

One World by Night

French Packet



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*Frères humains qui après nous vivez,
N'ayez les coeurs contre nous endurcis,
Car, si pitié de nous pauvres avez,
Dieu en aura plus tôt de vous mercis.
Vous nous voyez ci attachés cinq, six :
Quant à la chair, que trop avons nourrie,
Elle est pièce dévorée et pourrie,
Et nous, les os, devenons cendre et poudre.
De notre mal personne ne s'en rie ;
Mais priez Dieu que tous nous veuille*

*Brothers that live when we are dead,
don't set yourself against us too.
If you could pity us instead,
then God may sooner pity you.
We five or six strung up to view,
dangling the flesh we fed so well,
are eaten piecemeal, rot and smell.
We bones in a fine dust shall fall.
No one make that a laugh to tell:
pray God may save us one and all.*

-Beginning of “La ballade des pendus” (Ballad of the hanged), François Villon’s epitaph

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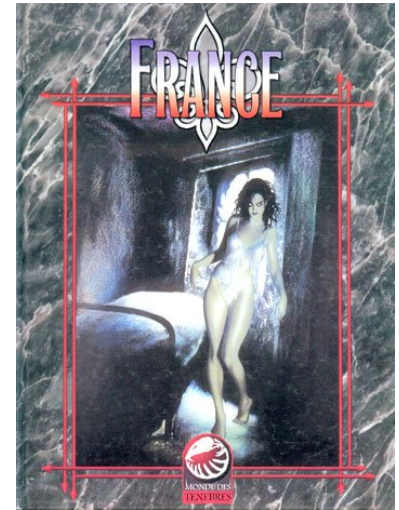
Introduction: How to use this packet

The OWBN French Packet is supposed to do two things:

- Help OWBN players learn more about France in the World of Darkness by providing material never published in English before
- Foster interaction between the French and English-speaking parts of OWBN.

If you need to only read part of it, Chapter 1 is what you're looking for. It covers the general organization of Kindred in France and the country's peculiar power structure. Chapter 2 covers 2700 years of French Kindred history in a few pages. It is designed to explain the whys and hows of said peculiar power structure, and to give players a way to find where their PC was, what he or she may have been doing in France at the time etc. Chapter 3 describes the Fiefs of France and their most famous residents. Finally, Chapter 4 explains how to use the info and how to interact with the French game.

The main source material for this packet is "France" a 260-page behemoth describing the country for the first five white wolf genres. Two editions (one with, one without the lingerie) were published in France in 1997 by White Wolf and Ludis International. The latter went bankrupt shortly thereafter and "France" has been out-of-print for years. Other references included a 'zine called Kaotic, which published one of the many unofficial "Paris by Night" drafts. It was used as a starting point for "Les Chroniques de Paris," the Parisian chapter of OWBN. It is also out of print but the original text, complete with typos, can be found online at <http://www.primogenat.com>. Please note that the Parisian chronicle diverged from these sources to accommodate its own history.



Finally, I would like to thank Stefanie Moser, Loopy, the current Coords/subbies and Pascal Nicolette from the Parisian ST team for their time and cooperation.

Thomas B.
Former OWBN French Historian
Former player of Ravachol, that pesky French Brujah Harpy

PS: you will notice French phrases scattered throughout this packet. They are either transparent or come with a translation. A French man would never pass such an opportunity to shamelessly plug his language to an English-speaking crowd.

Chapter 1. French Politics

“How can you be expected to govern a country that has 246 kinds of cheese?”

—Charles de Gaulle, former French President

1.1 Blood-sucking surrender monkeys?

All French Kindred are unwashed, decadent, rude, snotty lecherous Toreador Elders. Just like all American Kindred are uneducated Sabbat-infiltrated Anarch Caitiff Neonates. As always, stereotypes can be misleading but, over the centuries, differences between Kindred on both sides of the pond have grown so much that one wonders whether they were ever part of the same population. The three main driving forces behind these differences are age, demographics and the Toreador Hegemony.

Age

French Kindred are, overall, older than American Kindred. Meaning that many have been involved in the Jyhad since way before the creation of the Camarilla. They have been through dozens of wars, invasions, revolutions and plagues. The ones that are still around really have “been there, done that.” Most French Vampires have a deep scorn for their American counterparts: Elders think Americans are uncouth barbarians and Neonates see them as haughty imperialists. All are extremely cautious when welcoming American Kindred in their Elysiums: every guest is seen as a potential Sabbat infiltrator.

Demographics

The Vampiric population is extremely high in France, especially when compared to the Kine population. Population density rarely follows the 1:100,000 rule, and goes as high as 1:50,000 in certain places. For example, Paris and its suburbs comprise about 10 million inhabitants, which means between 100 and 200 vampires. And that’s without counting Anarchs and underground Nosferatu. Space is also another major issue: French cities are small and few have any real urban sprawl. As a result, the French equivalent of an American Domain is a Fief and not a city. A Fief encompasses several cities, with the biggest one used as capital and power center. For example, the quiet Fief of Normandy has Rouen as its capital (500,000 humans), with Caen and Le Havre as secondary centers (200,000 humans each). Thus the Fief contains between 9 and 18 Kindred spread over 3 cities.

The Toreador Hegemony

Aside from the Fief system, seen elsewhere in Europe, France is most famous in the Kindred world for its peculiar power structure. Since the end of the XVIIth century, the Prince of Paris imposed his rule on the rest of the country, making other Princes his vassals. They are not allowed to hold the title of Prince and are called “Marquis” instead. Historically, the last non-Parisian Kindred claiming the title of Prince were Southern Toreador who were toppled during the French revolution (1790s). The Toreador Hegemony is the main reason why the French Ventrue never managed to regain the power that was theirs in the Middle Ages and why they pale in comparison with their English and German counterparts. Many Kindred were opposed to the Hegemony since the beginning and favor the return of the full title of Prince to the Marquis. Their loose association is called the “Praxist movement.” Originally composed of Traditionalist Ventrue, this movement has been co-opted by anyone who opposes the Prince of Paris and sees the movement as a way to further their own political agenda.

What is a Marquis?

Within their Fief's boundaries, Marquis are basically like normal Camarilla Princes except for a few "minor" details.

Marquis only rule because the Prince of Paris lets them do so. He can fire them at any time. Even the local Primogen council doesn't have a say in who will rule the city. François Villon, the Prince of Paris, can veto any decision made by any Marquis in any Fief. While he rarely uses his veto, it is still a constant reminder of who rules the country.

To stay informed on what happens in the various Fiefs, Villon has an official representative in each Fief called a Légat (Legate). Légats are always Toreador, usually Ancillae. They only answer to Villon and do not have to abide by any of the local Marquis' rules. In most Fiefs, they also have fringe benefits like private domains, hunting privileges etc. Of course, in some Fiefs, the Marquis makes it very clear that the Légat isn't welcome and will go to extremes to prevent him from doing anything. Several Marquis understand that a good way to escape the Hegemony is to interact with neighboring foreign Domains and gain more political importance through international politics, away from the scrutiny of Villon and his Légats.

A Marquis gets to choose his Sénéchal -also called Régent- and his Prévôt (Sheriff) but must submit his choices to the Légat. Most Sénéchals are the Marquis' Childe and are almost always of the same clan, while Prévôts can be of any Clan. The Marquis can also nominate the Gardien de l'Élysium (Keeper of Elysium) but Villon vetoes any non-Toreador nominees. Domains have reinstated the office of the Fléau (Scourge), chosen by the Prince, while the Harpie is chosen by the Primogen Council.



*François Villon
(back when he was alive)*

1.2. Les Traditions

French Kindred are anal about the Traditions. They followed them even before they were written down, so the thought that anyone could break them now that they are clearly set in stone drives them nuts.

La Mascarade

France is one of the countries in the world where the Masquerade is the tightest. Most Vampires do not feed in the streets but "à la Casanova", with their own Herd or in a specific sub-population. Parisians Toreadors started the trend centuries ago to feed only among hip mortals and this practice spread to the rest of the Camarilla. When sloppy feeders aren't destroyed, they are banished from the Domain and invited to expatriate to other territories where such excesses are more easily tolerated - the United States for example.

Le Domaine

There is only one Domain in France: France. A Marquis theoretically holds Domain over his Fief and sometimes gives small territories to high-standing Kindred (in Paris a neighborhood, elsewhere up to a small city), but as always, Villon has final say.

L'Étreinte

Because of the Kindred overpopulation explained above, the right of Progeny is tightly regulated and is a rare reward. Most people petition the Keeper of Elysium who will then go to the Prince or Marquis.

La Responsabilité

Most French Kindred are tantamount on giving a good, long Accounting to their Childe. Most Fiefs are small, isolated communities where word always gets around and where an ill-mannered Childe, even when released from the Accounting, is a source of shame for his Sire.

L'Hospitalité

This tradition is very formalized: all Keepers of Elysium control, in the main city of their Fief, a place known as the Atrium. It is a public place, usually a nightclub, where each newly arrived Kindred must present themselves to be introduced to the Marquis. Each Keeper of Elysium knows about Atriums in other Fiefs: they can tell their locals where to go and know who to call to check on someone's references. And it all stays within Clan Toreador. The Paris Atrium is Club Élysée, one of the most famous nightclubs in the capital.

La Destruction

In Province Fiefs, Bloodhunts, called by the Marquis, are always led by the Prévot, who keeps a tight check on the Kindred involved to avoid any problems, Masquerade breaches etc. In Paris, Bloodhunts are usually handled by powerful ghouls whose jurisdiction encompasses the whole Domain, leading to problems with local Marquis, Prévôts and Fléaux. Parisian Kindred only take an active part in greater Bloodhunts: extremely rare occurrences involving Infernalists, Sabbat packs etc.

1.3 Camarilla Clans power structure

The **Toreador** have been the uncontested rulers of Paris since the Renaissance. They make up to 2/3rd of the declared Kindred in the Capital, with twice as many Poseurs as there are Artistes. Parisian Poseurs rule nightlife, hip places and the fashion and haute couture industry, giving them worldwide prestige. Older Toreador wield considerable financial and political influence throughout the country. Without them, the Ventrue and Tremere would have taken over long ago. Outside of Paris, Toreador Influence is mainly felt in the southern cities of Toulouse and Avignon, ruled by a very old line that lost its power following the French revolution.

The **Ventrue** are divided into two rival factions: Nobles and Liberals. Nobles are attached to their lineage and only Embrace among their mortal descendants. Today, five major families can trace their ancestry back to the Middle-Ages: the de Sens (Paris), de Morsac (Occitanie), de Gueldre (Nord), d'Harcourt (Normandie) and de Vandreuil (Lyon). Liberal Ventrue are mostly Ancillae who rose to power during the Industrial Revolution and now influence the European Union. Their activities are centered around Strasbourg (site of the European Parliament) and they have close ties with the Ventrue Consortium of the Benelux (Belgium/Netherlands/Luxembourg).

The **Brujah** played an important role in various periods of French history, especially during the French Revolution, the Commune or more recently the May 1968 riots (Changelings claimed a role in it but who cares?). Before the rise of the Parisian Toreador, the Brujah were the Ventrue's main enemies as the Clan of Kings controlled Paris and most of France. Villon's Anarch past clouds the relationships between the Toreador and the Brujah: while most Iconoclasts refuse any contact with the Roses, quite a few Parisian Idealists maintain that Toreador should be allies against the real enemies, the Tremere and the Ventrue.

In France, the **Tremere** are linked to Kine secret societies and infiltrate the high finance and politics circles through cults. However, compared to their English or American clanmates, their power is laughable: the Clan was never fully accepted by other members of the French Camarilla, who often opposed them with a

common front. There are 9 Chantries in France, one in Orleans, two in Paris, and one in each main Fief. The Orleans Chantry, ruled by the Lord of France, recognizes Villon's authority – in theory.

While it is always difficult to gauge their number, the French **Nosferatu** are more numerous than their German and English brothers. They fulfill their usual role as spies and information traders in the Camarilla, wielding high levels of influence in the contraband networks of port cities. In Paris, they rule the underground world of sewers, catacombs, carries and subways, which gives them tremendous power.

The French **Malkavians** are not a coherent political force, and seem mainly interested in influencing psychiatry and fostering the spread of urban legends: their own way of contributing to the Masquerade.



Catacomb art

The current opposition to Toreador Hegemony doesn't come from Anarchs or Sabbat members but from the very Camarillan Praxist movement. Many Ventrue Elders openly express their disgust for Villon and foster the rise of extreme right-wingers in Kine politics. One reason is that this ideology correlates with their views of racial purity, as some advocate systematic extermination of the Caitiff or "inferior" Clans such as the Ravnos or even the Nosferatu. Others hope to build a new power base free of any other vampiric influence, but the extreme right is also infiltrated by the Tremere, some Brujah close to skin-heads and even a few ambitious Toreador. This combined influence causes a certain amount of turmoil in Kine and Kindred politics, and many start to herald the end of the Toreador Hegemony.

1.4. Independents

Gangrel are few and far between in France as most immigrated to the New World. The last large Gangrel territory is the Basque country, a southern region at the Spanish border. Some Gangrel did adapt to Paris and its urban jungle, with certain debilitating effects.

While major players of the Anarch revolts in the Middle-Ages, only a handful of **Ravnos** are left in France, mostly near the Spanish border and in Marseille. The few Parisian Ravnos are not well respected within the Clan as they belong to a sedentary line.

The **Giovanni** have been present in France since the Renaissance, trying to limit their influence to financial Parisian circles. They've always been hindered by the Noble Ventrue families who have feverishly hated them since the Middle-Ages. They are more influent in Marseille, and in Nice that they basically own (see Chapter 3).

Setites are a big mystery in France: it is known they took part in the French Revolution, and some speak of voodoo death cults in the African and Caribbean communities of Paris and Marseille.

Assamites are very rare. Officially forbidden from entering Paris, they do possess a firm power base in Marseille. The mere rumor of Assamite presence in a French city triggers a wave of paranoia.

Anti-**Caitiff** racism is the norm in France, and most Clanless join violent Anarch factions before immigrating to the US. A tiny minority made of young Brujah, Gangrel, Malkavian and Nosferatu tolerate them, without showing it too much for fear of being ostracized by their own Clan.

Daughters of Cacophony used to have a huge presence in Paris, and their tumultuous relationship with the Toreador fueled Opera scandals for the last 3 centuries. Most immigrated to the United States.

1.5 The others

Anarchs

“A Neonate who has never been an Anarch is a moron, an Ancillae who is still an Anarch is another moron.”

-François Villon, former Anarch

French Fiefs harbor quite a few Anarchs and most of them think of themselves as revolutionary intellectuals, not to be confused with mere nihilists or American gangsters. They amuse Villon a lot and he thus tolerates their existence. Those “ballroom anarchists” are scorned by the violent branch of the movement, led by Iconoclast Brujah. These groups infiltrated extreme left-wing terrorists groups in the 70s and 80s and somewhat threatened the Camarilla at the time. Repression was swift and merciless. Many French Kindred see the embracing of Anarch ideals as a rite of passage before joining proper society.



Anarchist demonstrators

Sabbat

The Sabbat in France is nothing compared to the United States. They do not hold any official territory and act only through spies and infiltrators. Current rumors include: infiltration of Camarillan Nosferatu in the Parisian sewers, a nomadic pack of bikers around since the 70s and the replacement of top-ranking members of Clan Toreador, Brujah and Ventrue with Vicissituded infiltrators during troubled periods such as the French Revolution, or the Nazi Occupation.

Inconnu

Inconnu is French for “unknown” and no one could ever prove their presence in France. Some hypothesize that the exceptional quality of the Masquerade would be due to the discreet interventions of this mysterious sect.

Inquisition

Overall, the Influence of the Society of Leopold has been waning in France. Since the Age of Enlightenment, the French pride themselves on embracing rationalism, helped by all the Camarilla Clans. The political influence of the Inquisition is limited to Parisian Catholic fundamentalists, as the Cécacle de Notre-Dame maintains a small group of stealthy, well-organized fanatics. The other main Inquisition power center is located in Chartres, which harbors the convent leading the Order of Sainte Jeanne, the feminine branch of the Society of Leopold.

Arcanum

The Arcanum is still very much present in France, through influence of rosicrucian esoterical movements. The Inner Circle edict of not contacting the Arcanum may have been transgressed by the French Tremere several times, as they are rumored to be trying to take over the French Branch of the Arcanum.

Chapter 2. Histoire de France

I grew up in Europe, where the history comes from.
-Eddie Izzard,, comedian

Kindred and Kine histories have been intertwined for more than 2000 years in France. The aim of this chapter is not to give you every single detail of it, but to illustrate how the various Clans influenced or reacted to mortal history. While reading about the history of France would be your best bet to learn more about these various periods and characters, each sub-chapter comes with two movie-watching suggestions. Most of these movies were shot in France or have French directors. They are not the best or the most historically accurate but are available in good American video stores and can give you ideas about your PC's life/unlife-style at the time.

2.1 L'Antiquité

(Astérix, Druids)

-700: First Kindred presence in Gaul, the land that will become France. The City of Massalia (Marseille) is ruled by an alliance of Brujah and Toreador who came from Greece.

-150: Fall of Carthage. The Brujah turn against the Toreador of Massalia, who call the Roman Ventrue for help.

-50: Gallic wars. The Roman Empire, influenced by the Ventrue, Malkavians and Lasombra occupies France. Local Celts become "Gallo-Romans", their culture a mix of Celtic and Latin civilization.

2.2 Le Moyen-Âge

(The Messenger, The Name of the Rose)

476: Fall of the Roman Empire to barbarian invaders. Roman-ruled Gaul is invaded by Germanic tribes.

- Northern France is ruled by the Franks. Their leader, Clovis, becomes the first king of France and is converted to Christianity in 496. He is manipulated by Mérovée, a paranoid Brujah Methusalah who prefers to ally with Clan Malkavian than with Brujah Elders, and who will try to control all of Clovis' descendants (the Merovingian dynasty).
- Southern France is dominated by the Wisigoths, their capital cities being successively Barcelona, Bordeaux and Toulouse. On the Kindred side, Toreador and Lasombra rule the land.

750: Mérovée has an increasingly hard time defeating the Ventrue, Toreador and Lasombra conspiracies which have turned the Merovingian dynasty period into one long streak of murders. After mistreating his Malkavian allies for centuries, Mérovée is abandoned by all and mysteriously destroyed in his Haven. Paris is officially the capital city of France, but the country's territory is about 5% of its actual size.

800: Charlemagne becomes Emperor of the Western Holy Roman Empire. The Ventrue manage to defeat the Brujah in the North and manipulate the Franks into chasing the Wisigoths away to Spain. The Toreador ally with the Ventrue and the ensuing peace fosters a rich period for the arts and civilization.

814: Charlemagne dies, his sons do not agree on succession and wars start to tear the Empire apart.

843: France becomes independent, marking the scission between the French Ventrue and their German cousins. Viking invasions, infiltrated by foreign Gangrel, Brujah and Garou wreak havoc around Northern France, leading to the siege of Paris. Toreador, Brujah, and Lasombra attacks further weaken the Ventrue, but the final winner will be Alexandre, a 4th generation Ventrue...

987: Alexandre uses his influence to put Hugues Capet on the throne of France. The King of France is normally elected by powerful nobles and doesn't have that much land or political power. To increase this power, Alexandre imposes the concept of hereditary monarchy among the Kine and installs himself as an arbiter between Noble Ventrue broods who control important mortal noble families. Under this system, the Capetians dynasty will reign over France for 9 centuries, and Alexandre will become the first undisputed Prince of Paris. Meanwhile, in Southern France, Toreadors are busy fighting Setite infiltration in their mortal courts. Geneviève Orseau, an unknown Toreador Artist becomes famous for single-handedly chasing the Snakes away from the region.

1025: Eusugénos, the last great Gangrel leader is destroyed by the Prince of Bretagne (Brittanny) and nobody gives a damn. This former Celtic druid kept fighting Christianity and modernity throughout his unlife, and with him died the last hope for unity among the French Gangrel.

1137: Alexandre tries to increase his influence over Toreador lands via the marriage of King Louis VII (from the North) with young duchess Aliénor d'Aquitaine (from the South).

1152: Aliénor is repudiated and remarries with Henry II, King of England. This will later be the main cause of the 100-year war. Many see this remarriage as Southern Toreador calling the English Ventrue for help to fight the domination of Northern Toreador and French Ventrue. Following this marriage and through his influence in the Plantagenêt dynasty, Mithras, Prince of London basically controls half of France and will fight Alexandre for the following three centuries.

1208: First political apparition of the Tremere in France via esoteric organizations, including the famous Knights Templar. Shortly thereafter, the pope's representative is assassinated in southern France, in a region full of Cathare "heretics" (highly civilized Christians who do not recognize the power of Rome). Pope Innocent III calls for a crusade to exterminate the heresy and the Knights Templar join the fray. Highlights of this crusade include mass slaughters of innocents (the famous sentence "Kill them all, God will sort them out" was pronounced then), the complete destruction of a rich civilization, the burning of many Mages and Order of Hermes strongholds by the Tremere, and the creation of the Inquisition in 1231. For Kindred, the goal was just to weaken the Southern Toreador and Brujah by preventing a political union between Languedoc, Provence and Catalogne.

1214: French victory at Bouvines, Alexandre is the most powerful Prince in Europe.

1307: Alexandre decides that Tremere-controlled Knight Templars are gathering too much power, has the order destroyed and its leader arrested. It is the first of many political setbacks for the French Tremere

1348-1460: While the 100 years war is raging, hunger and epidemics ravage the country. A Black Plague often blamed on the Setites triggers the unexplained death of many Kindred.

1415: Mithras launches a major offensive against Alexandre and all Northern French Kindred. Province Princes barricade themselves to defend their own domains, leaving Paris at the mercy of English forces. Alexandre is too busy fighting his English cousins to notice the formation of an Anarch Court of Miracles in Paris, made of Brujah, Ravnos, Nosferatu and Malkavians. He loses all political power in the city.

1429: Joan of Arc rallies the French behind their new King, Charles VII. Alexandre uses this as a way to rally the Southern Toreador against Mithras, manages to kick his forces out of Paris and to regain control of the country.

1481: The Anarch coterie of les Ecorcheurs (the skinners) use a popular uprising to accelerate the fall of Alexandre and his cronies, who disappear in the fire of their haven. French Elders gather in a Conclave to decide on the future of France. After a lengthy session of Ventrue-bashing, they get rid of the current system's legitimate heir, the Ventrue Magnérius de Sens who, while hated in Paris, has tremendous connections in the Province.

1493: Creation of the Camarilla. Completely absorbed in Ventrue vs. Toreador intrigues, no French Kindred really gives a damn. Parisian Toreador Rafael de Corazon (a close ally of Béatrix and her protégé François Villon) is one of the founders of the Camarilla. Madame Guil, another Frenchie, is the first Toreador Justicar.



*Joan of Arc listening to her voices
(Villon's collection in the Louvre).*

2.3 La Renaissance & les guerres de Religion

(Queen Margot)

1500s: Still faithful to Magnérius de Sens, the Province Ventrue try to start a war between France and Italy to destroy the strong ties between Toreador of the two countries. In spite of –some say thanks to– the hostilities, the more refined Italian culture reaches France for what will become the Renaissance. François Ier, the new king of France is the first French monarch under direct influence of the Toreador. His love of culture and science, his hatred of ignorance and superstition are the Toreador's personal contribution to the Masquerade.

1562–1598: The Ventrue-Toreador struggles fuel religion wars between Catholics (supported by the Ventrue, Southern Toreador and the Tremere) and Protestants (supported by Idealist Brujah, and two-faced Province Ventrue). Béatrix and the Northern Toreador use the King of France to orient the conflict according to their interests.

1572: The wedding of the king's sister Marie de Valois (a catholic) with Henri de Navarre (a protestant) is supposed to be the occasion for a big reconciliation between the two parties. Protestant leaders from around France are invited to attend the festivities in Paris. Béatrix and Magnérius de Sens use this as an opportunity to invite Province Princes to discuss a possible truce between their two Clans and work on a new power balance in France. On the night of St Bartholomew, 3000 –mainly protestant– Kine and 15 –mainly provincial– Kindred are slaughtered in Paris. Magnérius puts the blame on Béatrix and her inability to keep her city safe. Slightly miffed, the Toreador ally themselves with Italian Giovanni to hopefully get rid of the Ventrue.

2.4 Le Grand Siècle

(Man with the Iron Mask, various musketeer movies)

1600s: Italian influence in France has never been bigger. But after a wave of poisoning that decimated Kine court members, Kindred are looking for culprits. Suspected at first, the Giovanni put all the blame on Setites, who are kicked out of Paris for 150 years.

1651: Magnérius de Sens tries to overthrow the Toreador regime first by physically attacking the Giovanni then the Toreador directly. Béatrix flees Paris, allies with the Brujah and, with their help, reclaims all power. Magnérius de Sens flees for his unlife and Béatrix has him destroyed in Spain a few months later.

1661: Béatrix supports Louis XIV, the “Sun King”, famous for his passion for art and centralized power. He makes all important nobles move into his palace in Versailles to keep them under a tight supervision. Béatrix, while still Prince of Paris, also moves her power base to Versailles, leaving François Villon as Toreador Primogen of the capital. Béatrix extends her control over France. Without a leader to replace Magnérius, without any support from their German and English cousins, the great Ventrue Princes from the Province just cannot compete.

1673: All Province Princes sign a Treaty of Allegiance to Béatrix, marking the official beginning of the Toreador Hegemony. They are turned into Marquis and have to answer to the Prince of Paris. To secure their influence in Europe and reduce the power of Germanic Ventrue, the Toreador support Louis XIV’s wars against the Haspburg holdings in Flanders and Spain. Meanwhile, in Paris, a new court of Miracles is formed: Malkavian, Brujah and Gangrel extremists plot to overthrow the new vampiric order.

2.5 Les Lumières

(Ridicule, Brotherhood of the Wolf)

1700s: the age of Enlightenment. Paris boasts 600 000 inhabitants, nobles are passionate about arts and sciences, take to philosophy and discuss new visions of the human condition, government and religion. The Toreador let the Brujah enter the realm of their Salons and find their crazy ideas wildly entertaining. Béatrix doesn’t pay any attention to this and lets former-Anarch Villon enjoy the debates.



Dangerous Liaisons

2.6 La Révolution Française

(various Scarlet Pimpernel movies, the French Revolution)

1789: Using Robespierre as their Kine agent, the Camarilla Brujah and their Anarch allies are the main movers and shakers of the French revolution. Helped by Malkavians and a few Gangrel, they seek to put an end to authoritarian rule by destroying Ventrue and Toreador leaders. Many Kindred try to flee France and some, like Béatrix, are killed on their way to England by the Malkavian Primogen of Paris. François Villon doesn’t leave the city but goes in hiding. After a few years, the Brujah are overwhelmed by plots from the Sabbat, Setites, the Ventrue and even some Toreador like Mme Guil. They try to stay in power through violence via the Terror regime in 1793 but a few Ventrue manage to unite and start to destroy Brujah leaders one by one.

1794: Villon returns from hiding, and with the help of Clan Nosferatu and some Toreador, destroys the last Brujah leader. He is chosen as Régent of Paris, there is no official Prince.

2.7 L'Empire & la Révolution Industrielle

(Les Misérables, Moulin Rouge)

1801: The Brujah try another coup via young Corsican general Napoléon Bonaparte but he will escape all control by Kindred forces. With the help of Clan Gangrel, Villon infiltrates Napoléon's administration instead of trying to control him directly. Napoléon declares himself Emperor of the French, brings stability to the country and war to Europe. Villon uses his conquests to plunder works of art throughout the continent.

1805: Hungry for power, Villon decides to use incriminating evidence (gathered by Mme Guil) against the Ventrue Marquis who used the Revolution to settle personal odds. He gives them the opportunity to recognize the Toreador Hegemony once again or he'll drop a few lines to the Justicariate. This quickly builds a consensus, enabling him to become the new Prince of Paris. After two last tries to unsettle him during the July 1830 monarchy and the 1848 Brujah-led popular revolution, all opposition to Villon will remain silent.

1848-1870: To destroy the remnants of Brujah popular influence in Paris, Villon orders Toreador Architect Pierre Lescot to redesign the city. Through the human Baron Haussman, Paris is transformed from a medieval-looking city of tiny, dirty streets into a modern metropolis with wide avenues, sewers and parks. The poor leave the city en masse and the Brujah lose their main source of influence.

1870: France is invaded by Prussia, and some say Gustav, Ventrue Prince of Berlin takes great pleasure in punishing the Parisian Toreador for stealing European works of art 60 years ago.

1871: The Brujah try to stir one more Parisian uprising, but the French army storms Paris and Villon blood-hunts all Brujah leaders who took part in this rebellion. The Brujah will remain silent for about a hundred years.

1900s: Paris becomes a worldwide center for the arts, culture etc. It gets his nickname of "most beautiful city in the world"; art nouveau, cubism, fauvism, surrealist literature represent the height of Toreador influence in the city.

1914: WWI is used by Gustav to finally topple Toreador power in France. Villon manages to unite French Kindred behind him, personally destroys a few traitors, and discovers the emerging power of American Kindred.

1920s: France tries to recapture the craziness of pre-war times. Parisian Kindred set international politics aside for two decades of partying and petty intrigue.

2.8 La deuxième guerre mondiale

(Saving Private Ryan, Is Paris Burning?)

1939: WWII is often blamed on Gustav but, after a while, it was accepted that Kindred of all Clans tried to get something out of this sad period. Most European Princes actually tried to avoid the war and failed miserably.

1944: In the footsteps of the Wehrmacht, German Ventrue and Tremere invade Paris with the help of the local Tremere. They form an alliance with Province Ventrue Elders and take over Parisian Kindred circles. Many Kindred flee to England or, like Villon, hide underground and organize a resistance movement. Villon's supporters ally themselves with English Ventrue and nationalists French Brujah. Communist

French Brujah are wary of any alliance with Villon and manage to contact their Russian clanmates. The most active resistance faction overall is the Parisian Nosferatu. After centuries of quiet hiding, their relentless guerilla surprises everyone and makes them prime targets for the Tremere who want complete control of Parisian tunnels. Total war between the two Clans ensues and, to this day, many Parisian Tremere and Nosferatu still hate each other.



Notre-Dame gargoyl

1945: When American and English Ventrue on one side, Russian Brujah on the other finally arrive in Paris to claim Praxis on a -supposedly- deserted Domain, they are astonished to see Villon holding Court in le Louvre, surrounded by a host of Gargoyle bodyguards. It is rumored Villon stroke a deal with Parisian Gargoyles, giving them the Notre-Dame cathedral and an independent territory on the Île de la Cité in exchange for help. Eventually, the shady post-war period gives the Toreador a wonderful pretext to eliminate certain Ventrue and Tremere luminaries for alleged collaboration with the enemy

2.9 La Cinquième république

(read the newspapers, watch TV, go visit the #1 tourist destination in the world)

1950s: Continuing a movement that starting after WWI, French peasants leave the countryside en masse, leading to the rise of the banlieues or Parisian suburbs. Originally ignored because of their sparse Kine population, the construction of the first high-rise housing projects attracts quite a few newcomers on the vampiric scene. Villon deliberately lets some Anarch coterie develop in these territories to terrorize inner-city Kindred, staging himself as the sole protector against the Anarch menace surrounding the city.

1968: last big popular uprising in France. What started as run-of-the-mill student protests ends in a nation-wide general strike and urban guerilla in Paris. It is the Parisian Brujah's last known attempt at co-opting a revolutionary movement.

1981: For the first time since the 1930s, a socialist is elected president. François Mitterrand makes extensive use of his party's symbol (the rose) and heavily subsidizes education, culture and the arts. Most non-Toreador shake their heads in disapprobation, muttering things about the Masquerade and the death of subtlety in these modern times.



*"The fist and the rose",
emblem of the French
socialist party*

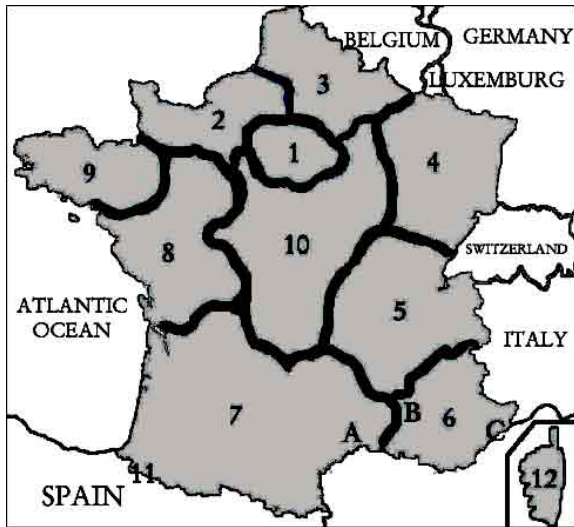
1995: Jacques Chirac, a conservative, is elected president. Completely oblivious to this, Parisian Toreador seem to have spent the past ten years in perpetual Elysium, partying, influencing the arts and not caring about lowly accounting details. Young Ventrue capitalists join forces with Province Elders to foster the rise of Kine parties favoring a more free-market approach coupled with an increased power of non-parisian regions.

2002: The extreme right candidate ends up second at the presidential race, after the incumbent Jacques Chirac. After a historical demonstration on May Day, the whole country rallies behind the conservative president to avoid a fascist regime and he is elected with more than 80% of the votes. Many see it as a complete victory of the Praxist movement's plans.

2003: 15,000 humans, most of them elderly Parisians, die in a record heat wave. Hospitals and morgues are overwhelmed, corpses are stored in freezer trucks. Spending their long summer days in the dark safety of their Havens, French Kindred are just as surprised as everyone else.

Chapter 3. Places to go, people to see

France would be perfect without the French.
-Anonymous non-French saying



France is divided in 8 official Fiefs: Paris (1), Normandie (2), Nord (3), Est (4), Lyonnais (5), Provence (6), Aquitaine & Occitanie (7) and Vannetais (8). As the only current French OWB game is in Paris, the description of Province Fiefs is purposefully left in the vague. The following information could change if new French chronicles joined OWB.

3.1 Paris

This Fief actually includes a whole region called “Île de France” among the Kine. This region consists in Paris city, made of 20 arrondissements (districts) plus its suburbs, for a total of around 10 million inhabitants, i.e. 1/6 of the country’s total population. To get an equivalent on the scale of the US, combine DC’s political importance, LA’s

entertainment industry, San Francisco’s alternative lifestyles and Silicon Valley, plus NYC’s media and general attitude in a 50-million-people urban area. This would be the American version of Paris.

On the Kindred side, Paris is of course the most important Fief since the beginning of the Toreador Hegemony. François Villon, Prince of Paris, is the undisputed ruler of France and makes sure everyone throughout the country -and the Camarilla- is aware of it.

The Fief holds a very special role for Clan Toreador worldwide, and any Rose worth their salt makes frequent visits to the City of Lights. Even without these visitors, the Toreador outnumber other Clans 2 to 1 and this shaped the city in many ways. Paris is full of museums, art galleries and all Kindred, whatever their lineage or Domain of origin are expected to behave. This means no sloppy feeding, no gun-toting and a strict respect of etiquette rules.

La non-vie Parisienne

A newcomer’s first night out is a rather public affair where they have to introduce themselves in front of the Légat by revealing their name, Clan and status. By that time, the Keeper of Elysium has usually already checked their credentials with the Keeper from their Fief/Domain of origin. The Louvre museum, Villon’s choice Elysium location is open to Kindred virtually every night, even though he is hardly ever there. He sees every work of art in the museum as part of his private collection and has been known to send paintings as presents to various Camarilla luminaries during special events such as the 2002 NVA/DC Grand Elysium. The Louvre is a hotbed for political intrigue, with various official Salons and unofficial Coterie. Most throw parties and artistic performances in the various wings of the museum that are allocated to them, and being seen in the right events is a must for all Parisian Kindred. Mere social banter during these events is a martial art form but can be quite rewarding. For example, American Toreador Alexander DeMarco’s sharp wit and intriguing humor during his visit to the Louvre made quite an impression on Villon, who invited him to stay for a while. After spending a few years in America, some Kindred, -such as San Francisco’s Siobhan McKaye- return to Paris for their semi-retirement or to avoid the nightly hassles of American Kindred life (Sabbat attacks, Caitiff presence, inability to spell “hors d’œuvre”). On the other hand, many Parisian Kindred are sent to the USA to “further their education”, or on “diplomatic missions”, a polite way to say they’re banished from the Domain. Their Elders usually hope that they’ll end up killed by Lupines or

worse. Indeed, America can prove dangerous for adventurous French Kindred: former Sénéchal of Marseille Jean-Louis de Beaumont traveled to America out of curiosity, only to discover that his new Prince was Sabbat and was swiftly decapitated by said Prince. The few that make it back are usually regarded with a mix of scorn (they're upstarts) and envy (especially for non-Toreadors, since they've experienced a much different Clan power balance). Finally, some Parisians leave on their own volition and for good: first an assistant Prévôt of Paris, then Prévôt of the Fief du Nord, Godwynn Lancaster is more known in the United States for his victories against the Sabbat in Arizona.



Paris Elysium : The Louvre courtyard

François Villon, Prince of Paris.

Prince Villon is not only a Kindred celebrity: he is widely regarded as the first French poet and his famous “Ballad of the Hanged” is studied by French high school students. These kids are usually taught about his failed religious studies, his career as a thief and burglar and his time in jail. They are rarely taught about his career as a male prostitute and his lesser-known porn poetry written in medieval gay slang. The latter made quite a scandal in Kindred circles a few years ago when a collection of these less-than-brilliant poems were translated in modern French and widely published in the cheapest paperback format. The myth of the stately, refined prince always seen in company of the most exquisite supermodels took a slight dent, and the Kindred responsible for publishing the book was sent to the US where he went on a short yet successful Harpy career.

The Villon connection

Villon plays his politics on a worldwide scale. He's buddy-buddy with a founder of the Camarilla, his pet peeve is called Madame Guil and some wild rumors mention a steady correspondence with Sabbat Archbishop Monçada (Villon would send him the ashes of Sabbat suicide squads in little envelopes saying “I did receive your little present”). Villon hasn't been seen at Court for years and Parisian matters were handled by his Régente, **Gitane de Mone**. Villon is very protective of her and recently retired her from public life. A Légat was then nominated to work as a political fuse between the Prince and his subjects. In spite of this distance, Villon keeps an iron grip on his city, so much that no one discusses his orders and the title of Primogen does not even carry positional Status. Famous members of the Primogen Council include **Jean Guillaume de Guise de Valenciennes**, Brujah Elder, the **Cardinal Bourbon**, Nosferatu Elder, the **Count of St Maur**, Malkavian Elder. **Armél ‘Arme Légère’ de Bretagne**, Gangrel Elder, is also a member of the Council, despite the fact he has no right to vote. The Ventrue, Toreador and Tremere seats are currently in contention. **Ian Bathory**, the last Tremere Elder seating at the Council had to leave France in a hurry. It is said that Villon was only looking for a good reason to call a Bloodhunt on him.

Former Toreador Justicar **Madame Guil** resides in a villa in a posh suburb right outside of Paris. She thus keeps an eye on her dear François without being overtly intrusive. On the other hand, some parisian suburbs are full of derelict housing projects and a choice territory for Anarchs. Villon tolerates them as long as they amuse him, scare “real” Parisian Kindred and don't do anything important.

Court positions

Paris used to have specific Court positions, none of them carrying positional Status. Several Bourgmestres (Burgomasters) would take care of various neighborhoods in Paris. The more recent Curateurs are responsible for the application of the Traditions in the 20 arrondissements (districts) of Paris.

The Maître des Traditions (Tradition Master) was teaching neonates how to learn and respect the Traditions.

The Veneur (Huntsman) was an honorific title, marking its holder as the Prince's handyman. The Chambelland (Chamberlain) was the person in charge of announcing names and titles of Elysium attendees. Nowadays, this function merged with that of Harpy.

Le Gouvernement

The Légat is **Anton**, a young Toreador. He was the Keeper of Elysium and due to his loyalty, has been nominated when the former Sénéchal was found dead. The Prévost (Sheriff) is **Edmond Dantressangle**, a Gangrel. He is well known for his braveness and fights well when he needs to. The Gardien de l'Elyseum is the **Divin Marquis**, the **Marquis de Sade**. He claims to be the real Marquis de Sade, but it is doubtful. The Chambelland is **Belladone**, a Malkavian neonate. There has been a big turnover in the last years, denoting that Villon has no time to find 'the right person at the right place'.

Recent events

The Sabbat Embassy

For unknown reasons, Sabbat packs came from Spain recently. Even though the security of the City is not in danger, there have been some troubles, and the reason why they came is still unknown. Another faction of the Sabbat arrived later and offered some 'help' to Villon against said Sabbat packs. They left after their ambassadors mysteriously disappeared. Villon never talked to these ambassadors in person, and delegated this responsibility to the Légat.

The Ventrue Elders

Even in Paris itself, the Ventrue have never accepted the Toreador Hegemony. They have always tried to fight it, with Ventrue weapons: political destabilization, financial influence, etc. Recently, their two most famous Elders disappeared from the political scene. **Mr Henry** -a recent Sénéchal of Villon- met Final Death at the hands of the Spanish Sabbat packs. Only dust and his watch were found. **Lord Richard Plantagenet**, the other Elder, never leaves his castle, in the north of Paris. No Ventrue Elder currently claims a seat at the Primogen Council.

The Ventrue 'Revolution'

Despite their lack of leaders, the Parisian Ventrue still contest Villon's authority. When Sabbat came to Paris, they called for an evolution and Villon gave them something to spend time with: the Curateur status. Curateurs are responsible for an arrondissement and must spend time enforcing the Masquerade, preventing other Caïnites from breaking the Traditions etc. It is a hard work since the number of Anarchs is rapidly increasing.

The Gangrel 'Free State'

Despite the fact that they are few, Grangrel do rule some areas in Ile de France. Villon respects Armel de Bretagne and granted him the forest of Rambouillet as a reward for his loyalty. Some Garous (Werewolves) have been seen in these woods, but Gangrel never speak about that.

The Tremere Issue

The City seems to go through some major troubles. The last one is the fall of the current Tremere Chantry. Tremere were unable to prevent a mysterious group of Kindred to take over their stronghold. The re-conquest of the Chantry ended in a blood-bath. Villon holds the Tremere responsible for this massacre.

3.2 The Province: official Fiefs

Fief de Normandie (2)

Major cities: Rouen, Caen, Le Havre.

A quiet region known for its green pastures, cider and the closest seaside resorts to Paris. Oh yes, and the D-Day beaches.

The authority of the **Marquis d'Harcourt** is on the decline. This Ventrue had to forge alliances their English clanmates to fight the local Tremere, thus reducing the Fief's prestige. Quentin, d'Harcourt's Regent, is an ally of Villon and the Fief is likely to be absorbed by Paris pretty soon. Many Brujah located in Le Havre want to use this precarious situation to turn the Fief into an independent Anarch territory.

Fief du Nord (3)

Major cities: Lille, Roubaix and Tourcoing are becoming one big conurbation.

A former mining and heavy industry region, the North is now France's rust belt. Locals hope that switching to the service industry and doing more business with European neighbors will save the region's economy. The Marquis is an Idealist Brujah called **Etienne** who prefers to use the title of Tribun instead of Marquis. "Tribun" makes him feel democratic, while "Marquis" sounds very "B-list tyrant". The opposition is made of Ventrue who used to rule the Fief and their constant attacks on the Brujah establishment make the Fief very unstable.

Fief de l'Est (4)

Major cities: Strasbourg, Nancy, Metz.

Another former industrial region, this one culturally mixed between France and Germany (they've changed sides quite a few times in the last 2 centuries).

This Fief is a hotbed for European intrigue, as it marks the official border between the Parisian Toreador and the German Ventrue. **Marquis Anna Schelling**, a Ventrue, dreams of uniting the European Camarilla and fosters communication between her clanmates in France, Benelux and Germany.

Fief du Lyonnais (5)

Major cities: Lyon, Saint-Etienne, Grenoble

A former capital of Gaul (Celtic France), Lyon is officially the second economical power in France. It is, in many ways, a smaller, more conservative version of Paris.

Marquis de Vandreuil is the epitome of the traditionalist Ventrue. He openly scorns "that Parisian" (Villon) in court and is a major player in the Praxist movement. His Fief is quiet and paranoid, but slowly taken over by the Giovanni, who helped him so much that they now control most the political and financial influences in the region.

Fief de Provence (6)

Major cities: Marseille, Toulon, Aix-en-Provence

Marseille is the oldest Kindred city in France (founded in 700BC by Brujah and Toreador) and it has always remained fiercely defiant against the Parisian Toreador Hegemony. A similarly fierce anti-Parisian stand can be found among the Kine: Marseille's Mediterranean culture and independent spirit is touted by everyone from soccer fans to local rap bands. The rest of the region is known for its warm weather, seaside resorts (French Riviera), and inland roman ruins.

The current Marquis, a Ventrue businessman named **Villeneuve** can barely keep his Fief in the Camarilla. His Brujah Primogen hardly hides his support for the local Anarchs, the Giovanni, Setites and the Sabbat all try to establish long-term bases and even Assamites and Ravnos can be seen settling in the City.

Fief d'Aquitaine & Occitanie (7)

Major cities: Bordeaux, Toulouse, Montpellier

This Fief is very heterogeneous on both Kindred and Kine sides. Bordeaux is known for its conservative bourgeoisie and the region's wineries while Toulouse is more famous for its vibrant lifestyle and warmer people. **Marquis Edouard de Morsac** is Ventrue and only reigns over Bordeaux. **Aymeric**, the local L gat reigns over Toulouse. The Marquis' Seneschal, Lasombra Antitribu **Carolina de Montiane** is in charge of Montpellier (see below). As a result, power in Aquitaine and Occitanie is divided between the Ventrue, Toreador and Lasombra, none of which are very happy with it. Except Villon of course, who would hate to see such a big Fief controlled by only one faction.

Fief du Vannetais (8)

Major cities: Vannes, Nantes, Saint-Nazaire

The Bordeaux Ventrue waged a merciless economical war on this Fief and the Marquis was driven mad by his defeat. He currently holds no real political power and his fief is basically empty. The region's economic downturn following the fall of the naval industry leaves little interesting mortal influence and the social stigma associated with residing in this Fief is too high a price to pay for basically free hunting grounds.

3.3 The Province: independent cities

Montpellier (A) theoretically belongs to the Fief d'Aquitaine & d'Occitanie but the Marquis de Morsac knows better than to delve into the city's affairs. This rare situation (his Seneschal being of a different Clan) could be explained by the presence of **Esteban Rashaun, Lasombra Herald to the Justicariate** in the city.



Montpellier by night

Montpellier's Harpy is none other than Toreador **Lana di Medici**, former Harpy of San Francisco, former Secr taire to Madame Guil, former Harpy to the Justicariate and de-facto leader of the European Harpies. Last but not least, **Katherine de Montpellier**, the second oldest French Toreador rose from torpor a few years ago and re-joined Kindred social circles with a bang by hosting a grand Salon in May 2003 in Chicago. She is currently staying in her city, getting slowly accustomed to XXIst century unlife. This prestigious lineup results in one of the highest "status per capita" ratios in the whole Camarilla.

Avignon (B) is physically located in the Fief de Provence but is considered **Genevi ve Orseau's** personal Domain since she single-handedly chased Setites away from the region in the middle ages. The oldest known French Toreador, she keeps her City –and her world-famous Toreador art school- under tight supervision. Avignon is mostly known among the Kine for its Papal palace, its bridge and its theater festival.

Nice (C) should also be part of the Fief de Provence but is not considered part of the Domain of France at all. It was only added to the country in 1860 (i.e., very recently by European standards) and belongs entirely to the Giovanni. Its leader, **Angelo Giovanni**, goes by the title of "Doge de Nikaia".

3.4 The Province: other territories

Bretagne (9), the western part of France has a very low Kindred population. This Celtic region (think Ireland for the rain, music and drinking) remains a stronghold for Mages, Changelings and Werewolves. The few Kindred that do live there avoid any confrontation with them.

The **center of France (10)**, chiefly known among Kine for nothing except some extinct volcanoes in the south, isn't a Fief per se. Its biggest cities (Blois, Tours) are part of the influence networks of Parisian Toreador and Ventrue businessmen.

The **Basque country (11)** sits across the border between France and Spain. The local dialect isn't related to any known indo-european language and some fiercely independent extremists resort to terrorism to separate the region from both countries. It is the only real Anarch territory in France, populated mostly by Brujah & Gangrel with influences among said terrorists and alliances with Spanish Anarchs.

Corsica (12), a Mediterranean island to the south east of France, is closer to Sardinia and Italy. It is even more fiercely secessionist than the Basque country and many Corsicans see themselves as colonized by French invaders from the continent. It is one of the few places in France when you can assassinate a state official or blow-up police stations without triggering too much reaction from the locals. As a result, Corsica is mainly used as a battlefield for various Brujah factions, some of whom are linked to the Sicilian Mafia. Most masquerade their battles as infighting between various secessionist movements.



A Corsican activist press conference

The **Antilles (French West Indies, not on the map)**, are nearly entirely left alone by mainland French Kindred, due to rumors of Setites ruling the region. The only leftover is a brood of decadent Toreador who cut any ties with the rest of the Clan.

Chapter 4. OOC Mechanisms

If you liked what you read or feel like doing some trans-Atlantic roleplaying, here are a few things to consider when dealing with France OOC.

4.1 How much should my PC know about all this?

If you play the daughter of an Arkansas farmer who spent all her unlife in Vancouver, Canada, your PC likely knows nothing at all.

If your PC is French, or spent an extended period of time in France in a Kindred social setting (most rural French Gangrel had no clue who Béatrix was), she should know about the general situation in her time period.

Any PC with Cam Lore x1 would know that France is one big Domain and Villon has been holding Praxis over it for centuries.

Any PC with Cam Lore x2 would know about the structure of the Toreador Hegemony and would have heard the names of most characters whose names are in **bold** in Chapter 3.

Of course, if your PC spent several centuries in France, is a Cam Lore expert and loaded with Politics, all of the info in the previous chapters would be fair game. When in doubt, contact the appropriate Coords.

4.2 How can I play with the French?

“Les Chroniques de Paris” is a standard OWBN Chapter: it has STs, a CM, downtimes etc., it follows OWBN cannon and regulations. Of course, it is located across the Atlantic Ocean, which might limit your interaction to online scenes. Even in this case, you may face the following issues when communicating with them.

Language

The French speak, write and game in French. Most players speak some English, but usually not well enough to handle a Rant-List-style dissing session. They are however willing to interact with the English-speaking part of OWBN and have set up a dedicated IC forum on their website <http://www.vamparis.com> (if it is down, try <http://vamparis.eu1.haisoft.net>). Login and password requests can be made at vamparis@free.fr, the common ST mailbox. Private IC email correspondence is also appreciated by some players.

If you don't speak French, please mention it up front and write in English. While automatic translation tools can be a quick way to understand the gist of a text, using it to write to a French person may lead to misunderstandings and extra work on their part to re-translate the computer-generated gibberish into proper French.

Time

“Les Chroniques de Paris” plays usually every other month, sometimes every month, and stops in July and August. France's hectic work schedule of 35-hour weeks with 5 weeks of vacation per year requires some resting periods after all! This game frequency is of course much lower than the average American game and may reflect a less rabid approach to LARP. Parisian LARPer have busy real lives and usually prefer quality to quantity when it comes to planning games. Additionally, many French LARPer are not internet addicts and may not be available on IM 24/7 and may not respond to your emails in less than a day. Also, remember that France's time zone is GMT+1, that's 6 to 9 hours ahead of the US.

Genre

Parisian STs try their best to stick to WW genre whenever possible. For example, to preserve Villon's powerful mystique, they will never portray him in the game. No player will even get a chance to overthrow him on a series of lucky chops. As you may know now, France has a rich back-story (there's more to it than Chapter 2) and STs would like to know what is being done with it by other games. So before creating the über-NPC to whom Villon is blood-bound or saying your PC owns half of Paris, please drop them -and the relevant Coords- a line. They'll gladly work with you to accommodate an IC Sire or fit your PC's history in the French timeline but they expect some consideration for their genre in return.

4.3 Glossary

Even if you speak French, gamespeak can be a little confusing. French translations of WW books took a while to hit game stores and many were really crappy so most French gamers use Franglais, a mix of French and English for game terms. For example, while "potence" means "gallows" in French, everyone understands it refers to super-strength in a game setting. Furthermore, some terms just do not have a translation: "Kindred" does not exist in French, so people use Caïnite instead. Here is a list of IC and OOC terms that are notably different from their English equivalents.

Ancien: Elder

Caïnite: Kindred.

Chasse de Sang: Blood Hunt

Conteur: storyteller

En Jeu (EJ): in game, used like IC.

Étreinte: literally means Embrace, but is also used for Progeny

Fléau: Scourge

GNiste: LARPer

Grandeur Nature (GN): means "Live-action", used like LARP.

Guardien de l'Élysium: Keeper of Elysium

Hors-Jeu (HJ): out of game, used like OOC.

Infant: Child

Jeu de Rôle (JdR): roleplaying game. Some people use it only for table-top games, others also for LARP and others also for video games.

Nouveau-Né: Neonate

Organisateurs (Orgas): the organizers, the ST board

Organisation (Orga): the org, i.e. the chronicle, OWBN as a whole etc

Personnage (Perso): character

Personnage Joueur (PJ): player character

Personnage Non-Joueur (PNJ): non-player character

Pierre-Feuille-Ciseaux: Rock-Paper-Scissors

Prévôt: Sheriff

Responsabilité: Accounting

Rôliste: gamer, usually refers to table-top but can include LARPer

Sang: blood

Scénar (scénario): used like plot