

Status and Vampire Society

“Remember, young one. Words are knives, and fangs hide behind every smile.”

— Madame Guil

The Embrace is a murderous act. A mortal is transformed into a vampire with a new instinct, the Beast. Over time, the Beast slowly worms its way into the individual’s personality, subtly changing her perceptions and encouraging the fledgling to surrender to dangerous, primitive impulses. The Beast constantly seeks to prove its supremacy. Unless a vampire unleashes her Beast from time to time, she will slowly succumb to madness as cruel urges gradually wear down her human nature. Vampire society evolved to allow subtle releases of the Beast by codifying intricate rules of protocol.

A vampire instinctively spends her time monitoring and measuring her place in society, comparing her station against others. Like a wolf, she knows her rank in the pack and is keenly aware of any social ascent or decline. Status is the game mechanic used by Mind’s Eye Theatre: Vampire the Masquerade to express this alien behavior and translate it into out-of-game terms.

All status traits associated with a vampire (*or an Alternate Identity, see Chapter Three: Character Creation, page 98*) are innately known and understood by all Accepted members of that vampire’s sect. For each dot of the Leadership skill a vampire possesses, she can learn the details of another vampire’s specific status trait, once per night. The following information is learned via this method:


- † Name of the patron who awarded the status trait
- † Location where the status trait was earned
- † The story of how and why the status trait was awarded

Becoming Accepted

When a vampire joins a sect, she becomes Accepted by that sect. She is welcomed and has the rights, privileges, and responsibilities of membership. A vampire must be Accepted in order to earn, carry, or spend the status of that sect, or to hold positions within a sect. Killing an Accepted character is usually a breach of that sect’s law and custom, and is often harshly punished by others of that sect.

Accepted is not a status. It is a simple binary state indicating that a vampire is part of a specific sect. It does not count toward a vampire’s total status, and it cannot be expended or removed. A character can be cast out of a sect, losing her acceptance within that sect. If this happens, the character loses all positions and cannot carry, earn, nor spend the status of that sect. Ghouls, revenants, Retainers, and other non-vampire servants cannot become Accepted by a vampire sect, nor can they hold status or position.

A vampire can only be Accepted by one sect at a time. Willingly being Accepted by a second sect erases the vampire’s current acceptance, automatically casting her out of the previous sect. The only exception to this rule is a character who possesses the Alternate Identity background. A character’s Alternate Identity may be Accepted by another sect, and it may receive status and rank of that sect. However, if the Alternate Identity is discovered, the character automatically loses her acceptance, as well as all status, rank, and benefits of that sect. *For more information on the Alternate Identity background, see Chapter Three: Character Creation, page 98.*



The various sects also have different terms to identify vampires who are Accepted. The Camarilla uses the term *Acknowledged*. The Sabbat uses the term *Initiated*, and the Anarch Movement uses *Committed*. The sects also have different customs regarding the acceptance of new members. To be accepted into the Camarilla, a newcomer must speak with her Primogen and be formally introduced by the local Prince. In the Sabbat, the character must survive a ritual of passage known as the Creation Rites. To become an accepted member of the Anarch Movement, you must prove your loyalty in combat with others of your sect.

Each sect requires different social protocols from its members and has different means of stripping a character's acceptance. Be sure to read your sect's settings guide, and check with your Storyteller for details on being Accepted in her chronicle.

Accepted

To be Accepted in the Camarilla setting is known as *Acknowledged*.

‡ *Acknowledged*: Accepting the Camarilla's Acknowledgement makes you an official member of the Camarilla, beholden to the authority of a Prince and fully protected under the Traditions. To use your Camarilla status within a city, you must be *Acknowledged* by the Prince of that domain. Global officers of the Camarilla, such as a Justicar, are immune to this limitation.

Unless *Acknowledged* by the Prince of a given City, you will not be able to use any status from another city, nor can you gain status.

Status

Once a vampire has been Accepted by a sect, she may hold positions and earn status traits in that sect. A status trait is a measure of a vampire's reputation. It represents a small amount of power and influence. When a character expends a status, she is using her political leverage in vampiric society.

Vampire's reward, punish, and reap benefits by expending status, and they often hold specific traits of status that are particularly applicable to their long-term goals. Status traits can be either positive or negative.

Positive Status

Positive status traits have two mechanics: a passive mechanic and a spent mechanic. When your character possesses a trait of positive status; the character continually gains the effect of that status trait's passive mechanic. Passive effects of status traits can't be stacked. Even if you possess a status trait twice, when the passive effect is triggered, your character gains the benefit only a single time.

You can expend a status trait to invoke its spent mechanic. A character can expend more than one status at a time, utilizing their spent effects simultaneously. Unlike passive effects, a character can spend two status with the same trait name at the same time and gain both spent effects. If you spend a status trait, you lose the trait's passive bonus.

If a spent trait was abiding or innate, it will return at the beginning of the next game session. At that time, your character regains the passive benefit of the trait. Spending an abiding or innate status trait has no effect on the sect position or intrinsic quality that provided the status: your character still retains the position or the quality. If a fleeting trait is spent, it does not return. Fleeting status is like a bullet in a gun; once you use a fleeting trait, it is gone forever.

Negative Status

The fourth category of status is negative status. Negative status is given as a punishment for poor social behavior, and it has detrimental effects. A negative status trait cannot be spent and remains until removed or until its duration expires. Unlike the varied traits of positive status, there are only three distinct negative status traits that apply to all settings: *Warned*, *Disgraced*, and *Forsaken*. Other settings may have more negative status, to reflect a sect's distinct social punishments.

Earning and Expending Status

A character earns status traits by many different means: through deeds, through patronage from more influential vampires, or through holding leadership positions within the sect. Positive status traits fall into three categories: abiding, innate, or fleeting.

A status trait can be expended with a simple action. To do so, the vampire must make some sort of announcement or proclamation regarding the status she is expending and the outcome of the expenditure.

Abiding Status

Abiding status traits are usually earned by holding a position within a sect. So long as a vampire continues to hold that position, abiding status refreshes at the beginning of each game session.

If a character loses a sect position during a game, any unspent abiding status she was carrying from that position is immediately removed (she cannot expend it as she is losing the position). Even if the character has more than one sect position, she does not gain the second position's abiding status during this game. Also, when a character gains a new sect position, she does not gain that position's abiding status until the beginning of the next game.

Example:

In the Camarilla, Marisa is playing a character who is both Seneschal and Malkavian Primogen. She earns an abiding status trait from both positions but must choose only one source to carry into the game. She chooses the position of Seneschal, and she marks the relevant abiding status trait from that position onto her sheet.

During that game, Marisa's character expends her abiding status to punish a wrongdoer. For the rest of the night, she does not possess that abiding status. Her character is still the Seneschal but carries no current status from the position.

Later that night, praxis is seized, and the principdom changes hands. Marisa's character is not chosen to be Seneschal but retains the post of Malkavian Primogen. Marisa cannot add the Primogen's status to her sheet until the beginning of the next game session.

Innate Status

Innate status is similar to abiding status, but rather than being granted by a position, it is a part of some intrinsic quality possessed by a vampire, usually a merit or a flaw. So long as your character has the intrinsic quality, this status refreshes at the beginning of each game session. Some innate status traits, such as those granted by flaws, are detrimental to the character.

Fleeting Status

Fleeting status traits reflect a character's notable deeds, achievements, or important patrons: deeds lauded by your sect or faction.

You receive fleeting status in one of two ways:

† Patronage from another vampire, given when a patron expends her own status to grant fleeting status to another. The recipient of patronage status loses her trait if the patron dies or if her patron loses the position that allowed her to offer the patronage. Such status can only be received by a character of the same sect who has been under the patron's authority within the past two games or one month, whichever is longer. This could be someone who has visited the domain of a Prince or attended an elder Toreador's party. A character can refuse a patron's offer of a fleeting status trait, though to do so is considered insulting.

† Fleeting status can also be granted by the Storyteller when a character accomplishes great deeds.

If a character does not accept a fleeting status at the time it is earned (through deed or patronage), it is lost.

These traits can be expended once, and they do not refresh after being used. Once a character receives a trait of fleeting status, she may hold the trait without spending it for as long as she wishes. The status remains on her character sheet until expended. Elders often closely hoard their status traits for decades or centuries until they find just the right moment to use them.

A character can possess a maximum of five fleeting status traits at any time. If a character with five fleeting status earns or is granted another fleeting status, the player must choose which status she will keep up to a total of 5. She cannot immediately expend a status as that status is being replaced; the status removed is lost without expenditure.

Example:

Mal has five fleeting status, gained over a year's play in the Camarilla setting. At game, he does something heroic and is granted the fleeting status trait Triumphant. He must immediately choose to take that Triumphant trait and relinquish another fleeting status trait currently in his status pool, which vanishes without the opportunity to expend it, or he must refuse the Storyteller's offer of the Triumphant status trait. Mal chooses to refuse the fleeting status trait of Triumphant. At a later time, Mal expends a trait of his fleeting status during the course of a session. Even though he now has a free "slot," he cannot go back and pick up the previously granted Triumphant trait; he has already refused it, and it is no longer available.

Negative Status

Negative status traits reflect stains on a character's reputation, as an obvious reminder of disfavor. Negative status is always well-known to other vampires in the character's sect. A character with negative status must wear a sticker, badge, or some other obvious sign of their sullied reputation. Any player can ask to learn the specific negative traits a character possesses.

A character can give another individual negative status by expending a specific abiding or fleeting status, as per a named trait's specific spent mechanic. This status cannot be refused.

Each negative status places a censure, or a restriction, on the character who possesses the trait. Characters caught breaking this censure by an officer of the sect must pay a boon to that officer or suffer the punishment attached to the negative status.

Unless removed, negative status lasts for a period of time specific to each status. The character (or Storyteller) who levied the negative status trait in the first place can remove it for free; other characters can also remove negative status by expending certain specific status traits.

You cannot assign a multiple negative Status to the same person for the same offense. Also, the offense must have occurred or been discovered within the past two games or one month, whichever is longer.

Status Caps

A vampire's status cap is the maximum number of status traits that a vampire can carry into game. A vampire can carry the following into game:

- † All status from one abiding status source
- † All innate status
- † Up to five fleeting status
- † All negative status currently affecting the character; with no maximum number

Status Bans

Vampire sects are judgmental institutions, with strong ideals of right, wrong, and "appropriate." To maintain the status quo, each sect recognizes certain status bans: limits on the levels of prominence "unworthy" vampires can achieve.

Status bans represent peer deterrents and general denunciation. Those who adhere to society's ideals are honored as epitomes of the sect's ideals. Those who behave in opposition to those standards are hampered and limited in their ability to socially advance.

A status ban reduces the maximum number of fleeting status traits a character can have. If a vampire is guilty of one of the "defects" listed under the sect's bans, then her maximum fleeting status traits are reduced. If such a reduction occurs during a session, any positive status traits the character holds above the number proscribed by that ban are immediately lost before they can be expended.

In extremely rare cases, a character limited by a status ban can be declared exempt from the ban. Such individuals can petition their sect leadership and beg for removal of the ban. Such petitions must be carried out and approved via the social mechanics of the specific sect. *For more details on gaining individual exemptions from status bans, please see the specific setting chapter for your character's sect (Chapter Nine: The Camarilla, Chapter Ten: The Sabbat, and Chapter Eleven: The Anarch Movement).*

Lesser Ban

A lesser ban is a petty prejudice, one that has limited or minor effects, causing individuals suffering under this ban to be at a mild disadvantage in their society. A character under a sect's minor status ban has her maximum number of fleeting status reduced to three. Abiding status is unaffected.

- † Applies to members of the Camarilla not Embraced by one of the pillar clans. Gangrel have not yet regained their status as a pillar clan.
- † Applies to members of the Camarilla on a Path of Enlightenment
- † Applies to members of the Camarilla who do not have any boons registered with the Harpy
- † Applies to members of the Camarilla who were once members of the Sabbat, within the past 10 years

Greater Ban

A greater ban significantly censures an individual's political ambitions. A character under a sect's major ban has her maximum number of fleeting status traits reduced to one. Abiding status is unaffected.

† Applies to known Caitiff

† Applies to members of the Camarilla who've committed diablerie

† Applies to members of the Camarilla who have joined within the last year

Jurisdiction

Unless otherwise stated, all uses of status (passive bonuses or active expenditures) must target characters who have been within the jurisdiction of the individual expending the status within the last two games or one month, whichever is longer. A Prince, Archbishop, or Baron's jurisdiction is her physical territory or domain. A Toreador elder hosting a salon would consider the salon to be her jurisdiction, and a Black Hand member who has called for packs to help with a warehouse raid would consider that martial action to be her jurisdiction. Your Storyteller is the final authority regarding what constitutes a character's jurisdiction and whether another character is eligible to be targeted by your status expenditures.

Each position noted below lists its Jurisdiction. Jurisdiction also applies to bestowing Negative Status, except if the status is granted automatically by a given status trait.

Time Limit

There is a time limit on granting Negative Status. The Negative Status issued must be for something committed within the last two games or one month, whichever is longer. You cannot issue a Negative Status trait for something that happened several months or even years ago, it should be for something that recently happened. The Accused must be granted time to respond.

Station and Status in the Ivory Tower

Individuals rise through the Camarilla's ranks based on patronage, merit, and supporting the status quo.

Social Station

Within the Camarilla, an individual's private worth is determined first by her generation and longevity within the sect and as a vampire. Elders have created, defended, and perpetuated a system that gives them more advantages, and Ancilla are more privileged than neonates. The inequities between social stations make a great deal of difference to the Kindred of the Ivory Tower and have been the cause of much friction between Kindred over the centuries.

Elder of the Camarilla

It is whispered that the true power of the Camarilla lies squarely in the hands of the elders. This rank is not a formal office but is a globally recognized social station awarded to those cunning and potent enough to walk the halls of power and politics as an elder. Many elders privately feel that a strong central Camarilla authority is unnecessary and that any real attempt to impose more regulation on a bunch of ancient and powerful Kindred would only meet with disaster. Nor are they at all pleased by what many of them see as naked power grabs by avaricious and self-interested Justicars.

These ancient Kindred subtly maneuver byzantine plots behind the scenes in endless skirmishes in the Jyhad. Elders often leverage their great power and influence out of fear to oppress the young into their service, as many bitterly remember the bloody nights of the Anarch Revolts. Neonates naturally chafe under such treatment and grow jealous of the elders' positions and power. The sheer weight of their prestige creates a glass ceiling that drives many seeking their own fortunes to the Anarch Movement.

To be considered an elder of the Camarilla, a vampire must be of a potent generation (Pretender Elder, Master Elder, or Luminary Elder) and have been known to be active for at least three hundred years.

An elder of the Camarilla gains the abiding status traits *Confirmed*, *Established*, and *Privileged*. Note: Kindred can only claim abiding status from a single source at one time.

Serafino might be the Harpy of his domain and an elder of the Camarilla, but he can only claim the benefits of one source of abiding status at a time.

† Elders hold status jurisdiction over non-Elders within their Prince's domain

Ancilla of the Camarilla

The largest body of vampires within the Camarilla is Ancilla. To be considered an ancilla of the Camarilla, a vampire must be of the 10th generation or better and have been known to be active for at least 50 years.

An ancilla of the Camarilla gains the abiding status trait *Confirmed*. Note: Kindred can only claim abiding status from a single source at one time. Duela might be the Primogen of her clan and an ancilla of the Camarilla, but she can only claim the benefits of one source of abiding status at a time.

† Ancilla hold no special status jurisdiction

Neonate of the Camarilla

The youngest and newest vampires of the Camarilla are the neonates. A neonate of the Camarilla gains no abiding status from her social rank.

† Neonates hold no special status jurisdiction

Symbels

Symbels are a grand tradition in the Camarilla amongst peers in station. Traditionally, the following standards apply to symbels in the Camarilla:

† Elders can only be challenged to symbels by another elder.

† A Prince can only be challenged to a symbel by another Prince or a Justicar.

† A Justicar can only be challenged to a symbel by another Justicar.

For more information on symbels, see *Chapter Seven: Dramatic Systems, page 317*.

Positional Authority

A Prince's authority includes:

- ‡ Interpreting and enforcing the Traditions within the domain
- ‡ Acknowledging all Kindred arriving in the domain
- ‡ Exiling the undesirable
- ‡ Allotting feeding territory to the clans of the domain
- ‡ Declaring or revoking Elysium
- ‡ Issuing blood hunts on criminals and enemies of the sect
- ‡ Holding Right of Destruction in accordance with the Sixth Tradition
- ‡ Sanctioning breaches of the Traditions (granting the right to Embrace, and so forth)
- ‡ Punishing miscreants for violating Traditions, especially the Masquerade
- ‡ Holding status jurisdiction over her domain

A Prince gains the abiding status traits *Authority*, *Commander*, and *Sovereign* during her tenure in office. She can offer the acceptance of Acknowledged to any individual within her territory, without expending a status trait.

A Seneschal's authority includes:

- ‡ Holding authority to act and speak in the Prince's stead, when the Prince is not in attendance or when the Prince is absent from the domain
- ‡ Gaining the ear of the Prince: the Prince cannot refuse to hear a request from the Seneschal. (Whether or not the Prince grants the request is another matter, but she cannot refuse the Seneschal the opportunity to make it.)
- ‡ Holding status jurisdiction over her Prince's physical domain

A Seneschal gains the abiding status trait *Noble* during her tenure in office, and she temporarily gains the abiding status *Authority* when at a local gathering, if the Prince is not in attendance.

A Primogen's authority includes:

- ‡ Administering punishments or rewards to members of her clan
- ‡ Advising and informing the Prince about recent events
- ‡ Speaking for the clan at meetings of the Primogen Council
- ‡ Allotting feeding territory to the members of her clan, from territory granted to the clan by the Prince
- ‡ As a whole council, selecting or removing a Harpy
- ‡ Holding jurisdiction over members of her clan who have recently visited or dwell within her Prince's domain.
- ‡ Holding status jurisdiction over her Prince's physical domain
- ‡ Holding status jurisdiction, as the full council, over the Harpy
 - ‡ The Whip also holds the same status jurisdiction as her Primogen. So, if the whip later becomes Primogen, the same rules apply.

A Primogen gains the abiding status trait *Noble* during her tenure in office.

A Whip gains no abiding status of her own, but temporarily gains the abiding status of *Noble* when at her local gathering, if the Primogen is not in attendance.

A Harpy's authority includes:

- ‡ Brokering and negotiating boons on behalf of members of the domain
- ‡ Maintaining the official record of boons for the domain
- ‡ Judging and mediating conflicts over boons for the domain
- ‡ Advising and informing the Prince about recent events
- ‡ Administering praise or scandal to the Kindred of the domain

- ‡ Appointing up to two Lesser Harpies (permanent deputies) into her service
- ‡ Exiling the undesirable from the domain
- ‡ Monitoring and enforcing status expenditures within the jurisdiction of her Prince's domain

A Harpy (or Master Harpy) gains the abiding status traits *Prominent*, *Noble*, and *Guardian* during her tenure in the office. A Lesser Harpy gains no abiding status of her own, but temporarily gains the abiding status *Guardian* at her local gathering, if the Master Harpy is not in attendance.

A Keeper of Elysium's authority includes:

- ‡ Removing weapons from Kindred on Elysium
- ‡ Using any force necessary to defend Elysium
- ‡ Exiling the undesirable from the Elysium
- ‡ Commanding all mortals (including Retainers) within Elysium
- ‡ Holding immunity from prosecution from the Prince or Harpy when in defense of Elysium
- ‡ Holding status jurisdiction in the Elysiums within her Prince's physical domain

A Keeper of Elysium gains the abiding status traits *Enforcer* and *Guardian* during her tenure in office.

A Sheriff's authority includes:

- ‡ Protecting and repairing the Masquerade
- ‡ Appointing up to two temporary deputies into her service
- ‡ Preparing and carrying out strategies for a military crisis
- ‡ Combatting the Sabbat or other enemies of the sect
- ‡ Protecting the Prince within her domain
- ‡ Holding status jurisdiction in her Prince's physical domain

A Sheriff gains the abiding status traits *Enforcer* and *Privileged* during her tenure in office.

A Scourge's authority includes:

- ‡ Destroying vampires who are not Acknowledged by the Camarilla
- ‡ Combatting the Sabbat or other enemies of the sect
- ‡ Holding status jurisdiction in her Prince's physical domain

A Scourge gains the abiding status trait *Enforcer* during her tenure in office.

A Harbinger of Peace's authority includes:

- ‡ Position created by Prince Torres for Indianapolis specifically.
- ‡ Being official City Emissary to the Independent Alliance
- ‡ Brokering any and all deals between the City and the Independent Alliance
- ‡ Holding status jurisdiction in her Prince's physical domain

A Harbinger of Peace gains the abiding status trait *Honorable* and *Guardian* during her tenure in office.

Abiding Status Traits

Ascendant (abiding)

You are an ultimate authority within the Camarilla. Your voice can shake political mountains and alter the sect's future.

- Passive: While you possess *Ascendant* status, you are immune to the powers of, and may contradict orders given by any individual who does not have the *Ascendant* status.
- Spent: Expend the status trait *Ascendant* to give your target the negative status *Disgraced* or to initiate a blood hunt against your target that is global in scope. If *Ascendant* is expended three times to target the same individual (all from different sources), the individual is Red Listed. If you are blood hunted or Red Listed, you receive the negative status *Forsaken*, which applies to all Camarilla domains. Further, the possessor of *Ascendant* may also expend this status to issue a doctrinal edict altering the practices of the sect. The power to issue edicts is further defined by each position that provides *Ascendant*.

Authority (abiding)

You enjoy complete control over your jurisdiction. You may issue praise and respect, or command punishment – corporal or capital– to all those within.

- Passive: While you possess *Authority*, you can award an individual the fleeting status *Courageous*, *Defender*, *Honorable*, or *Loyal* or without expending this status. An individual can only hold a single status from your use of *Authority* at a time, but can benefit from repeated uses of *Authority*, so long as they originate from separate sources.
- Spent: You can expend *Authority* to punish or pardon another character, giving or removing the negative status *Warned* or *Forsaken*.

Commander (abiding)

You are a sword of your sect, empowered by the highest leadership to enforce justice anywhere within the sect's dominion. You can administer punishments, both corporal and social, as you see fit.

- Passive: While you possess *Commander*, you may issue orders to any member of your sect who does not possess the status *Authority*, and you expect those orders to be obeyed. Those who defy you or disobey a direct order, have all fleeting status traits they possess expended without effect. Fleeting traits lost in this manner are lost temporarily, and they return after one month or two games. The target cannot gain any further fleeting status while under this effect. Further, you may award up to three individuals the status *Enforcer* for a single night, deputizing them under your command.
- Spent: You may expend *Commander* to award fleeting status to up to three characters, awarding each individual either *Courageous* or *Loyal*.

Confirmed (abiding)

You are a staunch member of the sect, trusted to know and uphold sect laws. You are given more credibility and respect than those who are new or untested.

- Passive: While you possess *Confirmed*, you may approach any officer of the sect without a formal introduction, without social penalty.

· Spend: You can expend *Confirmed* to order a non-supernatural mortal (including ghouls, revenants and the like) who is beholden to your sect to obey your instructions, unless they directly contradict with prior orders from the mortal's master (domitor, etc.). If the target refuses, you have the authority to kill the mortal (or have her killed) without reprisal, as part of the Camarilla's rules of social conduct. *Confirmed* cannot be expended in combat.

Enforcer (abiding)

You are the authority's right hand. You have the power to enforce society's laws and to ensure punishment for those who break the codes of your sect or defy the will of the local authority.

· Passive: While you possess *Enforcer*, you may carry weapons to any gathering, including restricted locations. Vampiric authorities must allow you to go armed. (Note that mortal authorities, and individuals not of your sect, are under no such agreement.) You may also deputize up to two other members of your sect, granting them the fleeting status *Defender* for a single night.

· Spent: You can expend *Enforcer* to issue the negative status *Warned* to an individual whom you legitimately believe has broken the law of your sect or local domain within the last two games or one month, whichever is longer.

Established (abiding)

You are a voice of a faction within the sect, possibly the leader of a clan, pack, or gang. Your words are respected, and others seek your advice in difficult decisions.

· Passive: While you possess *Established*, an individual who openly insults, threatens, or attacks you automatically receive the negative status *Warned*. Offenses made entirely in private, or which are subtle enough to be obscured, do not trigger this passive effect. Characters that currently possess the *Authority*, *Commander*, or *Triumphant* status traits are immune to this passive effect. Though this is automatic, it should be declared.

· Spent: You can expend *Established* to award an individual the fleeting status *Favored*.

Guardian (abiding)

You are a protector of one of the most important customs of the Camarilla: either the physical champion of Elysium or the social conscience of the Kindred court. Your power within that specific arena is formidable.

· Passive: While you possess *Guardian*, you may award the negative status *Warned* to anyone who behaves inappropriately within your jurisdiction or does not respect the authority of your proclamations. The offense must have happened within the past two games or one month, whichever is longer.

· Spent: You may expend the status trait *Guardian* to award someone the negative status *Disgraced*. Keepers of Elysium may thus punish defilers of Elysium, calling them "*Profane*," while Harpies may punish someone who has been proven to have broken a legitimate boon, calling them "*Boonbreaker*." The reason must be made public and have happened within the past two games or one month, whichever is longer.

Noble (abiding)

You are responsible for guiding a small fraction of your sect, offering gentle persuasion and mild condemnation. While you hold this office, you must guide your fellows and provide a Noble example.

· Passive: While you possess *Noble* status, you may award any individual the fleeting status *Acclaimed* or *Loyal* without expending this status. An individual can only hold a single status from your *Noble* status at a time but may benefit from repeated uses of *Noble* so long as they originate from separate sources.

· Spent: Expend *Noble* to award an individual who has caused significant offense the negative status *Vulgar*. The offense must have happened or been discovered within the past two games or one month, whichever is longer.

Privileged (abiding)

You are a venerated member of your sect, and vampires give your opinion great weight. The sect owes you respect.

· Passive: While you possess *Privileged*, you cannot be openly or effectively accused of lying unless the accuser possesses the status traits *Privileged*, *Commander*, *Triumphant*, or *Authority*.

This does not mean other characters must believe what you say, only that they cannot publicly challenge its veracity.

· Spent: You may expend *Privileged* status to give someone the *Vulgar* negative status trait. The offense must have happened or been discovered within the past two games or one month, whichever is longer.

Prominent (abiding)

You are society's voice, and others listen to you on matters of propriety. You can determine which actions are proper social behavior and which actions are against the customs of your sect.

· Passive: While you possess *Prominent*, you may award any individual the fleeting status *Honorable* or *Courteous* without expending this status. An individual can only hold a single status from your *Prominent* at a time but can benefit from repeated uses of *Prominent* so long as they originate from separate sources.

· Spent: If you expend *Prominent*, an individual you target must physically leave a scene (small area or single room) for the next 10 minutes, effectively exiling them from a social situation. If they do not do so, they gain the negative status *Disgraced*. *Prominent* cannot be expended in combat.

Sovereign (abiding)

You hold praxis over one of the domains of the Camarilla. So long as you are within your domain, your order is inviolate according to the Second Tradition.

· Passive: While you possess *Sovereign* status, you control the praxis of a domain. You may award an individual the fleeting status *Courteous*, *Enforcer*, or *Loyal* without expending this status. An individual can only hold a single status from your use of *Sovereign* at a time but may benefit from repeated uses of *Sovereign* so long as they originate from separate sources. Further, you cannot be openly contradicted within the domain where you hold praxis, unless the individual possesses either the status trait *Privileged* or the status trait *Authority*.

· Spent: Expend the status trait *Sovereign* to give your target the fleeting status *Sanctioned* or to initiate a blood hunt against your target. If you are blood hunted, you are considered to have the negative status *Forsaken* while in that Prince's city. This has no effect if you travel to a city where you are not blood hunted. If the wielder of this status dies or is removed from praxis, your blood hunt is also removed.

Innate Status Traits

Architect (innate)

You fought for the Camarilla during the Anarch Revolt and were present at the signing of the Treaty of Thorns. You are considered one of the founding members of the Camarilla.

- Passive: While you hold the status *Architect*, you are granted special privileges. You may attend and witness any Judicial Conclaves (but may not speak unless given permission), and you may approach and petition any Justicar or hosting Prince at a conclave.
- Spend: You may spend the *Architect* status to place an item on the agenda as a topic for the Speaker at the conclave. Unless you specifically wish to include your name, the item will be listed simply as, “Submitted for consideration by an Architect of the Camarilla.”

Primus Inter Pares (innate)

When a conclave is called, the Prince who hosts the conclave is considered First Among Equals. She gains this status for the duration of the conclave.

- Passive: While you possess *Primus Inter Pares*, your *Authority* status “outranks” other possessors of *Authority*. Passive and expended status effects that cannot target someone with *Ascendant* also cannot target you, and uses of *Authority* cannot undo your uses of status.
- Spent: *Primus Inter Pares* may be spent to expend another character’s *Authority*, *Established*, or *Privileged* status without effect, or to undo any previous use of those status traits within your domain.

Loyal (innate)

You have proven your loyalty to your sect. Other individuals do not question your allegiance to sect law and custom.

- Passive: If you receive the *Warned* status while you possess *Loyal*, the status of *Loyal* is stripped without expenditure rather than applying the status *Warned*.
- Spent: You may expend *Loyal* to acquire any one piece of equipment or general information (such as the known location of another character) on short notice. This assistance comes from NPC minions of your sect within five minutes of this expenditure. You cannot use *Loyal* to gain secret or protected information, or unique equipment, but you can use it to acquire anything that a group of ghouls or low-level vampires can acquire

Fleeting Status Traits

Acclaimed (fleeting)

You have publicly protected the Masquerade or otherwise upheld the Traditions when they were in jeopardy. You have been lauded by the sect. Your friends, allies, and hangers-on bask in the glory of your acclaim.

- **Passive:** While you possess *Acclaimed*, you may extend the passive bonus of any one status you currently possess (which is not expended) to one individual per night. This bonus lasts for one hour, so long as they remain within ten feet of you.
- **Spent:** You may expend *Acclaimed* to request that an officer of the sect share her views or offer advice, publicly or privately (as you wish), about a subject that is pertinent to the domain. This may be used to further political agendas or for personal gain, such as having the Prince speak about your party in order to encourage people to go or to maneuver a rival into saying something compromising.

Courteous (fleeting)

Your words and actions are always the height of Kindred courtesy. You are known to adhere the customs of your sect and provide a genteel role-model for others.

- **Passive:** While you possess *Courteous*, you cannot be targeted by another character's use of the Subterfuge skill to redirect blame for the use of a supernatural power. *For more information on the Subterfuge system mechanic, see Chapter Three: Character Creation, page 97.*
- **Spent:** You can expend *Courteous* to overcome any political gaffe or etiquette-related error you have made in the last five minutes. The error did occur, but those who would be offended by it must accept your apology and cannot hold the error against you.

Courageous (fleeting)

You have often thrown yourself into battle or controversy, and the tales of your exploits have spread through the sect. You are known for your courage and competitive prowess.

- **Passive:** While you possess *Courageous*, you can use a combat maneuver once per game without spending Willpower. You can only use this passive ability when following the directives of someone who possesses the *Authority* or *Commander* abiding status.
- **Spent:** So long as you are not in the process of violating the laws of your sect, you may expend *Courageous* to allow one character (yourself or another individual) to use a combat maneuver without spending Willpower.

Defender (fleeting)

You have been chosen to protect the citizens of your sect, in part or in whole, and as such, you are allowed to carry weapons into peaceful gatherings.

- **Passive:** While you possess *Defender*, you may carry weapons to any gathering, including restricted locations. Vampiric authorities must allow you to go armed. (Note that mortal authorities, and individuals not of your sect, are under no such agreement.)
- **Spent:** You may expend *Defender* when you perform an action that would cause you to gain Beast traits to reduce the number of Beast traits gained by one. You cannot use more than one *Defender* status on a single sin.

Favored (fleeting)

You have been lauded by a patron within your clan or sect. This patron supports your advancement and shields you from harm.

- Passive: While you possess *Favored*, you are known to have the active support of a patron. An individual who openly attacks you automatically receives the negative status *Warned*. Characters who currently possess the *Authority*, *Commander*, or *Triumphant* status traits are immune to this passive effect.
- Spent: If you expend *Favored* when someone awards you negative status, that negative status is negated before it is applied. The same character cannot attempt to award you negative status for the rest of the evening.

Gallant (fleeting)

You have fulfilled a great boon-debt (such as a blood boon or a life boon) to an individual of significance within the Camarilla (such as an elder of the Camarilla, a Prince, or even a Justicar). That vampire's good word travels far, convincing others to allow you a bit of latitude in your social dealings.

- Passive: The *Gallant* status has no passive bonus.
- Spent: You can expend *Gallant* to overcome any political or etiquette-related error you have made in the last five minutes. The error did occur, but those who would be offended by it must accept your apology and may not hold the error against you.

Honorable (fleeting)

In a world of lies, deception, and subterfuge, you are known for your sterling reputation. Your word is solid enough that it can even protect others; all you need do is give your oath on their behalf.

- Passive: While you possess *Honorable*, individuals who wish to openly accuse you of lying must expend one positive status (of any kind) in order to make the accusation. Even if you possess more than one Honorable trait, only one status must be expended to overcome this passive effect.
- Spent: You can expend *Honorable* during a scene in which you would otherwise be politically forced to leave. You are allowed to join the scene or remain present. When you expend *Honorable* in this manner, you are immune to the spend bonus of the abiding status *Prominent* for the rest of the scene.

Loyal (fleeting)

You have proven your loyalty to your sect. Other individuals do not question your allegiance to sect law and custom.

- Passive: If you receive the *Warned* status while you possess Loyal, the status of Loyal is stripped without expenditure rather than applying the status Warned.
- Spent: You may expend *Loyal* to acquire any one piece of equipment or general information (such as the known location of another character) on short notice. This assistance comes from NPC minions of your sect within five minutes of this expenditure. You cannot use *Loyal* to gain secret or protected information, or unique equipment, but you can use it to acquire anything that a group of ghouls or low-level vampires can acquire with relative ease.

Praised (fleeting)

You have rightfully obeyed the custom of status, enforcing peer pressure on an individual who has been socially incompetent, or otherwise upholding the social norm. Your presence is welcomed in the territories of your patron.

- Passive: The *Praised* status has no passive benefit.

- Spent: You can expend *Praised* to claim a small favor (the level of assistance required from a trivial boon) from any other Accepted member of your sect. You cannot use this to gain a boon from a character who is already in your debt.

Sanctioned (fleeting)

You have been granted permission to be an exception to the laws of the sect. This responsibility is not conferred lightly, and misuse of this status will be punished in turn.

- Passive: *Sanctioned* has no passive bonus.

- Spent: When granted, this status allows a specifically defined breach of one sect law. You can expend *Sanctioned* to break that law without incurring punishment. This action is an exception to the specific law, allowed by an *Authority* of a domain.

Triumphant (fleeting)

You have publicly defeated an impressive enemy of the sect without aid or otherwise performed a critical and life-risking service to your sect. When this event occurs, you gain the status trait of Triumphant.

The status trait *Triumphant* can only be given by NPCs. *For more information on gaining this status, check the setting guide for your chronicle or **Speak with your Storyteller**.*

- Passive: While you possess *Triumphant*, you are granted special privileges at important gatherings of your sect: the best seating, advance notice of important attendees, and other advantages. You are granted the right to feed in any domain controlled by your sect. The number of downtime actions required for you to feed is reduced by one, to a minimum of zero.

- Spent: You can expend *Triumphant* to ignore the censure of all negative status possessed by you or another character for one hour. You gain this benefit even if you have negative status that would otherwise prevent you from using status traits.

Victorious (fleeting)

You have participated in a symbol, whether a duel or an ordeal, and emerged victorious. The sect lauds your prowess.

- Passive: On the night you gain the *Victorious* status trait, other characters capable of giving positive status can give you such status without expenditure.

- Spent: You can expend *Victorious* when you expend any other status to immediately regain the spent trait. Alternately, you can expend the *Victorious* status to remove *Warned* from yourself or another character within the same jurisdiction where you gained the *Victorious* trait.

Negative Status Traits

Each negative status trait has a censure, a prohibition placed upon the holder's activities. These prohibitions are not magical or supernaturally enforced; they are social restrictions that the character is expected to obey for the period she holds this negative status. If a sect officer discovers that a character is in violation of a censure, the censured character suffers the penalties assigned by the trait's mechanical systems. When issuing Negative Status Traits, the person receiving it should have performed the negative act within the prior two games or one month, whichever is longer.

Vulgar (negative)

You've committed some minor grievance against the Camarilla, enough to be scolded, but not so much as to be severely censured. You should learn from your mistakes, or you will be punished more harshly.

- Censure: All fleeting status traits you possess are expended without effect. Fleeting traits lost in this manner are lost temporarily and return at the end of the game session. You cannot gain any further fleeting status while under this effect. The *Vulgar* trait lasts only for the night in which you are given the status.
- Punishment: If you receive a second *Vulgar*, this negative status automatically upgrades to *Warned*.

Warned (negative)

You have been warned to cease your poor behavior. Should you continue acting in this manner, you will be severely punished for your continued malfeasance.

- Censure: While you carry the *Warned* status, you may not speak to any officer of your sect in public unless that officer first speaks to you; further, you may not contradict an officer of your sect. If you speak inappropriately, or contradict an officer, you can avoid breaking this censure by apologizing and offering the officer a minor boon.

Creative officers may impose alternate restrictions. These might include cutting off the offender's finger and ordering the *Warned* character not to regrow it until this status is removed or forcing the offender to bear a visible mark of failure for the duration of the status *Warned*. These alternate restrictions cannot be used to significantly handicap a character or to force a character into a dangerous situation. If the Storyteller believes this status is being abused, she may overrule the alternate restriction and impose the default censure instead.

The *Warned* negative status lasts for two games or one month, whichever is longer. If a character receives another *Warned* status while she already possesses *Warned*, the total duration is increased by two games or one month, whichever is longer. This continues with every further application of *Warned*.

- Punishment: If a character with the *Warned* status is found to break the censure of this status, she gains the additional status trait *Disgraced*. A character does not lose the negative status *Warned* when she receives *Disgraced*.

Disgraced (negative)

Your activities have placed a stain on your reputation; you are distinctly out-of-favor among your sect mates.

- Censure: While you carry the *Disgraced* status, the sect prohibits you from carrying weapons or actively using powers ^[1] in the presence of ^[2]an officer of your sect unless you receive the officer's express permission. Further, you may not feed within your sect's territories but must seek scraps elsewhere. A character cannot spend or gain status while she possesses the *Disgraced* status trait. Other characters are not required to repay boons owed to a character possessing this status. If you are found in violation of this censure by a sect officer, you can avoid punishment by apologizing and offering the officer a major boon.

Anyone who publicly insults a *Disgraced* character gains the fleeting status trait *Praised*. Multiple characters can gain status for insulting a *Disgraced* individual, but no character can benefit from a single individual's *Disgraced* censure more than once per game.

The *Disgraced* status lasts as long as you hold one or more *Warned* negative status traits. If you do not possess a *Warned* negative status when you are awarded *Disgraced*, then the negative status lasts for two games or one month, whichever is longer.

- **Punishment:** If a character with the *Disgraced* status is found to break the censure of this status, she gains the additional status trait *Forsaken*. A character does not lose the negative status *Warned* or *Disgraced* when she receives *Forsaken*.

Forsaken (negative)

You have broken society's boundaries so often that the sect has ceased to grant you its protection. Although you may or may not be actively hunted, your death would not count as a breach of sect law.

- **Censure:** While you hold the *Forsaken* negative status, you are no longer considered *Accepted* by your sect. You hold no status or position, and you may be destroyed without repercussion from your sect. Society's laws prohibiting your Final Death no longer apply to you.

A character who possesses the *Authority* status trait may allow you to visit or reside within her domain but cannot remove the *Forsaken* negative status without an expenditure of the *Authority* status. A *Forsaken* character retains this status until she is formally forgiven by a character expending the *Authority* status on her behalf.

Normally a character cannot become *Forsaken* unless she was first *Warned* and then *Disgraced*. However, it is possible for some sect officers to declare an individual *Forsaken* by their sect as part of a formal hunt for that character's Final Death. If another sect member kills a vampire who possesses the status trait *Forsaken*, that individual gains the status trait *Triumphant*. Only one character may gain status from the death of a *Forsaken* vampire.

[1] Actively Using Powers...as in not for having a ritual cast on them, not for using Fortitude or any other "Always On" power, nor for using any Reflexive power. Also, they must be caught using the power, as one can get away with subtle uses.

[2] "In the Presence of" being in the same room as, or within fifty feet if in an exceptionally large space like a warehouse