" Stephanie; and Ibrahim "the Moor."

Presentation:	Chosen/Awarded Surname; Must be presented at all times
Nominated by:	Peer
Awarded by:	Vote
Requirements:	In-character interactions within the Ventrue Clan and the Sect that distinguish a specific part of the character's ideals and personality
Restrictions:	Unsuitable for Starting PCs.

CLAN PRESTIGE (DIGNITAS): PUNISHMENTS

SELF-ADMINISTERED

Similar to how real-world politicians and corporate executives resign their positions rather than face the backlash of a public scandal, Ventrue may also admit their failings to their Peers and Clan as a whole as a means of hopefully avoiding further consequences. Though the negative impact of such a confession is always direct and significant, some Ventrue may be able to avoid further (harsher) punishment by admitting their mistakes before others can uncover them and bring them to light.

Presentation:	Relinquished of [the Dignitas Recognition, Position, Society Membership, etc] for [the offense or scandal]
Nominated by:	Self
Recognized by:	Self
Requirements:	When Relinquished, a Ventrue loses the Dignitas Recognition, Position, or Membership in the Society in question, as well as a level of Clan Prestige. Ventrue who commit no further scandals or are the target of no other Punishments regain the loss of temporary Clan Prestige after one year, but the Dignitas Recognition must be earned again, as it was the first time (if the Recognition does not specify that it may only be earned once).
Restrictions:	Suitable for starting PCs

PEER CONDEMNATION OR REBUKE

When one Ventrue takes issue with another Ventrue's actions or behavior, he or she may call for a hearing in order to publicly rebuke or condemn the actions of said Ventrue. Doing so risks the Dignitas of both parties, but a Ventrue found to be operating with what can be proven to be "bad" or poor judgment can certainly be punished so as to serve example that similar behavior will not be tolerated. Ventrue whose shame is undeniable, but does not necessarily negatively impact other Ventrue on a large-scale, may find themselves the target of this type of punishment.

Peer Condemnations and the Rebuking of a Ventrue's Dignitas are the ways that Ventrue punish Peers that they see as not living up to the noble birthright gifted to all Ventrue. Ventrue use Condemnations and Rebukes to question or highlight the misdeeds of others inside or outside of their Regions, to highlight illegitimate Dignitas Recognitions, and to enforce decorum in addition to many other reasons. The manner in which one Ventrue brings charges against another is almost as important as the charges themselves, and Ventrue who seek to punish their Peers often take great care to avoid making false or unfounded accusations; the Dignitas of both parties is at the mercy of the presiding Judge once the Hearing begins.

Presentation:	Condemned for [the offense]; and the possibly rebuking of the Dignitas in dispute (or position within the Clan or a Society, etc)
Nominated by:	Peer
Recognized by:	Superior; Administered by a Judge, after a Hearing which finds the party guilty
Requirements:	When rebuked, a Ventrue loses the Dignitas Recognition in question, as well as a corresponding temporary level of Clan Prestige. Ventrue who commit no further scandals or are the target of no other Punishments regain the loss of temporary Clan Prestige after one year, but the Dignitas Recognition must be earned again, as it was the first time (if the Recognition does not specify that it may only be earned once).
Restrictions:	Suitable for starting PCs

REPRIMAND

A Reprimand is very similar to a Rebuke/Condemnation, except that no Hearing is necessary. Ventrue whose shame is undeniable, but does not necessarily negatively impact other Ventrue on a large-scale, may find themselves the target of this type of punishment.

Being issued by a Ventrue who is considered a direct Superior to the accused, this punishment is confirmed by a simple vote of the Regional Ventrue, or Regional Board. Only a direct, regionally-appropriate Superior may issue this type of punishment and Superiors are often careful with the frequency with which they use this form of punishment. Many view Reprimands as signifying the end of all other possibilities to solving a problem, and when this punishment is invoked too often it can sometimes attract unwanted attention. Part of serving as a Superior is supervising the young to ensure they do not make critical mistakes, and those whose rule is

overly cruel or haphazard may quickly find themselves removed of their responsibilities.

Presentation:	Reprimanded for [the offense]; and the subsequent rebuking of the Dignitas in dispute (or position within the Clan or within a Society, etc)
Nominated by:	Superior (Direct-only)
Recognized by:	Voted On, Regionally (or by the group for some Societies)
Requirements:	When reprimanded, a Ventrue loses the Dignitas Recognition in question, as well as a level of Clan Prestige. Ventrue who commit no further scandals or are the target of no other Punishments regain the loss of temporary Clan Prestige after one year, but the Dignitas Recognition must be earned again, as it was the first time (if the Recognition does not specify that it may only be earned once).
Restrictions:	Suitable for starting PCs

CENSURE

Being declared as Censured is one of the most disquieting sanctions a Ventrue may be labeled with; a black mark on the name of hapless recipient. This punishment is designated for Ventrue who have been proven to have dishonored the Clan in some way which ensures that his or her honor will not be regained for some time. A Censure is also sometimes Nominated by the determinations of a Judge at a formal Court as part of a punishment.

The Ventrue who receives this has been essentially black-balled. One who has earned this title is not privy to any of the Clan's resources, though they are still required to use their own to the benefit of the clan. They are not permitted to speak at meetings of the Clan, or of the Board, and are not permitted to be Recognized for additional Dignitas or Rank within the clan until the individual's punishment has ended. Ventrue may freely refuse the Ethic of Succor from Ventrue who are currently Censured without consequence.

Presentation:	Censured for [the offense]; Must always be presented
Nominated by:	Superior (for Removal as well); May also be nominated as part of a Judge's sentence
Recognized by:	Vote (for Removal as well); Gaining the Flaw: Censured (detailed in the OWbN Ventrue: Genre Guide)
Requirements:	To earn this label one must dishonor the Clan in a manner which is both large and lasting. Once Censured, a Ventrue loses the a level of Clan Prestige permanently, and another level temporarily (to a minimum of 1). Censured Ventrue may not raise their level of Clan Prestige while Censured. Once the punishment is lifted, Ventrue who commit no further scandals or are the target of no other Punishments regain the loss of temporary Clan Prestige after one year. If any Dignitas Recognitions were stripped during the period of the punishment, they must be earned again as they were earned the first time (as long as the Recognition does not specify that it may only be earned once).
Restrictions:	Suitable for starting PCs, but Storytellers are warned that this Flaw is harsh, especially for a new player and should definitely talk with the player before allowing them to start with this stigma.

TAINTED

Should one become tainted, their sire and childer must also stand before a Vote, or be automatically named as Censured or Tainted, depending on the severity of the offense(s). Thus, the sins of the Sire reflect on the childer and the sins of the Childer also show on the reputation of the Sire.

Removal of this label is extremely difficult, almost as difficult as it is to earn. Removal of the Tainted punishment should only be allowed when a Ventrue has done something of extremely great measure to assist the clan. Many Ventrue die trying to redeem themselves after the reputations of their Lineage has been stained by a Tainted individual.

Presentation:	[Name], the Tainted; Considered to have No Clan Prestige whatsoever; Must always be Presented
Nominated by:	Superior (for Removal as well)
Recognized by:	Vote (for Removal as well); Gaining the Flaw: Tainted (detailed in the OWbN Ventrue: Genre Guide)
Requirements:	To earn this label one must dishonor the clan to the point of being unable to redeem themselves. Ventrue who have been declared Tainted immediately lose all levels of Clan Prestige and are not recognized for any reason. They may not regain any levels of Clan Prestige until a Vote is held declaring an end to the Tainted name casting a shadow over his or her Lineage. Childer or Sires to Tainted individuals lose one level of Clan Prestige temporarily as part of their automatic Censure (they do not lose the permanent Trait as with normal Censure), and may not regain any lost Clan Prestige until standing trial at a Hearing, as described in the description of Censure.
Restrictions:	Unsuitable for starting PCs

CLAN FRIENDSHIP & ENMITY

CLAN FRIENDSHIP: VENTRUE

The friendship of the Ventrue Clan is extremely difficult to earn, but well worth the effort. Any Ventrue may nominate a non-Ventrue to be recognized as an ally and friend of the Clan. In order to do so, the Ventrue must introduce the proposition at a meeting of the Regional Board (all of the Ventrue in the Region). Once presented, the Ventrue discuss and vote on the proposal.

If the Vote is successful, the prospective recipient must then agree to accompany the Ventrue of the Region, by themselves and unattended, to a "secret meeting." Should the prospective recipient refuse to go with the Ventrue to complete the ceremony, he or she will be denied the Christos just as if the vote had failed. This refusal would likely be viewed as a personal insult to the nominating Ventrue, and possibly to the other Ventrue of the region as the test itself is a final check to ensure the proposed recipient trusts the Ventrue, implicitly. Should the vote fail because the non-Ventrue has proven traitorous or dangerous to the clan, it is not unheard of for the candidate to be shuttled to the secret "ceremony," and never come back.

Just as a Regional vote can award the Christos to a non-Ventrue, a Regional vote of any other region of Ventrue may also remove the Christos Award. Finally, a non-Ventrue may only ever be awarded the Christos Award once.

Presentation:	Christos [Appropriate title, as specified by the chart below]; Must be Presented		
	● Assamite	"Christos Dolofonos"	Useful Assassin [<i>Rare</i>]
	● Brujah	"Christos Efpaideftos"	Useful Scholar [<i>Uncommon</i>]
	● Caitiff	No award	
	● Gangrel	"Christos Thirion"	Useful Beast
	● Giovanni	No award*	
	● Lasombra	"Christos Skiazo"	Useful Shadow [<i>Very Rare</i>]
	● Malkavian	"Christos Trelos"	Useful Madman
	● Nosferatu	"Christos Lepros"	Useful Leper
	● Ravnos	"Christos Kleptis"	Useful Thief [<i>Rare</i>]
	● Setite	"Christos Ofis"	Useful Serpent Devil [<i>Uncommon</i>]
	● Toreador	"Christos Triantafyllo"	Useful Rose
	● Tremere	"Christos Magos"	Useful Wizard
	● Tzimisce	"Christos Teras"	Useful Monster [<i>Very Rare</i>]
	<i>*There is no Christos for the Giovanni. Those with high levels of Ventrue Lore may have heard that there was once a term: "Christos Ptoma" (Useful Corpse), but at some point during the Renaissance the term and title fell out of use. Efforts to create a new term for the Giovanni have been rebuffed by clan elders.</i>		
Nominated by:	Any Ventrue		
Recognized by:	Voted On, Regionally; The target character will gain the Merit: Clan Friendship - Ventrue (3 Traits)		
Requirements:	The non-Ventrue character must have developed significant relationships with members of Clan Ventrue, and must be considered a loyal ally to Clan Ventrue in at least one Region. The character being considered should be willing to risk his or her life for any member of Clan Ventrue.		
Restrictions:	Suitable for starting PCs; May only be earned once; Purchase of the Merit: Clan Friendship (3 Traits) is regulated by: <i>OWbN R&U Bylaws, Section 3.E.i.</i>		

CLAN ENMITY: VENTRUE

Earning the ire of Clan Ventrue ensures that life will be difficult, and short. Much like earning Clan Friendship above, any Ventrue may nominate a non-Ventrue as an enemy of the Clan. As with Clan Friendship, the Ventrue must introduce the proposition at a meeting of the Regional Board (all of the Ventrue in the Region). Once presented, the Ventrue discuss and vote on the proposal. As with Clan Friendship, this Enmity may be removed by a vote of any Regional Board of Ventrue.

Presentation:	[Name], Enemy of Clan Ventrue; Must be Presented
Nominated by:	Any Ventrue
Recognized by:	Voted On, Regionally; The target character will gain the Flaw: Clan Enmity - Ventrue (2 Traits)
Requirements:	To earn this label one must have made insoluble enemies of members of Clan Ventrue, regionally.

Restrictions:

Suitable for starting non-Venture PCs;

Storyteller Approval;

The Flaw: Clan Enmity (2 Traits) is regulated by: *OWbN R&U Bylaws, Section 3.E.i.*

PLAYER-CREATED DIGNITAS

In theory, all Dignitas Recognitions originated with an individual, or group of individuals. As challenges presented themselves, those who devised solutions to those challenges were Recognized with praise, glory, and accolade for their efforts. For this reason, it makes sense that characters should be allowed to devise their own Recognitions which originate with Regional-level challenges. To help keep the theme of “Custom” Dignitas somewhat even across the organization, however, Player and Storyteller created Dignitas (known as Custom Dignitas) is considered Coordinator Approval (*OWbN R&U Bylaws: Section 4.F.xxii*).

Custom Dignitas should, ideally, differ significantly in purpose from any of the other Dignitas presented in this document; it should focus on a specific accomplishment. Custom Dignitas should also follow the format defined in the “How to Read Dignitas Recognitions” section of this document.

CONTRIBUTIONS

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Brian Orlando
Ventrue Coordinator, 2011-2013