

CLANBOOK:

ΣΕΠΥΛΑ



STORYTELLERS  
VAULT



FOURTH EDITION

# CLANBOOK: ΣΕΝΥΑ

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*“What are we? The Damned childer of Caine? The grotesque lords of humanity? The pitiful wretches of eternal hell? We are vampires, and that is enough. I am vampire, and that is far more than enough. I am that which must be feared, worshipped and adored. The world is mine - now and forever.*

*No one holds command over me. No man. No god. No Prince. What is a claim of age for ones who are immortal? What is a claim of power for ones who deny death?*

*Call your damnable hunt. We shall see who I drag screaming to hell with me.”*

*- Günter Dörn, Das Ungeheuer Darin*

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## **Credits**

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# Glossary

<b>Aderfós/Aderfí</b> (Brother/Sister)	A member of the Clan who has undergone The Becoming and granted full membership in the Clan, traditionally after 50 years of unlife, and able to vote in Clan Conclaves. Known collectively as Adelfoí (Brethren).
<b>Agoge (Rearing)</b>	The traditional 20 years training period in which a Thetós is mentored by their sire and taught the Clan's Traditions, languages and signature Discipline.
<b>Anádochos</b> (Godparent/Sponsor)	A Senya who has taken on the responsibility of goneis for an adoptee they have not embraced themselves, usually due to the sire's death or Clan commitments.
<b>Boule (Chosen)</b>	Senya leaders of city or greater level – Patriarchy, Próta (Firsts), Prytaneis (Executives) and Ekklesia (Assembly). The Boule are able to vote to elect Boule of higher status, as well as vote in Ekklesia conclaves.
<b>Dynitikós (Potential)</b>	A mortal marked for the Embrace and being observed to gauge appropriateness. Potentials are typically made ghouls during the monitoring period.
<b>Ekklesiast (Ecclesiast)</b>	One of the six members of the Ekklesia (Assembly), the governing body of the Clan, sometimes known as the Inner Council. Each Ekklesiast has responsibility over Senya activities in a continent. The leader of the Ekklesia is known as the Proedrón (Presider).
<b>Ephialtes (Wayward)</b>	An antitribu or other Senya who has failed the Clan and been marked for death.
<b>Gios/Kóri</b> (Son/Daughter)	A neonate who has finished their Agoge and released from their sire's responsibility, but has yet to undergo The Becoming and become an adelfoi. Known collectively as Paidiá (Children). Can speak but not vote in Conclaves.
<b>Hamartia (Estranged)</b>	A mark of shame given to those who have failed the Clan in some way. Estranged lose the right to vote in Conclaves until they redeem themselves.
<b>I ýparxi</b> (The Becoming)	A ritual carried out to a Paidiá, traditionally on the night of their 50 <sup>th</sup> year of unlife, recanting all their deeds and accomplishments. If they are found worthy, they are made Adelfoi. If they are not, they are made Wayward.
<b>Patér/Mitéra</b> (Father/Mother)	Honorary title for Senya who have sired childer. The title is kept out of respect even once the Agoge ends, or if the childe meets final death. Known collectively as goneis (parents).
<b>Patriárchis/Matriárchis</b> (Patriarch/Matriarch)	The elected leader of a domain's Senya, voted in by the Brethren of the domain, and commonly also the Primogen. The lowest Boule (Chosen) position. Known collectively as the Patriarchía (Patriarchy) or Mitriarchía (Matriarchy).
<b>Protos Metaxy Ison</b> (First Among Equals)	Leader of all Senya in a region such as a state. Commonly referred to as Protos (First), or Primus (Latin). Known collectively as Próta (Firsts), or Primacy (Latin).
<b>Prytanis (Executive)</b>	Leader of all Senya within a country or similar region. Known collectively as the Prytaneis.
<b>Pythias (Prodigal)</b>	An Estranged Senya who has also been exiled from the domain until redeemed.
<b>Sýskepsi (Conclave)</b>	A Clan meeting. The scope varies depending on if called by the Patriarchy as a city-wide Conclave (all of a city's Brethren can attend and vote) or a Protos (only Boule can attend and vote). Sometimes called Synélefsi (Assembly) - not to be confused with the Ekklesia (Assembly). Ypérocho Sýskepsi (Grand Conclaves) are Clan-wide meetings, held twice to date, to debate important whole-clan issues.
<b>Thetós (Adopted)</b>	A recently-embraced fledgling still undergoing their Agoge. Unable to vote or even voice opinion in Conclaves without a brethren's nomination to do so.



# Chapter One: Clan History

*An Evening With Adèle Bourgoin*

*Bonsoir Thetós!* So you are the new fledgling I've been hearing your sire talk so much about? I am pleased to make your acquaintance at last. Be seated, we have much to talk about. Lamentably, our Clan had the potential of being one of the strongest, but we are small in number compared to the Brujah, Toreador and Ventrue Clans due to millenia of infighting between our own. Soon you will feel the pull of your blood, if you have not already felt it, and will have to decide for yourself which of the two founders' blood lineage to follow. There was a time where that was not a decision to be taken lightly – blood has been spilt over the ages within the Clan over this choice, to the point where the Clan has been at the verge of a Civil War many times and, shamefully, internally divided for millennia. How ironic then that it took the rash actions of an Outsider that would bring some semblance of normality to the Clan.

My political views have long been known, and that I am a *Childe of the Dark*. As a Lorekeeper, this is something many find odd, as the *Children of the Dark* more commonly seek this position, whilst those of my faction are more likely to become *Ippótis* (Knights) or *Fántasma* (Phantoms).

Our First Among Equals has asked me to tell you of our Clan's history. Whilst it is too long and nuanced to cover in one night, I wish to give you a brief overview of the Clan through the ages, with emphasis on the long history of conflict within the Clan, and its resolution. It is sad that many younger sires of the modern nights are not giving this history to their childer; and even more sad that so many of you neonates believe them to be apocryphal tales and myths created to frighten you into obedience. I do desire to do that – a little fear is healthy - but only so you understand the importance of why our Clan has spent most of its history at war with itself, and how fortunate you are to have been Embraced in a time of such stability and prosperity.

## In the Beginning

In a time before memory there was the great first city that was Enoch. In it, Caine and his three childer ruled as Gods. It was during this time that Caine's three childer created their own. Sired by Zillah, wife of Caine, Kaie'Mu (Ka-ye-moo), our founder, was given the gift of unlife.

Legend has it that Kaie'Mu and Zillah were secret lovers, fearful of Caine's wrath should he learn the truth. Then came the great deluge, the great flood. Enoch was destroyed and believing Enoch's destruction to be God's punishment for his own hubris, Caine left the Kindred forever.

The second city was formed, but without Caine's controlling hand, the third Generation eventually rose up and slew their sires – though not all, our founder and his brother Saulot the Wise included, agreed or participated in this. There was a tumultuous time that followed, and in time the second city fell, and the Antediluvians went their own way. Each of these Antediluvians would go on to create their own children, which became the original 13 Clans. The fates of these Antediluvians and their Clans, such as the diablerie of Saulot by the Tremere who stole the secrets of immortality, then hunted his Salubri children to extinction; or how the Giovanni diablerized Cappadocius and destroyed his children, shall remain topics of discussion for another time, if you decide you would like to pursue knowledge of Kindred Lore.

## The First Progeny: Mariahanne

After the fall of the second city and the destruction of the 2nd generation, the Clan founder travelled the world for many an age until he came across a large tribe in what would eventually become ancient Greece. Pretending to be mortal to seek shelter among them, and intending on preying on them awhile before moving on, he met a young mortal named Mariahanne. In her, Kaie'Mu saw Zillah reincarnated, and long-forgotten feelings of love stirred his undead heart once more. He quickly took the beautiful and wise mortal as his lover, with the founder visiting Mariahanne every night, making love both as mortals and through The Kiss. His blood strengthened her, and he began to tutor her, seeing how she adapted to the power of his blood coursing through her and the

revelation of his true nature. Even though the concept of the Masquerade did not exist back then, the founder had revealed his nature to the young mortal, to find that she did not fear but was instead fascinated by him, and wished to learn all he knew of the world and his past. He offered her eternity by his side if she would forsake mortality and the sun, and leave the tribe to travel with him. An offer she readily accepted. He allowed her the following day to prepare for the Embrace, physically and mentally, and to settle her affairs peacefully. And thus the Tradition of the Embrace begun for the first time.

The mortal Mariahanne, however, was the youngest and most beautiful child of the tribe's chieftain, and her relationship with the strange newcomer – though he did not know what it was, but heard rumours of illicit activities – angered her father who saw it as both a great dishonour, and a threat. Mariahanne was betrothed to the son of a rival tribe, and the stranger's interference endangered the union by marriage which would strengthen his tribe. When Mariahanne told her father of her desire to leave the tribe to travel with the stranger, the chieftain attacked his daughter in rage. Deciding that severely punishing her, even if she died, was better than the dishonour she would bring. He declared her a traitor to the tribe, and the tribe punished her by stoning. When the founder awoke from his daytime slumber and found her broken, dying body, he carried her to his tent and used his blood to first heal her from the brink of death, then give her the Dark Kiss of the Embrace.

As the change began taking place in her, the chieftain and his tribal faithful gathered outside, desiring to lynch the stranger that had corrupted their Mariahanne. Their provocation and lack of remorse about nearly stealing his beloved from him caused Kaie'Mu to lose control of the beast and enter frenzy. By the time his frenzy subsided, there was no man, woman, child or even animal left alive in the tribe. Whilst most elders become jaded enough to not care about a few mortal deaths, especially in frenzy, the sheer scale of the carnage he had committed – including on many innocents, horrified him. Distraught over his actions, the founder swore that he would never again allow the Beast to dictate his actions.

## **Birth of the Clan**

Although Mariahanne was the first of his childer, she would not be the last. In time the founder would embrace others – but it is from Mariahanne and her childer that the majority of the Clan originates, including my own lineage, the prestigious line of Isabela, formerly known as Julia Aurelia Zenobia, and better known by history as Bat-Zabbai, legendary warrior-Queen of Syria and one of Egypt's most famed queens, and the current *Proedrëvon* (Presider) of the *Ekklesia* (Assembly), our Clan's leading body. In the time following the night of her embrace, Mariahanne sired many in the centuries that followed, and taught them the best she could. Of the founder's other children, the other of note is the ancient Methuselah Manipalios. Just as the majority of the Clan stem from Mariahanne's blood, Manipalios was a shaman in life and because our first Blood Sorcerer. Perhaps because of his innate magic, his blood differed slightly from that of Mariahanne and the other children of the founder.

The childer of Kaie'Mu slowly spread throughout the world, using their powers to observe and interfere with the affairs of both Kindred and Kine as they saw fit. But overall, each Senya was their own island. Just as Kaie'Mu spent years mentoring Mariahanne, who in turn would spend decades tutoring her own childer before releasing them on their own (beginning the Tradition of The Responsibility) and check in on their childer, destroying any who they felt had failed the potential of their blood or losing the war with the Beast (beginning what would become the Tradition of The Becoming). But once released, each Senya did as they willed, with only a loose connection of loyalty through the blood connecting us. Some say that just as the founder loved Mariahanne enough to stir his blood, that our “clan weakness” is the founder's love for Mariahanne filtered through our blood and generations, as a love for others of our blood. And just as Mariahanne, and the founder's other childer, were loyal and dutiful to the founder until the bitter end, so are we all loyal and dutiful to those of our own direct lineage above us. It is a romantic way to look at our weakness at least, *n'est-ce pas?*

## **Separating the Blood**

Millennia ago, after Mariahanne's Embrace, the Clan's Antediluvian founder spent centuries in the pursuit of Golconda. In the process, he learnt many things, and great powers. So great was his power of Apparitionem that the founder became twofold, splitting himself into two forms so that he could better explore the mysteries of the legends of Golconda. Taking the names Kaie'Mu and Ore'Ton (O-reh-tón) to distinguish both forms for the benefit of his childer, he searched the world for the answers, spending much time reunited and learning under his brother and mentor Saulot the Wise, the first Kindred believed to have achieved the mythical state. Centuries later, in a Tibetan mountain monastery, the monks of the ancient *Order of the True Spirit* guided Kaie'Mu into

the *Suspire Ritual* and, several days later, Kaie'Mu emerged, eyes glowing with the wisdom of Golconda, his beast chained and subdued for all time.

Unfortunately, Kaie'Mu had made one grave mistake. Although this was not the first time he had split himself into two forms, this was the longest that the two forms had been apart and the unexpected occurred - Ore'Ton developed a distinct, separate personality, as different to Kaie'Mu as mortal twins raised together would be - much in common, but each unique. Ore'Ton rejected Kaie'Mu's call to re-join as one, believing that to do so would result in his personality ceasing to exist. In his arrogance, he believed that as Kaie'Mu - who he still understood was also "himself" had achieved the *Suspire* ritual, that he too was ready. He headed to the same monastery and demanded the monks perform the ritual on him. Although the monks refused, believing HE was not ready, Ore'ton used his mental Disciplines to force them to perform the ritual. Barely hours later, Ore'Ton awoke, but alas had failed the ritual, the Beast gaining strength from the revelations of the failed ritual, and the path of Golconda now closed to him forever. In a terrible rage, he slaughtered all the monks, and struck off on his own - making his own fate separate from that of Kaie'Mu.

## **The Schism**

Although they were distinct personalities, Ore'Ton was physically a separate part of the same body as Kaie'Mu, and therefore the same blood. Two halves of a whole, rivals vying for control, much as a mortal with disassociate personality disorder has multiple minds sharing one body - only with this body being physically split into two. Ore'Ton's influence spread through the blood of his childer - regardless who their sire had been, Kaie'Mu or Ore'Ton, Mariahanne or another - and their childer began to feel the pull of the of their founders.

Through the blood coursing in our veins, we, their descendants, felt ourselves morally aligning with either Kaie'Mu or Ore'Ton. No-one knows for sure how or why the choice is made. Whilst it is considered a choice that all fledglings make, it is more of an awareness of where you belong, than a choice. Some compare it with mortals coming out as homosexual - it is not a choice for mortals to be heterosexual or homosexual, rather they become aware of their true orientation and accept it as a part of their personality. *Certes*, many Ascensionist sires have Embraced mortals with intellectual leanings that are expected to become fellow Ascensionists, only to find the fledgling pulled towards the Shadows. It is believed that, ultimately, the pull is felt strongest based on the personality, past, and innate soul and character of the fledgling. Whilst you can certainly have Shadows trying to live their lives as Ascensionists - and the distinction between the two may be extremely moot in many cases - the underlying supernatural lure of the blood can never be consciously changed - and no Senya is known to have changed affiliation (though of course, various have feigned loyalty to one side or another, which is a whole different thing).

Ore'Ton's defiance and hatred for Kaie'Mu reached into all of us of his blood, turning brother against brother and beginning a Schism that caused a Jyhad that lasted centuries. Though no formal name came about for either of the two factions, each faction came up with a derogatory title for the other. Which came first is unknown, but undoubtedly one must have been a direct reciprocation of the other. Those of the Clan that felt stronger kinship with Kaie'Mu became known as the *Children of the Light*, commonly known by the sobriquet of *Ascensionists*, whilst those of us with kinship to Ore'Ton became known as the *Children of the Dark*, also commonly known by the epithet *Shadows*. Some rare Senya equally felt the kinship of both and never steered towards one or the other, becoming known as the *Childer of Light and Shadow*, or simply *Grey Childer*. Those of the Clan who descended from the ancient Manipalios were spared this schismatic kinship pull - perhaps because the line's founder was the first Grey Childer, or perhaps his studies of blood sorcery changed his blood in subtle ways. Either way, the Grey Childer and Oracles, although small in numbers, were often the intermediaries and voices of reason between the other factions. Eventually, Ore'Ton entered the sleep of the ages, and his anger in those of us with kinship to him subsided. But we had now formed factions and animosities, and shed each other's blood - things not easily overcome or forgotten. The conflict may well have continued however, were it not through a tragedy that we found common ground.

## The Dark Ages

The time known by mortals as the Dark Ages would prove to be our darkest time. The internal Jyhad caused the loss of many Senya until Ore'Ton entered the sleep of the ages. But the road to recovery and unity back to how we were before the Schism was a slow one, and we may well have ended up becoming two Clans (or the Children of the Dark an *Antitribu* Clan) were it not for a common ground. The Tremere, vile sorcerers playing with immortality, had used dark magics to become Kindred. Knowing that if the truth was discovered by their former allies in the Hermetic Order they would be hunted to extinction, they turned to the Kindred Clans for sanctuary. Most of the Clans rejected them, seeing them little better than Caitiff as they did not descend from any Antediluvian founder, or angry at how their own had been captured, experimented on and lost their lives in pursuit of the dark knowledge that enabled this conversion. Their blood, although Kindred, was different from any other, even from that of the Tzimisce that the original blood used in the ritual was stolen from. Only we and the Salubri Clan were initially willing to aid them, acknowledging that whatever their origins, they were now fellow Kindred. We were foolish.

We would soon come to regret our aid. In order to gain acceptance from the Clans, the Tremere knew they needed a founder of the third generation of their own. They made a deliberate choice, believing him the weakest, and sought out and discovered the location of Saulot, the founder of the Salubri Clan, the first to attain Golconda and a mentor in the search for enlightenment to our Clan founder. Showing their true colours, they descended on his lair, and Tremere himself diablerized the sleeping Antediluvian, murdering him and stealing his very essence. Not satisfied with this crime, they then began seeking out and diablerizing or destroying every member of Saulot's Clan, taking their blood and driving them to virtual extinction, all the while spreading lies accusing the Salubri of being devil worshipers and diablerists, so the kindred Clans would not take reprisal against them. To grow, they forcibly embraced the mages of their Hermetic house, soon converting the vast majority of them. Some willingly chose to follow the leader of their House. Most, were not given the choice.

Ironically, it would take the Tremere, now considered to be our ancestral enemies, to unify us, with both factions of the Clan uniting in anger when the Tremere usurpers diablerized Saulot, our founder's brother, and systematically hunted down and destroyed his Clan, who had long been our allies; the healers being friends of the Children of the Light, and the warriors of the Children of the Dark. Like various of the other Clans, we were at war with the nascent Clan Tremere.

This forcible conversion of Hermetic mages sparked a war between the Tremere and the other Houses in the Order of Hermes - who were also deceived by the Tremere into believing that the Clans had provoked a war and hid their vampiric natures to the Order they were still officially a part of - against the Ventrue, Brujah, Tzimisce, Gangrel and Senya Clans. For the first time, several of these Clans, long-time enemies, found a common cause in mutual hatred of the Tremere, albeit for different reasons.

## The Anarch Revolt and First Grand Conclave

Unexpectedly, during the turmoil of the world-wide Inquisition, the Anarch revolt began. Led by the Assamites, Tzimisce and Lasombra, the young sought out and destroyed their elders, or draining them of their vitae. To our shame, even some of our own younger members - typically those who had learnt about the Tradition of the Becoming and feared their eventual fates, or fought against the natural dominance of our elders - were seduced by the call of power, blood and freedom, and joined the revolt. Many elders and several Antediluvians died during the revolt, although we weathered it well. The blood loyalty to our factions, which had caused us to fight for centuries, in this case proved our greatest asset as we had a natural unity - even to our opposed faction - that the other Clans did not have. As the situation with the Assamites and the Anarchs got many elders concerned, the Tremere offered to provide aid to the elders, if they would accept them as a Clan in their own right. Knowing that they could not win a war against the Tremere and their Allies, and the Anarch revolt, a Toreador Elder came up with the idea of uniting under one banner, and thus the Camarilla was formed. That was when the largest Clan meeting in our history occurred.

The eldest amongst us called us all to the monastery in Tibet, a spiritual Mecca for us believed to be the location where Kaie'Mu had carried out the *Suspire Ritual* and achieved Golconda. This was the largest gathering in our Clan's history occurred, in what became known as the *First Grand Conclave*. At this conclave, after much discussion and more than a few impassioned frenzies, the Clan agreed to formalise to foster unity and encourage

the growth of the Clan, uniting against the Anarch Revolt, especially our Wayward Clanmates who had joined them. Taking cues from both the Tremere – which had proven wily enemies and survivors – and the Ventrue via information gained from Senya masquerading within those Clans, the Clan’s laws and Traditions were formalised. A varying degree of status titles and responsibilities was created, loosely modelled on both the Tremere’s pyramid structure, as well as the Classical Athenian model of Democracy, as a nod to our roots as Greece was Mariahanne and Manipalios’ place of origin, and therefore considered to be our Clan’s homeland. The Clan’s structure involved the creation of the *Ekklessia* (Assembly), a ruling council elected by the *Boule* (Chosen), Senya of *Patriarchy* or higher status. Whilst the Tremere’s Pyramid was based on magical aptitude, and the Ventrue on their *dignitas* (reputation), our structure would rely on choice, duty and respect. Titles of Status could be earned by gaining the respect and support of other Clanmates, who would choose their *Patriárchis* or *Matriárchis* in a popular vote – conclaves held within locales by the resident Senya to choose who would represent them. Each level, in turn, would elect those above them, and so forth until the Ekklessia. So although the Ekklessia ruled the Clan, they did so by being elected to the position by those beneath them – not by political appointment simply granted by the whimsical favour of those in power. For those with little interest in political ambition, or the responsibility of other Senya beneath them but wanting to prove themselves and aid the Clan in their way, Titles of Function were formalised that could be earned, proving loyalty and ability to the Clan. This led to the formal creation of the three major subfactions of our Clan – The Athinaíos (Athenians/Lorekeepers), The Ippótis (Knights) and the Fántasma (Phantoms) – formalising with titles of respect and formal duties what many of our Clan had been doing of their own accord and sense of purpose in the past.

## **The Great Deception**

The part that caused the most debate, however, was whether or not to join the Camarilla. Bitter over the vile Tremere being founders of the Camarilla, we spitefully refused to join the Camarilla. It was decided that although the Camarilla seemed to have *forgiven and forgotten* the sins of the Tremere, we were unable (or unwilling) to do so. We therefore refused to join the nascent Camarilla but as a Clan with integral ties of blood-loyalty to our elders, knew we could not aid the Anarchs either. Those few who would have supported the Anarchs were the ones that defied the summon to the Grand Conclave. Although some would return to the fold in time with their heads bowed, others would become our first Antitribu, or Waywards as we prefer to call them.

And so *The Great Deception* was conceived. Although we had many times in the past pretended to be members of other Clans for our own aims, the decision was made that rather than try to stand proud and separate as the Followers of Set and Assamites did, risking conflict with the Camarilla and what would eventually become the Sabbat, that we would instead live in the Shadows of both sects.

Each of would carry out a personal masquerade. Secretly, we would take on guises of other Clans and infiltrate them – keeping our true loyalties secret as we feigned being members of other Clans and, in time, members of other sects. We secretly aided the Salubri in their darkest hour, helping some go into hiding and escape the Tremere hunt, as well as their Camarilla allies who believed the falsehoods the Tremere spread about the Salubri being diabolists to gain the support of the Camarilla in the purge. We assisted others against the Anarchs, gaining many boons from those who would someday be Princes, Archons and Justicars. The majority of the Children of the Light chose to take the guises of Camarilla High Clans – Ventrue or Toreadors, primarily, though some masqueraded as Brujah who were back then still a Clan of passionate scholars. The Children of the Dark often took the guise of Lasombra, Toreador or Ventrue Antitribu, or other Sabbat Clans. Much respect was held for them, as the Vaulderie made masquerading as a member of that sect difficult. The Oracles proved their bravery in infiltrating the Assamite Clan as members of the Sorcerer Caste, and some such as the vaunted Manipalios succeeded in infiltrating the Tremere, some even rising to become Chantry Regents!

And so working within the other Clans, we slowly disappeared from Kindred society, pretending to fall to both infighting and the Anarch revolt. Gradually, over the next few decades, the Clan slowly ceased to officially exist as we made it appear that we became divided and alone, one by one falling in the revolt, or at the hands of Lupines or other enemies. We didn’t all just disappear at once, but staged the “deaths” to reduce our numbers quickly, but believably over time. Soon, just as the Salubri ceased to exist as a Clan, so did we. At least, that is how it appeared to the world. As our founder agreed at the Grand Conclave to go into the Sleep of Ages, we spread the lie that he had been destroyed by Anarch Senya during the revolt, much as the Tzimisce and Lasombra had slain their own Antediluvian founder. Eventually, our infiltration of other Clans and a centuries-long

misinformation campaign led to even those who knew of our existence eventually believing we were just a once-powerful Bloodline, possibly an offshoot of the Toreador, Ventrue or Tzimisce Clans with Vicissitude-like power, and not a true Clan with an Antediluvian founder. We became legend and myths and, like myths and legends, a thing of the past.

In time the Camarilla defeated the Anarchs, actions which we aided from our hidden positions within both the Camarilla, as well as espionage from within the Anarchs, the survivors of which later formed the Sabbat. To the Camarilla and Sabbat, the Senya Clan was now dead; a casualty of the Anarch revolt. For an age, there was relative peace between the Clans, and we learned much about them whilst holding our own masquerade within them. Only the Salubri, who we sheltered as they also hid their true Clan from Kindred Society, and the Nosferatu ever learnt the truth. The few Nosferatu who learnt the truth did not betray us, however, either seeing the benefits of sharing information with us, or preferring to hold and use the information as blackmail against us. Overall, this began a long-standing relationship of mutual understanding and co-operation between our Clans – although only Nosferatu elders knew the truth, recognising the mutual interest of keeping our status a secret. And few of the elders that knew the secret trusted their youth would not accidentally slip the secret to the other Clans – or worse, sell it. A secret is only valuable, after all, if it remains a secret. And the Nosferatu are survivors, and we represented a useful back door to escape when needed. But even those knowledgeable enough to know that we had not died out, believed we had been reduced to the status of a minor bloodline, just as the Salubri ceased to exist as a Clan, but some survived hiding and masquerading as other Clan members as we did, or joined the Sabbat as Antitribu.

The Clan was led for centuries by the guiding light that was the first *Presider* of the council, Mariahanne. Though she was known to be one of the *Children of the Light*, it is from her, more than from our Antediluvian founder or his other childer, that the majority of the Clan originates – and some of her own progeny, who she sheltered during the Dark Ages even when other elders determined they should be destroyed were from the *Children of the Dark*. Her neutrality and wisdom were respected by all and by her leadership, for the first time since our creation, the Clan had a unified structure, purpose, goal and new traditions and rituals. With the founders in torpor, and the support of the majority of both factions, her wisdom guided the Clan for eons to come. The Clan, internally, was at peace with itself for the first time in eons.

Not all members agreed with this decision however. As I said, many had refused the call to the Grand Conclave and others refused to bow to appointed leaders and titles. This resulted in *the Purge* –whereby dissidents were tracked down and forcibly converted or destroyed. Whilst this is unfortunate, it was deemed necessary in order to ensure the Clan’s secrecy and safety. After all, we could not try to eventually convince the two sects that we were just a bloodline and myth of a bygone age if they had Antitribu actively running around. So in a way, the first we had to deceive were our own Waywards. Eventually, our Antitribu ceased to exist as a faction – though, like cockroaches, there is always one or two that slipped through the cracks. But our Wraiths hunt them so fanatically that even they masquerade within the Sabbat much as we do. The reality is that whilst the Sabbat can claim to protect its members, it is nearly impossible to constantly guard against those who can look like your own members and just need one opportunity to take out a well-protected Wayward.

## **The Middle Ages**

This was our Clan’s Golden age. Free from internal strife, and at relative peace with (and within) the other Clans, we grew in number and power, consolidating our positions within both the Camarilla and the Sabbat. Many of our number sought out Golconda, and some achieved it, including Mariahanne. We learned much, about ourselves, about our allies, about our enemies, and about the world. We actively strove to uncover information about the *Book of Nod* and to protect humanity from the ravages of the Kindred. Of course, there were some trying times – Europe was seemingly constantly at war. The Inquisition that began in the Dark Ages but continued through to the Middle Ages hit us as hard as it did the other Clans. But, overall, the Clan was internally at peace and grew – in our guises as Camarilla Clan members, and to a lesser degree the Sabbat, we took positions of power and influence. We learnt much about the other Clans. We stole many secrets, such as the Tremere’s Thaumaturgy and Assamite Blood Sorcery. We spread across the world and across the ocean to the New World, establishing influence there. We even controlled various domains, with Senya masquerading as Ventrue or Toreador Princes or Sabbat Bishops and Archbishops.

# The End of the Second Millennium

## The Second Grand Conclave

Eventually, in 1987, Kaie'Mu awoke from his sleep, and resumed control, if indirectly, of the Clan. Many took this as a sign that Gehenna was approaching and another Grand Conclave was called by Presider Mariahanne in the city of Chicago. This was the most heated Conclave in Clan history but at the end it was decided that the Clan would rejoin Kindred society. Believing that Gehenna could only be prevented if the Clans worked together, the decision was made to reveal the truth of the Clan, petition the Camarilla for membership, and attempt to influence it from within in a more direct and official manner. Many Children of the Dark were unhappy with this decision but, rather than defecting to the Sabbat as had occurred during the Dark Ages, chose to instead serve the Clan continuing to spy within the Sabbat, or residing in the Anarch Free States. The centuries of channeling the Shadows to be the Clan's loyal warriors, assassins and high-risk spies, emphasizing the loyalty and duty beliefs of the Path of Gehenna and the Road of Kings' Path of Chivalry, had made them loyal to the Clan, which was ultimately where we all focused our primary loyalty – to our Clan over the Camarilla.

Despite the Clan's unending animosity towards the Tremere, and the Camarilla's official denial of the Antediluvians, we had come to believe that the Camarilla held worthier goals more in line with the Clan's own beliefs and methodologies, than the Sabbat, whose goals – whilst laudable in principle, especially their desire to eliminate the Antediluvians – had gone to extremes and degenerated from the relatively noble Anarch Revolt to a Sect of self-gratifying monsters. But principally, the Sabbat promoted sect loyalty over that of the Clan, something Clan Senya naturally rejected, and the abandonment of *Humanitas* over *Paths of Enlightenment* often resulted in monstrous excesses that were reviled by all but the cruellest of our number. The time for our official resurrection had come. The only question that remained was: when, and how?

## Under a Blood Red Moon

Unexpectedly, legions of Lupines attacked Chicago, and many Kindred were destroyed, including the city's Prince, Lodin. Large numbers of our Clansmen were caught in the city, having not yet left after the grand conclave. Though some fell, the Clan as a whole surpassed all expectations and aided many, establishing even more powerbases as many of the surviving Kindred now owed life-boons to our Clansmen. The war ended when a young group of fledglings, including some of our own, discovered that the Sabbat were behind the war, having aided the enemies of the Lupines. With this knowledge, members of our Clan tentatively approached the Lupines and a temporary pact was made, during which we aided the lupines retake a holy site they had lost to their Sabbat-Black Spiral enemies. Peace followed, during which time a relationship formed between the Senya fledgling and Lupine ally that had been so instrumental in forming the pact. After centuries of traditional hatred between the Kindred and Lupines, a limited cooperation began between our Clan, and the Lupine tribes known as the *Children of Gaia*, *Glass Walkers* and *Bone Gnawers*.

In the turmoil that followed in the wake of Lodin's death, Kindred vied against Kindred for power, and the Camarilla came close to sending a Justicar to resolve the issue. Our Clan, being the most closely knit, consolidated their positions, and with the support of the Clan, and those owing us boons, one of our numbers assumed the Princedom of Chicago, then revealed the truth behind the existence of our Clan to the Camarilla.

Revealing our existence, and that many high-placed members of Camarilla society were in fact Senya in disguise caused many ripples, although the Camarilla ultimately grudgingly accepted our status as a Clan rather than a bloodline. Clan Senya's abilities and inside knowledge of the Sabbat were invaluable to the Camarilla, who had been losing ground in North America to Sabbat Crusades. Plus, the sudden revelation of many Senya previously thought to be members of almost every Clan holding key positions of Camarilla power, or mortal influence meant the alternative would have been a war that would have driven us back into the Shadows or, worse, willing to sell our services to the Camarilla's enemies, or perhaps join the Sabbat; in addition to losing or destabilise many of domain and powerbases that we had revealed were actually controlled by us, and not the Clans they believed did so (and many we had not yet, as we held our cards close and only showed them "enough evidence" of our influence for them to take us seriously) – disruption that the Sabbat were sure to take advantage of. To quote Braxton Donahoe, California's *First Among Equals*' description of the negotiations:

*"We pretty much blackmailed our way in. The Brujah and the Gangrels laughed. The Malkavians and Nosferatu acted surprised, like they hadn't secretly known about us for years and been secretly dealing with us. The Ventrue and the Toreador were mildly offended at being duped for so long, but were secretly mostly relieved to now have a potential ally that could help counter the Sabbat's doppelganger-infiltration tactics against the Camarilla, and return the favour. Best of all, the Tremere were pissed as fuck about the entire thing, which was just the icing on the cake to us, and tickled pink some of the Tremere's Camarilla rivals who enjoyed seeing the Warlocks flapping about in anger."*

Several intense meetings with Justicars and Camarilla Inner Councillors followed, but eventually the Camarilla accepted our offer of membership, in return for evidence on how the Sabbat had influenced the war, information on all Sabbat activity we knew of within Camarilla territories, and the promise to aid in further espionage. The Tremere had not forgotten our ancient blood feud, and attempted to block our entry, but the Camarilla could not afford to refuse the support of an entire Clan and risk driving them towards hat their Sabbat enemies.

### **The Founders Awaken**

Mysteriously, ancient rivalries between the two factions began renewing, though not as intensely as in the past. Many of us, despite factional differences, had formed tight bonds with each other and our rules, rituals and traditions helped keep order - but tempers began to fray and conflicts began anew. Several of our number began reporting activities and sightings of a being claiming to be Ore'Ton, once again arisen, which would explain why the factions were once again taking sides and becoming natural rivals against each other. Our new structure, unity and laws helped - but the pull of the blood cannot be denied, and the situation worsened although could have gotten far worse - it was believed that Ore'Ton and Kaie'Mu were not warring directly against each other, so perhaps we escaped the worst of it. For some reason, Ore'Ton appeared to limit his activities around the domain of Ashford in California - yes, right here - appearing sporadically to cause chaos, seemingly for his own amusement. Although I was not present at the time, Protos (First) Braxton was involved in various of the events at the time, and the complicated and strange events and Embrace of his childe Valerie Leigh was apparently as a direct result of Ore'ton's machinations. The rumours of Ore'Ton's presence brought various of our Clan's eldest to the domain, including Mariahanne, Isabela (Bat-Zabbai) and, if the stories are to be believed, Kaie'Mu himself seeking to find and end the conflict with Ore'Ton. But Ore'Ton appeared to seek avoiding conflict, always one step ahead and evading his other half and eldest Childe.

### **Final Battle and Unity**

New Year's Eve 1993 will be forever marked in our history as the day that everything changed. Ore'Ton made a sudden and bloody re-appearance at a New Year's dance and amongst all the other problems he caused in his brief appearance, a pivotal one was his murdering Jennifer Tresanto, a Lupine of the Children of Gaia tribe that had helped forge the alliance between us and the Lupines. At the private wake held after her funeral, her long-time friend and mentor, the Oracle Kygma Wynn Alma Nege Grana, known to his friends as Kwang, revealed that this was the second time that Ore'Ton had murdered someone he loved just for Ore'Ton's own entertainment and to anger him, Jennifer's Lupine pack, and their kindred allies, who Ore'Ton had allegedly been causing problems for and involving them in deadly trials for his own entertainment. The first time, during the Dark Ages, Ore'Ton had slain Kwang's wife, causing him to descend into madness, although he recovered in time and had put faith in Kaie'Mu's ability to find and subdue Ore'Ton. But he now stated that he was more powerful than he was back then - possibly powerful enough to even defeat the alleged Antediluvian - and that he no longer held respect for the founder, who he accused of being able to locate Ore'Ton any time he wanted but was in fact too scared to do so, fearing he may not win the battle. He informed those Senya present that, despite his long-standing alliance with the Clan, he would not rest until he brought Ore'Ton to Final Death, and that he would destroy anyone who got in the way. Jennifer's packmates, Kwang's own family and students, all accomplished magi, stood with him.

Our Clan once again began to split. The Children of the Light (or at least, those in Ashford) supported Kwang and Mariahanne's desire to find and destroy Ore'Ton. With Mariahanne's desire came the loyalty of the Ascensionists. The Children of the Dark, however, felt the pull of their blood towards loyalty to Ore'Ton, and were unable to bring themselves to directly war against him. Once again, our Clan began to gear towards another Civil War that would be more destructive than the last.

So a secret coalition was made comprising of Senya from both factions, including Mariahanne. Although the Children of the Dark were loyal to Ore'Ton, those in the coalition were direct descendents of Mariahanne, and through her they gained the strength to go against their blood-sympathetic founder. The coalition allied with other Kindred allies, as well as the powerful pack of veteran Lupines that had been friends of Jennifer, and all followed Kwang on his quest. Using his magical abilities, Kwang located Ore'Ton's mountain lair and the hunting party attacked.

Many quickly fell as the group realised that they had fallen into an ambush - one more deadly game of Ore'Ton's for his amusement - and that, despite their power, they paled in comparison with the raw power of the founder. Even Kwang, with his incredible power, could not cast his magic faster than the Antediluvian could act - and Ore'Ton seemed able to shrug off or avoid Kwang's most potent spells. When all seemed lost, and Ore'Ton was about to kill Kwang and his allies, and Kwang was about to cast a *Doomsday* spell that would destroy anything for several miles - taking Ore'Ton with him, Kaie'Mu appeared, having been convinced to join the battle by Dante De'Ath, an Ascensionist that had formerly been a Hermetic mage and Kwang's estranged student, as well as Jennifer's former lover. Though the two founders had warred for millennia, no direct physical conflict had occurred as, as Kwang had correctly surmised, both titans secretly feared such a battle knowing that only one could survive such an encounter, horribly weakened, and with no assured guarantee of success. Thus they clashed for the first time and the caverns trembled from the power of their blows as if there was an earthquake. Ore'Ton fought for his survival and destruction of his enemy, but Kaie'Mu had other plans. He admitted to being fearful of the conflict - but not because he was concerned for his death. Having long ago achieved Golconda, death no longer had any fear for him as he believed his soul had been saved. His fear, instead, was for the fate of his childer. If he was killed by Ore'Ton, at least half his childer would suffer from the supernatural reaction through their blood to his death. If he killed Ore'Ton, the reverse would be true. If they killed each other - a real possibility - the Clan would likely cease to exist from the resulting psychic blood-shock. But Kaie'Mu knew that Gehenna was coming, and for the Clan to have a chance to survive his ancient rivalry with his other half had to end. At the apex of the battle, Kaie'Mu used his powers to force their bodies to begin to re-unite as one. Although Ore'Ton struggled, he could not physically prevent the merging once it begun, as the two were undeniably two halves of a whole. So a tremendous mental battle begun as Ore'Ton's mind and personality fought for dominance of the combined body. If he won, he would now control their remerged body, regaining their full capability as an Antediluvian, which had been stifled by their split. But defeating Ore'Ton was not Kaie'Mu's intention. Instead, he focused all his mental power on holding them together within his body, restraining the other personality to prevent his being able to take physical control of the body just long enough for what was needed to be done, and he gave a final command to his eldest progeny: *"We gave our children war. Take our blood, and give them peace."*

Unable to resist her sire's final command both through our Clan weakness as well as her Blood Bond to him, Mariahanne did as he commanded, diablerizing the founder, taking the power and knowledge of both Antediluvians as Ore'Ton impotently screamed his rage a final time. When it was over, although many of both factions were angry at the loss of our founders, Mariahanne now held the blood of both our founders, therefore all Senya now descended from her, and her will commanded us all, and our blood loyalty was to her alone. Neither faction could deny her blood-claim to leadership of the Clan, and none had the power, or desire, to resist her will.

## **The Death of Mariahanne**

Much happened in the years following that night, but that is for another to tell you. After that fateful night, there was a peace in our Clan unlike anything we had ever felt. The youngest amongst us cannot possibly appreciate what the death of our founders was like to us... the great pain we all suffered in our blood; the sadness we endured as we felt a part of our essence torn from us; and the anger and resentment that had simmered within us all for millennia lifting from us as though glass shattering. The death of the Ravnos' Clan founder caused the virtual destruction of the Clan - a fate our founder knew would befall us if the founder's had died, and by passing his blood to his progeny prevented such a fate befalling the Clan.

Under Mariahanne's guiding light we prospered as a Clan, re-knitting with a common purpose and direction unlike any we had ever felt before. Mariahanne's heroic death just into the new Millennium may have stalled Gehenna, but was a dire blow to us all. Just before her death, however, Mariahanne used her mastery of

Apparitionem to pass her blood onto her progeny Naimod in a form of inverse-diablerie, and so old Clan factional loyalties sprang up again, split between the Children of the Light, supporting Naimod's right to rule due to Mariahanne's blood in his veins, and the right to rule of some of the Clan's other surviving active elders. Whilst the death of the founders meant that the differences between the Children of the Dark and Children of the Light camps had become mostly ideological, many felt that Naimod should not rule the Clan simply because he had been gifted Mariahanne's blood – and he was not the eldest amongst us. He may have had the blood of the founders in him, and a powerful elder in his own right even before the power he gained from the strange diablerie, but he was not even a Methuselah in age. The elder blood united in him enabled him to force dissenters from both factions into submission to a degree, but he was unable to prevent ancient rivalries from building up.

### **The Mystery of Amanda-Jolene Fischer**

In 2001 Kwang's most powerful former-student, the Order of Hermes Archmage Jon De'Ath (no relation to Dante De'Ath), appeared out of the blue with a young, amnesic and naïve girl seemingly without a past or identity named Amanda-Jolene Fischer. Amy-Joe was the most pure soul any of us had ever seen, and there was an unmistakable power within her that, though she was mortal, would calm even the most powerful amongst us during the most uncontrollable frenzy. Her purity helped guide several of us towards Golconda, and her pureness of love calmed us all, teaching even long-dead Kindred how to love, and set aside our differences for a common goal. The thought of a young, sixteen year old kine having such control over Methuselahs and Elders is unfathomable, but it occurred nonetheless.

Then a surprising revelation was made - Ore'Ton was alive! He had foreseen that Kaie'Mu would appear on that fateful night, but had been unable to foresee the outcome, or his fate. In the final moments as Mariahanne was committing diablerie, he had activated a dark "last resort" ritual that he had cast years earlier on his eldest, most loyal and blood-bound childe and transferred his essence into the body, consuming his childe's essence in the process. But it had not gone entirely as Ore'ton had planned. At the point of transfer, Ore'Ton's personality had become the dominant one in the remerged body as Kaie'Mu had not struggled for control – but their personalities and wills had been, in different ways, equally powerful. Instead of one personality extinguishing the other, the being that survived had a merger of both personalities. Although Ore'Ton's personality was predominant, the memories of both Kaie'Mu and Ore'Ton combined, along with the absorption of Kaie'Mu's Golconda-Enlightened personality had merged them into a new combination personality roughly analogous to how Kaie'Mu had been around the time he met Mariahanne. Not the enlightened being he eventually became, but not the degraded monster Ore'Ton had devolved into. This new being became known as Ore'Mu.

Not concerned with the affairs of his descendants, and the war with himself over, he had chosen to stay out of Clan affairs; though he kept an eye out. Learning of Mariahanne's death, he felt an emotion that he had long forgotten – grief – adding to his ennui and desire for seclusion. Shortly after Amy-Jo's appearance, however, Ore'Mu appeared to her and, despite his past, she chose to leave with him to unknown parts. Whilst many feared for the young girl's safety, none had both the inclination and the power to refuse Ore'Mu – even in the weaker form he now inhabited, he was still the most ancient and powerful amongst us.

### **The Return of Mariahanne**

The Oracle, Kwang, had been experimenting with time, with the assistance of the Toreador Justicar and ally, Maximillian Dermont. A mishap in the experiment caused a butterfly-effect change in the timeline that altered reality and brought about Gehenna at Ore'Ton's hands. Fortunately, Kwang and Dermont were able to return the timeline to "normal", but they had inadvertently created a shattered alternate timeline, in which Mariahanne still lived and fought an omnipotent Ore'Ton, who had defeated Kaie'Mu on the Final Battle and not been merged into Ore'Mu. Realising that the Clan was headed for a potential civil war after Mariahanne's death, Naimod and Dermont hatched a plan – to retrieve Mariahanne from the shattered timeline to lead the Clan. They re-entered this timeline, but everything went sour. At the last moment, the Ore'Mu from our timeline appeared and aided them in bringing back Mariahanne. This act was not without cost however, Naimod died preventing Ore'Ton from entering our timeline.

This would also result in the truth about Amy-Jo to come to light...

## The Truth Behind Amy-Jo

The recovery of Mariahanne ought to have been a joyous occasion, were it not for Amy-Jo. In an attempt to prevent our Clan - long allies with Kwang's Hermetic House - descending into civil war, the Archmage Jon De'Ath had performed a powerful ritual... to return Mariahanne from the grave... Using his powerful knowledge of life, death, entropy, spirit, time and prime magic he created a new body for her - that of Amy-Jo - and summoned Mariahanne's spirit into it. He had not anticipated, however, that the process of diablerie meant that Naimod actually held a portion of Mariahanne's essence, and so the spell was "incomplete" - leading to Amy being mortal and amnesiac. Realising his failure, her soul identity was kept unrevealed... although Ore'Mu had perceived it, his reason for leaving with her. In the instant of Naimod's death, the remnant of her essence he held was released and De'Ath's spell suddenly completed. Amy-Jo reverted physically, mentally and spiritually to the exact same Mariahanne that had died preventing Gehenna. The Clan once again began dividing itself over which Mariahanne should rule... "Amy-Jo Mariahanne" or "Mirror Universe Mariahanne".

Unbelievably, it was Ore'Mu who resolved the situation. He claimed that the End Times were approaching and for the first time in eons showed concern as to the fate of his descendants. He claimed that his Antediluvian brothers had begun to stir and their children awaken, and stated that "Amy-Jo", Mariahanne, himself and the Clan's eldest should retreat into the shadows, going into voluntary torpor to awaken ready for Gehenna, or seek to uncover fragments of the *Book of Nod* to learn how or otherwise attempt to find a way to thwart or survive Gehenna. This would leave the fate and running of the Clan purely to the Ekklesia and an Assembly-elected *Presider*, free from influence by the eldest-blooded amongst us and issues of loyalty.

Most of the Clan's remaining active Methuselahs (as most of the Clan's Methuselahs had long since gone into the Sleep of Ages) took up this banner, joining the Iconnu, the Tal'mae'Ra or striking off to seek Golconda or noddist lore. Some, notably many of the Clan's eldest warriors, chose to go into torpor to rest for when Gehenna arrives. The Clan's day-to-day affairs were left in the hands of its Elders. Our *Proedrévon* (Presider) Isabela is now the eldest known of our Clan actively involved with our nightly affairs and status, and participation of our membership in the Camarilla.

Some feel that this self-imposed exile of the Clan's eldest may have weakened the Clan in the nightly Jyhad, but others point out the strengths we have gained by this allowing for change and new flexibility, and lack of conflict about right to rule. Many of the old traditions were being reviewed, such as the required time period before a fledgling becomes a *Son* or *Daughter*. The Clan's traditions have begun to change from age-and-time-based periods to meritocracy.

Once again, we were at peace with each other... how long for, no-one can tell, but for the first time in our history, we are finally truly united with a common purpose and loyalty.

## The Final Nights

The entire Clan is in a state of quasi-alertness - the signs of Gehenna are becoming more common and ominous every day. Thus the Clan prepares itself for what may be the end. Our Lorekeepers desperately search for ways to predict what will occur when Gehenna comes, and our Knights and Phantoms are directed to act in ways to postpone or prevent Gehenna. The Camarilla's insistence on denying the inevitable is either proof of their Corruption or of the control the Jyhad masters have on them. The Gangrel Clan have seen the truth and left the Camarilla. We would do so too but the word must be spread and change must occur from within, in the hope that with enough eyes and ears, the answers may be found, and that some may be saved. And yet the youngest among us do not believe the tales I have just told you. They believe Kaie'Mu and Ore'Ton to be apocryphal tales or simply powerful Methuselahs, not Antediluvians. Many do not even believe the Antediluvian's exist, having swallowed the lie told by the Camarilla, and focus primarily on their own interests, supporting the Clan in their own way, much as a good-hearted atheist would help a Christian because it's the right thing to do, whilst completely refusing to believe in the Christian's faith.

Just when our future should seem the brightest, it seems about to end. Surely we are indeed cursed and abandoned by God but as long as there is blood in these veins, we shall not give up hope



# Chapter Two: Clan Structure

*An Evening with Lady Jane Grey*

## Clan Status vs Camarilla Status

Greetings childe. Isabela has spoken well of you to me. As one of the Clan's Lorekeepers, I have been asked to explain to you the Clan's Traditions and positions of respect.

Status is very important in our Clan. With Status comes respect – which we believe should be earned, not demanded. A Ventrue may become Primogen by lying, manipulating and backstabbing Clanmates to the top – a Senya with that approach would probably find himself *Taken to Tibet*. This term means being sent to see the Ekklesia (Inner Council) – which traditionally met at the Tibetan monastery - or the regional Ekklesiast, in order to answer for their transgressions against the Clan. Age brings respect, that is true, but the Clan values merit over age. In this, we differ from the Ventrue and Tremere Clans who believe that the right to rule is held by the eldest and most personally powerful – and actively stifle those with greater ability simply due to age. This shift in attitude came about since the Clan restructure after the second Grand Conclave – where it was noted that various relatively young kindred had done great deeds that positively impacted the future of the Clan moreso than various elders many times their age who have had little impact on the overall history of the Clan. This has caused some of our Traditions and titles to be changed in the 2<sup>nd</sup> Grand Conclave in order to reflect this meritocratic position. The titles created in the 1<sup>st</sup> Grand Conclave were based on Greek titles and words, reflecting and honouring that much of our history originates from Ancient Greece, where the Clan founder wandered and the two Methuselah's from which most of our Clan derive - Mariahanne and Manipalios - were from. It also honours that Greek was considered a scholarly language - even by the cainites - until only a few decades ago. For example, whilst most know that for a long time the Catholic Church has done sermons and published their bibles in Latin, few are aware the original biblical languages were Hebrew, Aramaic and Koine Greek, and many medical names and terms are based on Greek etymology. As such, it was considered part of the responsibility of a sire – the Pater - to educate their Thetos – adopted – in the Greek language. Typically, Latin was taught too, as many of our elders were Embraced during the days of the Roman Republic or Empire and Latin is also renown as a scholarly language and was the principal language during the days of our Eldest and commonly used by scholars during the dark and middle ages that forged many of our Elders. In the modern nights since the 2<sup>nd</sup> Grand Conclave, however, which recognised a need to change or modernise some traditions, it is common to find many Paters no longer teaching their Thetos these languages and English-language translations of the traditional titles used instead as a result. This is sadly particularly common with American Senya, who tend to enter unlife with fewer linguistic skills and therefore ability to learn another language, than their European brethren. Both the Greek and English titles are considered acceptable in common usage, although for formal usage, and anyone wishing to impress the Elders and Ekklesia, the formal Grecian titles are used. I shall inform you of both the original and modern titles in due course.

Clan status is given according to proven loyalty to the Clan and merit for deeds. Whilst those of advanced age are respected for their personal power and wisdom, even the elders respect great personal achievement over claims of age. Therefore whilst members of the Clan normally respect Senya who have attained Camarilla titles, this does not mean that they may be treated as higher station by the Clan. In fact, as an example a Son (0-pt Clan Status) who becomes a Hound (1pt City Status) for the Camarilla of a city may even be looked upon with distrust by fellow Senya – as they have not yet earned their “full membership” in the Clan, and if they show disrespect for their Clan structures may be demonstrating loyalty to the Camarilla over loyalty to the Clan. Clan vs Sect conflicts such as these are disturbingly increasing in frequency since the Clan joined the Camarilla. The Clan structure was simply not designed to coexist with the Camarilla's framework. Those with Camarilla ambitions have a fine line to tread if they do not wish to find themselves outcast from the Clan. However those of *brethren* status or higher normally find that as long as they demonstrate loyalty to the Clan, Camarilla status achieved is usually respected by the Clan, or can serve as a springboard to Clan status, as their Camarilla status ultimately benefits the Clan.

In extreme cases, some Senya have been made *Prodigal* because of proven loyalty to the Camarilla in defiance to Clan tradition – believing that Camarilla law protects them. They will find, however, that those loyal to the Clan

- especially the Children of the Dark - will be generally uncooperative with them unless it suits the Clan otherwise. Furthermore, most of these kindred that blatantly defy the Clan inevitably appear to disappear in the night to never be seen again; become targets of Assamites; find Lupines beating down their front door or meet Final Death in some strange way. Although accusations against the Clan are levelled - usually by the Tremere - there is usually little evidence to support the accusations.

The short of it is that the Clan polices its own, whether by official or unofficial means. The only thing the Clan demands is loyalty to those of the blood and that the beast be held in check; and it extracts a high price for defiance. Whilst this may seem harsh the reality is less so. As most sires are very careful about who they choose for the embrace, it is rare that a childe develops such a pronounced rebellious streak to the Clan, and what is good for the Clan is good for the individual too. To quote Braxton Donahoe: "*It is easier to climb the battered ladder of the Ivory Tower when you have family that support you holding the ladder still for you, than when they're shaking it around angrily.*"

## The Factions

Although all Senya come directly from the same Antediluvian, the long Jyhad between the founders caused two factions to arise. Each faction felt a blood kindling with one of the founders, and have different philosophical and ethical views. All of us are naturally able to develop the Clan Disciplines of Apparitionem and Fortitude - we are natural survivors able to blend in to any situation. We all have the ability to influence others' actions - but depending on whether we feel the call of Ore'Ton or Kaie'Mu, some of us are able to do so by influencing their emotions, whilst others are able to do so by commanding their minds. Unsurprisingly, many of us - ironically especially those of the weaker generations - are often capable of accessing both. The two camps within our Clan are known as the *Children of the Light* and the *Children of the Dark*. The name originally came from the common term "childer" and as in ancient times many of the Children of the Light sought Golconda, or "Enlightenment" the term was adapted. Since you cannot have light without darkness, the other camp's title came about as a derogatory reference about their rejection of Humanitas, but has been adopted with pride. In modern nights, my childe Braxton has redefined the camps in a less-mouthful manner, the *Ascensionists* and the *Shadows*. Then there is the *Oracle* splinter-bloodline and the treasonous *Antitribu*.

### The Children of the Light: Ascensionists

Ascensionists encompass approximately two-thirds of the Clan - not surprising as most of them descend from Mariahanne and each sire looks for certain traits in their childe, which usually result in - but does not guarantee - that their child will be in the same camp. Ascensionists feel the instinctive desire to follow in the teachings of Kaie'Mu. They strive to keep their humanity and many even seek Golconda. Some elders from noble or knightly origins, however, follow the Path of Chivalry - from which the Path that the Shadows follow originates. Ascensionists respect honour and strong will and believe that knowledge is the key to power as well as providing the key to surviving Gehenna. As such Ascensionists tend to embrace those of intellectual, scholarly or social orientation. Academics, lawyers, doctors, businessmen, politicians, musicians, artists or similar are common backgrounds. They pride intellectual and social pursuits over physical ones. Just being smart or socially capable is not enough to get the attention of a prospective sire - each potential childe must have shown some kind of personal courage, willpower or moral fibre that the sire feels is worth preserving or would aid the Clan. More militant sires seek honourable warriors - in times past they used to recruit from the ranks of knights and Templars, but in the modern nights this usually equates to lawmen and soldiers who have shown dedication to duty or protection of others. Many strive to learn all they can about the *Book of Nod* in an attempt to prepare for Gehenna. They are our scholars and diplomats, though a great many are warriors, striving to defend our kin from our many enemies. Note that knowledge does not necessarily mean academic study - many Ascensionists learn Thaumaturgy or study science in order to better understand the Kindred condition or how to fight our enemies. The majority of the *Lorekeepers* come from this faction. Ascensionists are naturally pulled to the Discipline of Presence.

## **The Children of the Dark: Shadows**

The Children of the Dark feel the ancient anger of Ore'Ton in our blood and understand that in time all kindred will begin to lose their humanity and so we do not try. Rather than focus on the *Path of Humanity*, many of us focus on the *Path of Chivalry* instead – with some fanatical, usually militant, members instead choosing to follow a version of the *Path of Blood* that we learnt (stole) and adapted from the Assamite Clan during the Great Deception. These paths focus on loyalty to the Clan and each other above and beyond the self. Whilst the Children of the Light prefer to work by guiding and leading, the Children of the Dark tend to a more pro-active and dominant philosophy, often quoting the expression “*better to ask forgiveness than permission.*” Children of the Dark tend to embrace those with strong, dominant personalities who use them for best effect. Believing that only the strong prevail, most of the Children of the Dark are warriors, charismatic leaders, seducers, assassins or spies. The majority of the Clan’s *Phantoms* come from this faction. Many Children of the Dark strive to actively prevent Gehenna in any way possible, taking the fight to their enemies rather than waiting to defend. Children of the Dark, being more forceful than the Children of the light are naturally pulled to the Discipline of Dominate.

## **Children of Light and Shadow**

Some Senya feel the pull of both aspects of the founder equally strong, or resonate with elements of both. Some kindred like Nastya have a kind and caring heart, which would normally identify with the *Children of the Light*. But Nastya also has a wicked side, and has surprised others with her clinical and sometimes callous attitude towards some situations, which would normally identify with the mindset of the *Children of the Dark*. These kindred are known as a *Childe of Light and Shadow*. These childer are equally capable with the subtler uses of Presence, as well as the more direct control of Dominate. Feeling the pull of both aspects, however, they suffer the Clan’s curse to both camps equally.

## **The Oracles – Senya Bloodline**

One of the Clan’s Methuselahs, the Greek Philosopher-Physician Manipalios, was enlightened before his time, seeing the world as round when most believed it flat. Back in his time Oracles carried out much the same roles as Shaman in other cultures, and it is known that even as a mortal Manipalios with gifted with Oracular sight. It is believed he may have been a mage before his embrace, or a *sleep*, a non-mage with the potential for it, or simply a hedge-wizard. Regardless, Manipalios became an expert in Blood Sorcery – originally a form distinct to that of Tremere Thaumaturgy and more resembling that of the Assamite or Koldunic sorcery. During the Great Deception, however, Manipalios infiltrated the Tremere by stealing the identity of a recently-embraced apprentice and, over the centuries, stole many of their secrets.

With incredible patience to the low treatment famed by warlocks towards their apprentice-childer that he received, he bided his time and worked his way up the ladder. In time he even became *Regent* of his own Chantry – in which he seeded his own childer, all of who trained in Thaumaturgy, but knew the truth of their origins. When we joined the Camarilla and Manipalios and his brood revealed their loyalties, the Tremere were furious and hired Assamites to kill him – although the Tremere “deny such accusations of impropriety.” A powerful Thaumaturge, as are his childer, his experiences have changed his blood and he and his descendants are considered a unique bloodline – although they are loved and respected as members of the Clan. The Oracles are very picky as a bloodline, even more so than other Senya, as to who they embrace. All Oracles are highly intelligent, open-minded and have a passion for learning – essential for the study of Thaumaturgy. They do not have to be highly knowledgeable already – although that is a bonus – as education can be given after the embrace. They simply have to have both the desire and ability to learn exponentially – although like everything else, many Oracles embrace out of passion, necessity or other personal criteria and therefore not every Oracle is an intelligent master Thaumaturge, although all have some at least some proficiency – it’s in their blood. Every now and then, some of Manipalios’ descendants even inherit the Oracular Ability – seeing signs and omens where most see the mundane. These *true Oracles* are accorded higher status by the bloodline, and are expected to rise exponentially.

## Senya Antitribu – the Wayward

The Antitribu began with either the disillusioned and angry, or those who feared the Antediluvians during the Anarch Revolt, although some are Senya that knew about the Tradition of the Becoming and managed to flee Senya territory on discovering or believing they would be made Wayward. Whilst few in number, the few that exist are an embarrassment and danger to us. They joined the Sabbat honestly during the Great Deception, or when we chose to join the Camarilla. Many were Phantoms who have *gone* native due to the Vaulderie. Regardless of their origins, the Antitribu hate us with a passion, and I must regretfully admit that a majority of them originated from the *Children of the Dark* faction. It would be a glorious day if we could reconcile our differences and they rejoin the family, but their hatred for us and their power-hunger will forever make us mortal enemies. We keep an eye out for them, but think of them as wayward children. Simply being an Antitribu is not reason enough for us to declare *lex talionis* on them – most are too young or have been too-long removed from the affairs of the Clan to be any threat to the Clan’s goals - although many who have joined the Sabbat are evil enough that we employ *Wraiths* to handle them.

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## The Traditions

The first Grand Conclave resulted in the formation of the Ekklesia (Assembly). After much deliberation, the Clan had a way forward, a *modus operandi* which to follow. At this conclave the Clan’s Traditions – our laws – were formulated. They have adapted over time, especially in the modern nights, so I will endeavour to not only instruct you of the letter of the Traditions, but what they mean to most. Various of our traditions are similar or relate to Camarilla Traditions – and some may clash.

### 1<sup>st</sup> Tradition: Loyalty

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*An Adelfoi shall not refuse aid to another Adelfoi*

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We are members of the Camarilla for strength in numbers and to further our goals – but our duty and loyalty is to our Clan first and foremost. No Clan member is to ever refuse genuinely-required aid to another. Whilst minor aid is expected to be given boon-free, bigger favours may curry boons – though record of this are kept with the Clan Lorekeepers rather than Camarilla record-keepers, as the aid required may often be of a nature that we prefer to keep out of Camarilla knowledge. The most common way that this tradition is visible is with new arrivals in town - who are expected to present themselves to the eldest *Boule*, typically the local *Matriarch* or *Patriarch*. Because of this tradition, it is then expected that this kindred will arrange for a safe place for them to stay if so desired, and to be presented to the Prince if necessary. Note that there is a difference between *requiring* aid and *requesting* aid. This distinction has resulted in many internal arguments in Senya courts. Additionally, strictly speaking, Adoptees and Children are not required to aid others as they are not yet Adelfoi. This is a consideration recognising that these young kindred are unlikely to be able to properly help an Adelfoi in need, and doing so may endanger them. In practice, Children (though not Adoptees) who *can* help but do not, find themselves on the path to failing the Becoming. Although this tradition seems to enforce assistance, it in fact fosters an *esprit de corps* between members (as intended).

## 2<sup>nd</sup> Tradition: The Embrace

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*An Adelfoi shall not Embrace without due vigilance.  
An Adelfoi may have only one Paidiá at a time.*

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This tradition came about as a necessity during the *Great Deception* where the risk of discovery by poorly-chosen childer could endanger the entire Clan. It also serves to reduce the likelihood of childe becoming Antitribu, and keeps the blood of Caine strong in our Clan. When a Senya is considering embracing a mortal, he is to first appeal to the *Patriarchy* for permission. He will be expected to give details on the potential childe, as much as is possible, and why they want to Embrace, i.e. what they believe the potential will bring to the Clan. It is expected that a prospective sire will monitor a mortal for a period before this point – and if they have not done so then many of the patriarchy will refuse to allow the embrace until they do. The intention is to prevent Senya from Embracing in the heat of the moment out of guilt from a bad feeding, or out of love or passion. Kindred Embraced in these manners are considered to often not be able to adapt to the Clan's ethos, and more likely to end up Wayward or failing The Becoming.

No-one below the status of *brother* or *sister*, ie non- Adelfoi, will be granted permission to embrace – they are not considered full members of the Clan as they are too young and inexperienced to make such an important decision. Those who have sired are categorically not allowed to sire again until the Adoption period of their new progenies ends. In practice, however, it is rare that an Adelfoi will be given permission to Embrace again until their progeny has become Adelfoi themselves, or a sufficient period of time has passed or need arisen. There was even a time when an Adelfoi would recommend a Potential for the Embrace, but the Patriarchy decided which Adelfoi would actually get to carry out the action and become Pater/Mater. This was done to keep the blood of Caine strong, although this ancient tradition is now only carried out in the most traditionalist domains.

This tradition often clashes somewhat with the Camarilla's third tradition – a Senya may get permission from the Patriarchy to Embrace, but doing so without the Prince's permission will almost certainly result in their lives (and probably that of their new childe) forfeit. So in effect, permission needs to be obtained twice, with most Adelfoi asking their Patriarchy for permission and, if granted, the Patriarchy then requests permission from the Prince via their Primogen (if different). Conversely, getting the permission of the Prince to Embrace, but not asking or being refused by the Patriarchy to embrace, will cause problems for an Adelfoi. They may not have broken Camarilla law, but they will certainly get into trouble with the Clan – likely marked as Estranged or Prodigal, and their childe taken from them and given to a Godparent for mentorship.

In the modern nights many feel that this tradition should be made more lenient – and allow younger Kindred to embrace. Those calls have traditionally been received as the moaning of immature kindred not yet mature enough to appreciate, or endure, the responsibility involved. Most Senya believe that Embracing is not something to be taken lightly, and even elders tend to only embrace after long periods, believing it best to embrace in quality, not quantity. Nevertheless, since the Second Grand Conclave now allows Children to become Adelfoi before the traditional period required for The Becoming, it is now possible for neonates who passed The Becoming early to request permission. Actually getting it granted – by either the Patriarchy or the Prince – is a whole different matter.

### 3<sup>rd</sup> Tradition: The Agoge

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*A Goneís shall be responsible for their Thetós until their twentieth year.  
A Thetós' failings are the Goneís' own.*

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In many ways this tradition equates the Camarilla's tradition of The Accounting, although it is taken more seriously. This tradition was done to various degrees since the time of the ancients, but it is believed to have at least been influenced by similar practices by the Tremere and (especially) Ventrue Clans that we likely stole and adopted in our own way. In both Camarilla and Clan law, a newly-embraced Thetós (Adopted) is the responsibility of his Goneís (Parent), who can be punished if the Adopted breaks any Camarilla or Clan laws.

The Adopted is expected to remain with his Parent for a period of twenty years, known as the Agoge - an ancient Greek term literally meaning Rearing, but in this context generally meant leading, guidance or training. It was known as being the period where Spartans trained male citizens from the ages of seven to twenty-one to produce physically and morally strong males to serve in the army. Likewise, during this time, the Adopted is protected, by their The Parent and taught how to hunt and survive as Kindred, our Clan's history and traditions, and how to use the power of their blood - especially to change their appearance and, in the case of Oracles, Thaumaturgical training. Traditionally, Adopted are also taught Greek, the official language used for Clan titles, documents and in Conclaves. They are typically also taught Latin, also considered a scholarly language and used by many Elders and domains. In the modern nights, however, this is starting to fall out of favour - especially with American Senya who often enter unlife lacking a second language and find it harder to learn, seeming to insist on everyone adapting to suit them and do everything in their simplified English. Ultimately, they may be able to get away with this in their own domains, but those who don't speak these classical languages will struggle if they want to move up the ladder, as they will not be able to understand the Assemblies, archive documents, and refusal to learn how to will be seen as either inability, or lack of interest. If one is not loyal or interested enough in the Clan's ways to learn the official language, how can they be expected to be loyal when placed in positions of responsibility?

Mistakes made by the Adopted during the Agoge is taken as a reflection of the Parent's failure, and could potentially lead to both the Adopted and Parent becoming Estranged or, in extreme cases, Wayward. This can cause conflict with the Camarilla's 6<sup>th</sup> Tradition of Destruction, especially when the Adoptee to be destroyed may not have done anything that the Camarilla considers wrong. Some Princes interpret the Traditions as giving sires the right to destroy their childe if they feel it required, in which case there is no trouble with enforcing this rule, or within Senya-controlled domains where a Senya Prince would simply grant permission for the destruction. But in other domains, this can be problematic and may end with the childe being sent to a different domain, where they will be executed without reprisal to the sire.

The main intent of this tradition was to both ensure that our neonates knew how to survive hiding amongst the other Clans, as well as reduce the likelihood of neonates turning Antitribu or failing the Becoming. As sires pick their childe carefully and mentor them, this enforcement is fortunately rare. Many, including some elders, believe that this enforced Adoption period is too long. They believe that many Adopted learn sufficiently to be made Children prove their worth and ability much sooner, and that this enforcement keeps our numbers unnecessarily small, and also may cause sires to miss out the opportunity to embrace worthy mortals because of time restrictions. It is not unheard of for those unable to sire due to age or time constraints to ask eligible others to do so in their stead. If a sire meets final death before the period is out, then the *adoptee* is assigned a new mentor, who receives the title of *Godparent*. As mentioned, there was a time in which the Embrace was commonly carried out by a different Senya to the one who requested the Embrace, and for Senya with high positions of responsibility such as our First Among Equals or higher, the time and effort required to carry out this Tradition can negatively affect their positional responsibilities, and by extension the Clan. Therefore in both of these circumstances it is common for the Adoptee to be assigned a Godparent instead of being mentored by their sire. A good example of this is Braxton Donahoe, First Among Equals of California and Patriarch of Ashford, who was embraced by my own sire, Bat-Zabbai - also known as Isabela, yet was assigned Kristina Otis as his Godmother.

## 4<sup>th</sup> Tradition: The Becoming

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*A Paidiá shall become Adelfoi on their fiftieth year if they prove worthy of the blood.  
If a Paidiá proves unworthy, their blood shall be recalled.*

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This tradition is traditionally kept secret from adoptees and paidiá (children) until the time comes – although many find out anyhow, or their sires tell them. This is usually done as a warning, a form of “tough love” but is often frowned upon as many believe it fosters a false loyalty, much as a bad child might behave or act more carefully to not get punished but not actually change their ways – and become problematic once no longer under their parents’ influence. Others, however, argue that the reality of the harsh truth ensures they achieve their potential by knowing the stakes. I am informing you as your Patér wants you to be aware, and I shall respect that.

At the end of the twenty-year Agoge period, the adoptee becomes a paidiá (Children) and is released from his goneís’s official duty of care, although many sires will carry on mentoring their student to a less-intense degree. They are free to make their own destiny, or so they are told, although are not yet Adelfoi (Brethren) – full members of the Clan with voting rights - until they are granted The Becoming. The Parent is now theoretically eligible to Embrace once again although, as I stated for the 2<sup>nd</sup> Tradition, is unlikely to get permission to do so until their paidiá passes the 4<sup>th</sup> Tradition of The Becoming. Any mistakes the new paidiá makes is now their own, and any punishments issued by the Patriarchy are on them alone. At least, officially. Unofficially, if a paidiá begins showing signs of losing humanitas, or taking actions that embarrass or endanger the Clan, this will still reflect back on the sire. At the very least, the sire will regularly hear about it and be mocked or derided, as it is often considered that if the Parent had done their job properly, or chosen their childe more wisely, then the paidiá would not be such an embarrassment or on the road to failure. This can potentially lead to sire’s becoming Hamartia (Estranged) if it is believed that the fault lies in the Parent having failed in their Agoge training.

Although no longer under the protection and guidance of their Parent, the paidiá are still passively observed – typically without their knowledge - for the next thirty years. This isn’t some form of constant “Big Brother” surveillance, but more of a case of the Clan noting the paidiá’s general progress and activities. For example, their interaction with other Clanmates, ability to uphold the traditions, if they seem to have control of their Beasts or leave a trail of blood-drained corpses in their wake, and so forth. Key information on these and other activities of note are given to Lorekeepers, who keep a record. On their fiftieth birthday, they are invited to a ceremony known as I ýparxi (The Becoming), to be held in their honour. At this ceremony, a Lorekeeper will read out a list of all the paidiá’s achievements – both positive and negative. Typically unbeknownst to the paidiá, a Conclave of the local Brethren will have been held in secret, where these achievements will have already been deliberated and discussed at length. The Brethren would then vote whether the paidiá has earned The Becoming or not.

If the child was considered worthy, The Becoming is awarded to them and they become Brethren, accepted into the Clan as a full members of the Adelfoi. This makes them now eligible to vote in Clan Conclaves, request the right to become Parents, and take positions of higher status amongst the Boule (Chosen) or titles of function.

If the child was considered unworthy, they will be marked as Wayward and punishment typically carried out immediately. As the decision was made prior to the ceremony, the only chance the new Wayward typically has of survival is if they suspected this outcome, were aware about this tradition, and fled beforehand – which is why many in the Clan feel that informing Adoptees and Children about this tradition leads to more Waywards and Antitribu. Others feel that it is an incentive to succeed and that there should simply be more enforcement of Clan laws and marking of Waywards without a need for the Becoming.

In fact, during the second Grand Conclave this tradition was hotly debated and amended to acknowledge that, in the rapid-pace and tumultuous modern nights, many prove their loyalty and worthiness much faster than in bygone nights. Any Brethren may propose to grant *The Becoming* to a paidiá, citing evidence of worth. There are many who even believe that *the Becoming* should be held at the end of the *Agoge*. The fact that many of us struggle with modern technology and are increasingly reliant on *children* and *adoptees* who can navigate the modern nights, technology and the online world better than their sires, adds weight to this argument.

## Clan Titles

### Titles of Status

#### **Δυνητικός (Dyinitikós - Potential)**

Mortals/Ghouls Only – See Merits & Flaws

This is when a mortal has been officially marked as a potential for the Embrace and is being observed (and to a degree protected) by the Clan. This official marking is done in order for Clan members to know, and thus not negatively interfere with, the adoptee. For example Potentials will not be fed upon or ghouled by other Clan members, and may even find themselves receiving protection against non-Senya kindred who may attempt to. Potentials are usually Ghouled by prospective sires and monitored over a period of time.

#### **Θετός (Thetós - Adopted)**

0-Point Clan Status Title

Recently-embraced Kindred, Thetós (adopted) spend a period of time (traditionally 20 years) known as the Agoge with their sire receiving guidance and tutelage in the ways of the Clan, the Kindred and of Gehenna. Whilst the period under which their sires are responsible for them numbers 20 years, the actual direct mentorship period is usually far less. In these Final Nights, many sires spend only a few years directly mentoring their childer, though they are responsible for them in the eyes of the Clan for the full period. Adoptees have no voice or vote in Clan functions, and require a nomination from a brethren in order to address the Σύσκεψι (Conclave) of their own cognition. During their Agoge they must remain within the same city as their sire (forcing many to have to move around if their sire is nomadic). Since the Second Grand Conclave, the Clan has begun to allow the Agoge to be cut short for Adoptees who have proven merit. Adoptees must spend at least one point in the Mentor background to represent that their sire is duty-bound to tutor and protect them until the end of their Agoge.

#### **Υιός/Κόρη (Gios/Kóri - Son/Daughter)**

0-Point Clan Status Title

Collectively referred to as paidiá (children), this is the title given to kindred who have ended the Adoption period but have not yet undergone the Becoming. Children are considered junior Clan members, expected to act according to Clan law and whilst they are allowed to voice opinions in Clan functions, they may not vote or request the right to Embrace. Though they are treated well, and often their elders will listen to wisdom they may say, many Sons/Daughters resent the fact that most Clansmen still treat them like childer during this time, as they are considered inexperienced. This period is still considered a learning period by most except that unlike when they were an Adoptee, this is a period of Self-discovery and Self-learning as opposed to Guidance and Tutorial.

#### **Αδερφός/Αδερφή (Aderfós/Aderfí - Brother/Sister)**

1-Point Clan Status Title

Collectively referred to as adelfoi (brethren), this title is traditionally granted to those of our Clan who have come of age - on the fiftieth year of unlife - and undergone the Becoming. In modern nights this has evolved and is now granted at an earlier stage to neonates who show promise or prove themselves to the Clan with respectable deeds. In fact, some claim that Clan members seem to show more respect for neonates who “earn” the becoming early than those who “graduate” to it simply by ageing and following the Clan laws. For example, Clarissa Jade was granted her Becoming after only 32 years, and Cassandra O'Neil after only 11, although both did their traditional 20-year Agoge. All Senya of adelfoi or greater status are able to vote on Clan affairs in local Σύσκεψι (Conclaves) held by the Patriarchy, as well as Υπέροχο Σύσκεψι (Grand Conclaves) and the term Brethren is used to collectively refer to all members of the Clan with full rights and membership, even if they are of higher status. This can cause a little confusion for the unfamiliar as all Boule (Chosen) are Adelfoi (Brethren), but not all Brethren are Chosen. And not all Chosen are equal in status.

## **Πατήρ/Πητέρα (Patér/Mitéra - Father/Mother)**

### **2-Point Clan Status Title**

Collectively referred to as goneís (parents), this honorary title is granted to those of our kin who have sired and raised childer. This act carries status as only brethren who have gained sufficient respect are allowed to Embrace, and it is believed that each new member who adapts well and prospers, enriches and empowers the Clan as a whole with new strength, knowledge or culture, depending on the one Embraced. During their childer's adoption period, the paters gain the Ward flaw as they are duty-bound to guide and care for the adoptee. The title is kept even after the 20 year adoption period ends, as a mark of respect for contributing to the Clan's growth and strength. A parent who's childer becomes a failure – failing the Becoming, becoming Wayward or similar, or if they failed to protect them and the childer meets final death – earns the title of Estranged to signify that they failed as a parent and, by extension, the Clan. In the case where a sire is killed before the end of their childer's adoption period, other Senya who would be eligible can assume the role of Parent, gaining the status and responsibilities thereof. This is also similarly common of particularly high-Title holders, such as Firsts or higher, where it is common that the Embrace itself is carried out by the sire, but the responsibilities of Parent are passed on to another. These individuals are known as anádochos, which equates to “Godparent” or “Sponsor”.

## **Πατριάρχης/ Πατριάρχης (Patriárchis/Matriárchis - Patriarch/Matriarch)**

### **3-Point Clan Status Title**

Collectively referred to as Patriarchía (Patriarchy) or Mitriarchía (Matriarchy) interchangeably, these are the Senya in charge of other Senya in the city, and leader of the Adelfoí. A position roughly equivalent to Camarilla Primogen and typically serve the same function within Camarilla domains. They are the elected representative of the Clan in a City, chosen by the resident Senya in a city. This person is normally the most popular, powerful or respected of our Clan in the locale, though popular young kindred with good diplomatic skills may be chosen instead of far elder kindred. Note that for Clan status purposes, there is no distinction made between whether a Matriarch is a Primogen, or the Prince of the city. Clan status is accorded based on loyalty and respect within the Clan, not the Camarilla. It is possible, though rare, for a Senya with low Clan status to become the Primogen or even Prince of a city, or conversely for a Matriarch to have no official Camarilla title of function. Most commonly, as the Patriarchy are elected by the Brethren in Sýskepsi (Conclaves), the election serves to select both the Patriarch as well as the Primogen. It is not unheard of, however, for the Brethren to elect a highly respected or diplomatic Brethren as their Primogen, serving in an Ambassadorial role to the Clan, but not as Patriarch. This Primogen would, as far as the Clan is concerned, fall under the direction of and working alongside the elected Matriarch. At least, in theory. In practice, which of the two has more actual power in a city and sway over the city's Senya depends on both personal influence and power. Difficult and contentious relation and rivalry between Children of the Light Primogen and Children of the Dark Matriarchs are not as uncommon as the Clan would like to admit.

All Senya of the Patriarchy or greater status are considered Boule (Chosen) and are able to vote on Clan affairs in Ekklesia conclaves, as well as vote to propose members for higher Boule status or prestigious titles of function (titles of Status level 3 and higher, such as other Matriarchs or Firsts). The term Boule is used to collectively refer to all members of the Clan that are Patriarchy or higher. Boule have the ability to assign titles of status or function of levels beneath them, for example allowing a Matriarch to grant Brethren status to an ancilla, or appoint a worthy warrior as a Knight.

## **Πρῶτος μεταξύ ἴσων (Protos Metaxy Ison - First Among Equals)**

### **4-Point Clan Status Title**

This title used to be known as the Archones (Archons) but was changed after the Clan formally joined the Camarilla so as to avoid confusion with the Camarilla title of the same name. Collectively referred to as Próta (Firsts) or the Latin alternative, Primacy. Whilst the Patriarchy oversees the Clan's affairs within a city, the First Among Equals – or simply Protos, First, or Primus (from the Latin Primus Inter Pares also meaning First Among Equals) – is responsible for coordinating and liaising Senya activities within a region, typically a county, state or similar, typically depending on the size and population of a country. At the least, Firsts supervise a number of cities. The First is elected from and by the Patriarchy in their region of representation, although it is up to the Ekklesia to determine both how many Firsts they want to allocate, and what regions they oversee. The Patriarchy

and Firsts are not necessarily the eldest of our Clan in a region. In California, for example, Braxton Donahoe serves as First for the state, even though he takes only the position of Primogen within the city, and there are notably elder Senya residing in both the state as well as his own city. It is rare to see Senya Firsts or higher-achieving Camarilla positions of Seneschal, Prince or greater, as it is felt that the demands of those positions would occupy too much of their attention, and potentially split their loyalties, to carry out their Clan functions. Those Senya who seek to climb the status ladder essentially need to choose if to climb the ladder of the Ivory Tower, serving as Ambassadors and diplomats or working alongside with the Patriarchy and Próta. It is entirely possible for a Senya to amass enough personal power to claim the position of Prince or Anarch Baron, yet have no formal Clan status, and be defiant and not respect the authority of the Clan hierarchy, becoming Estranged or Wayward. These individuals are typically very powerful and paranoid individuals, as being a Wayward opens them to the very real possibility that a Prytanis or Ekklesia may decide it is in the best interests of the Clan to remove them from power. Or from existence.

### **Πρύτανις (Prytanis - Executive)**

#### **5-Point Clan Status Title**

Collectively known as the Prytaneis. Whilst Firsts coordinate Clan activities within a state or region, via Patriarchs/Matriarchs who direct Clan affairs within a specific city, the Prytanis serve as executive functionaries overseeing activities between the various Firsts in a country. The geographic size of the country and number of cities/states does not particularly matter as far as the title is concerned, meaning that some Prytaneis have a lot more responsibility than others – the Prytanis of USA has many Firsts to oversee, whilst the Prytanis of Monaco has substantially less. Whilst some regions may be geographically smaller, they have more contentious issues to worry about or greater concentration of Senya or economic/strategic value. Some countries or cities may have few Patriarchy or Firsts, if any, in essence forcing the Prytanis to take this role. In countries controlled by our enemies, the Prytanis serve more as military leaders and spymasters than as governors. The Prytanis of Mexico, for example, is more involved in coordinating with Wraiths and Phantoms in the Sabbat-controlled country than any established Clan presence in the Sabbat stronghold.

Just as the Próta (Firsts) are elected by the Patriarchy beneath them, so are the Prytaneis elected by the Próta beneath them.

### **Εκκλησία (Ekklesia – the Ecclesia/Assembly)**

#### **6-Point Clan Status Title**

The Ekklesia, or Assembly, is the governing body of the Clan – also sometimes known in the modern nights as the Inner Council – which debate any Clan-wide-affecting decisions. Ekklesiasts are elected from the ranks of the Prytaneis (Executives) partly by other members of the Ekklesia, and in large part chosen by lottery in a process called sortition. Each of the Ekklesia positions relates to one of the six major continents and whilst they have an equal vote on Ekklesia conclaves, the actual power and responsibility they control vary tremendously – for example, the Ekklesiast for Europe is more influential and has a greater responsibility than the Ekklesiast for Australasia, given the historical significance of Greece and the Old World to our Clan, and the larger number of Senya there over Australasia. The following are the current Ekklesia positions:

- **Ekklesiast (Asia):** *Grigori Orlov (CoD)* – Covers all the former USSR states (including Russia, though mortal political maps place it in Europe), middle-east and Asian countries. Due to the Assamite and Setite presence in the Middle-East and Cathayans in the oriental areas, this position can bring its share of danger. Grigori usually resides in Moscow, Russia.
- **Ekklesiast (Africa):** *Unjongo Hamsou (CoL)* – Covers both North and South Africa. Although it is a large area with many territories, it is one of the least contentious as the Ebony Kingdom is home to the Laibon, who do not see themselves as descendants of Caine and refuse membership or allegiance to any of the Cainite sects, and both Camarilla and Sabbat presence are limited and mostly limited to North African strongholds. Nevertheless, as both sects try to expand their influence in Africa, as well as the especially strong presence of Setites in North Africa, this region is not without its challenges. Unjongo usually resides in Mombasa, Kenya.
- **Ekklesiast (North America):** *Isabela (CoD)* – Covers all of the United States and Canada. As the Camarilla is heavily at war with the Sabbat on the east and southern coasts, and the Cathayans in California, this is a

very busy and powerful post. Isabela's successful leadership in this region, plus her advanced age, were key factors in her becoming Presider. Isabela usually resides in Chicago, USA.

- **Ekklesiast (South America):** *Ana Carolina Lima (CoL)* - As much of South America is controlled by the Sabbat or Independents, this position can be quite dangerous. Ana Carolina usually resides in Rio de Janeiro, Brazil.
- **Ekklesiast (Eurasia):** *Sigmund (CoL)* - Covers all countries geographically (if not politically) in Europe. As the Clan's birthplace is considered to be Greece, and Europe has many conflicting Camarilla and Sabbat domains, this position is considered prestigious and was held by the famed Manipalios prior to his death. Sigmund usually resides in Athens, Greece.
- **Ekklesiast (Australasia):** *Hugh Anderson (CoD)* - Covers all of Australasia. Although this is considered a fairly small region, Australia is a hotbed of conflict between the Camarilla, Sabbat, Cathayans and other supernaturals, making it a more perilous position than might be expected. Hugh usually resides in Sydney, Australia.

## **Προεδρέων (Proedrón - Presider)**

### **7-Point Clan Status Title**

There is only ever one current Presider - this is the chosen Kindred to act as head of the Ekklesia. The Presider determines what direction the Clan will follow, handles formal relationships with outsiders and acts as final arbiter in all matters. The Presider is chosen by and from the Ekklesia and therefore also has the responsibilities and duties of an Ekklesiast. The Presider is also expected to hold the Clan's seat in the Camarilla's Ruling Council unless they choose to appoint another in their stead - but as there has only been two Presiders in the Clan's history, only one since the Clan joined the Camarilla, how this will develop has yet to be seen. The current presider is Bat-Zabbai, more commonly known as Isabela, childe of Mariahanne, childe of Kaie'Mu, childe of Zillah, childe of Caine, who also carries out the role of Ekklesiast for North America and holds our seat on the Camarilla's Inner Council.

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## **Titles of Shame**

### **Ἠμαρτία (Hamartia - Estranged)**

#### **Negative Clan Status Title**

The title Hamartia derives from the Greek hamartánein meaning "to miss the mark" or "to err" and is associated with Greek tragedy, although the common nomenclature of Estranged has become more common. This title is given to those who have broken Clan laws or failed the Clan in some way, such as a Father becoming Estranged if their childe has failed the Becoming due to their failure, as a mark of shame to denote that they either chose their progeny poorly, or failed to guide them properly. The Estranged lose the right to Embrace or vote in Boule or Conclaves - effectively having the same rights as paidiá (children) until they redeem themselves. It is possible for children to become Estranged also, suffering no practical loss of rights but marking them as on the path to failing the Becoming, and Adelfoi (Brethren) will treat them accordingly.

### **Πυθίας (Pythias - Prodigal)**

#### **Negative Clan Status Title**

Pythians, or Prodigals, are considered to be Estranged due to some crime against the Clan or perceived failure. Unlike Estranged, however, they are actually exiled from the domain they belonged to - and are treated as Estranged by Senya in all other cities. Prodigals are usually exiled for a specific period of time, or with a specific (usually dangerous) purpose or task which, if successfully accomplished, allows the prodigal to return home having proven their loyalty and ability, with their former titles and according rights re-instated. Prodigals who fail, or flee, are marked as Ephialtes (Waywards) and hunted by Ephitheorit. The title etymology stems from the legend of Pythias and Damon, whereby Pythias is accused and charged with plotting against the tyrannical Dionysius I of Syracuse and sentenced to death. Asked to be allowed to settle his affairs before his execution, his friend Damon was held as hostage to be executed in his absence if he did not return. Despite his ship being captured by Pirates, requiring him to swim back to shore, Pythias returned as promised. Impressed by Pythias' loyalty, Dionysius pardoned Pythias. Like Pythias, it is hoped that Prodigals will prove themselves loyal to the

Clan and redeem themselves by their deeds, and return home after a period away. Valerie, progeny of the famed First Among Equals, Braxton Donahoe, was a known Prodigal until her activities upholding the Dark Alliance in Vancouver and consequent actions in the Sabbat Crusade redeemed her.

### **Ἐφιάλης (Ephialtes - Wayward)**

#### **Negative Clan Status Title**

Collectively known formally as the Ephialtes, but more commonly known by their nomenclature of Wayward, this is a negative title that is given to Senya who have committed grave offences, failed the Becoming, Prodigals gone rogue or similar. This title is conferred by the Firsts or higher, who can assign the title to those beneath them. The title signifies that a Senya has been marked for death by the Clan, and can be destroyed by any Adelfoi, though it is more likely that they are captured by Adelfoi and executed by the Patriarchy or higher - with Wraiths and Securitars hunting them outside of Camarilla domains. It is sometimes possible, though rare and difficult, for a Wayward to redeem himself and become Estranged, or Brethren once again. An example of this is Kristina Otis, now one of the Clan's Dikastes (Judges) and the Clan's current Camarilla-appointed Justicar. In her youth, her bloodlust for vengeance led to her nearly being lost to the Beast and marked as Wayward - but ultimately gained control of her beast and bloodlust, and proved herself loyal to the Clan by nearly dying assisting Clan members against a deadly threat, becoming redeemed as a result. All Antitribu are, by definition, Wayward. The title etymology stems from the legend of Ephialtes of Trachis who betrayed the Greek forces to the Persians at the battle of Thermopylae.

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### **Titles of Function**

#### **Ἀθηναίος (Athinaíos - Athenians/Lorekeepers)**

##### **2-Point Clan Status Title**

Named after the Greek goddess of Knowledge and Wisdom, Athenians, or Lorekeepers in modern nomenclature, are experts in knowledge - typically the humanities: Historians, anthropologists, and archaeologists; although students of the occult or Kindred Lore, including the Book of Nod and prophecies of the End Times, Thaumaturges, and even the occasional Necromancer are equally common. In the modern nights, Lorekeepers with knowledge of the sciences, medicine and computer science are also being acknowledged within their ranks. Lorekeepers additionally keep track of clan records, status and boons. Ascensionists and Oracles (especially the latter, as it falls quite naturally within their areas of interest) are the ones that most often become Lorekeepers, although some Shadows have also become Lorekeepers of renown, being more naturally aggressive and willing to take risks in the pursuit of lore than their more studious Ascensionist brothers, often reaping great rewards, or death (such as the famed Shadow archaeologist Adèle Bourgoin).

As the Lorekeepers function very much as a scholarly institution within the Clan, training new initiates and sharing information and knowledge for the good of the Clan, with Lorekeepers often overlapping in knowledge but specialising in unique fields, they have become a faction within the Clan, formally known as Athinaioi (The Athenians) but more commonly referred to as The Lorekeepers.

#### **Ἱππότης (Ippótis - Knight)**

##### **2-Point Clan Status Title**

Ippótis (Knights) are members of the Clan who specialise in martial prowess and threats to the Clan - traditionally the Sabbat, Setites, Baali and the Lupines. Their job is to protect other Clan members, especially the Patriarchy or Firsts, who they directly serve, and bring in those fleeing Clan justice - such as hunting those declared Wayward. Functionally, they serve much like Camarilla Sheriffs or Hounds, but within their responsibilities to the Clan. Those who follow the Path of Gehenna or old Path of Chivalry naturally gravitate towards becoming Knights and so this is popular amongst both the militant Children of the Dark as well as the warrior Children of the Light. Becoming a Knight is often seen as the first step towards eventually becoming an Epitheorit (Enforcer), although Phantoms are also good avenues towards this eventual position. There is typically

one Knight per city, although cities with many Senya may employ more than one Knight. Within the Ippótis, three subtypes are recognised, each carrying the same status and official title of Ippótis, although each more commonly known by a title that reflects their particular focus or expertise:

- **Knight** - the generic term for Ippótis, typically used formally or to describe generalists of no particular focus. They function similarly to Sabbat Templars. Senya of all factions become knights.
- **Crusader** - These Ippótos are more pro-active and actively seek out and engage threats to the Clan, often patrolling domain borders with known Sabbat or Lupine activity, or similar. Crusaders often liaise with Phantoms to provide combat support when needed, such as extracting a Phantom in peril. In many ways, Crusaders are the Clan's equivalent to the Sabbat's Black Hand. Children of the Dark are most likely to become Paladins.
- **Paladin** - Functionally closest to the role of a camarilla Sheriff, the name came into vogue as a mockery of the Sabbat title of the same name, as this is a role similar, but considered less noble. Ippótis Paladins focus on protection, dedicating themselves to protecting members of their Clan from external threats. Although they will prioritise the city's Patriarchy, they strive to protect all Clan members. Paladins rarely seek out threats or engage in actions outside the city to which they are in service. Children of the Light are most likely to become Paladins.
- **Man-at-Arms** - Functionally similar to Sabbat Paladins, these Ippótis serve as the personal bodyguards and button men to Firsts and higher status Senya, especially Prytanis, who tend to travel a lot and therefore are likely to encounter nomadic packs or lupine threats whilst they travel. Senya of all factions become men-at-arms although, usually, they swear loyalty to superiors of the same Faction. A Prytanis of the Children of the Dark is more likely to want to engage in secretive, dubious-ethical assassinations and activities (perhaps even against members of the Clan itself), which an Ascensionist Man-at-Arms is more likely to have issues with than another Shadow.

In addition to being titles of function, the esprit de corps between the various types of Knights has resulted in them becoming a faction within the Clan. This faction usually involves mutual support, training, information exchange and similar. This faction is simply known as Oi Ippótes (The Knights) regardless of focus/expertise.

### **Φάντασμα (Fántasma – Phantom)**

#### **2-Point Clan Status Title**

A member of the clan who specialises in disguising themselves as another – usually a member of another clan – in order to infiltrate an organisation or spy on another group or sect for the clan. Phantoms are often thought of as being the “black ops” of the clan, doing jobs under guises of others so that the clan can have deniability. Therefore many Phantoms are Shadows and were investigators, assassins or able manipulators even during their mortal lives. Many Epitheorit (Enforcers) function as Phantoms in the short-term, and many Epitheorit are recruited from the ranks of the Phantoms. By appointment, Phantoms serve as double agents for the clan – and their sacrifice and bravery is respected, as they often operate with little to no clan support deep in hostile domains, where the consequences of being caught by Setites, Giovanni or Sabbat are unpleasant and fatal, if the Phantom is lucky. Phantoms liaise with and fall under Epitheorits (Enforcers), who monitor many of their activities, especially those Phantoms in the Sabbat, which is a hard role for them to lead due to the Vaulderie. Many Phantoms, especially those who infiltrate the Sabbat, are taught the Sanguinary Expulsion combination discipline, and the Personal Masquerade merit and Alternate Identity backgrounds are highly prized.

Like Knights, several subtypes of Phantoms are recognised, representing the purpose and skillsets of each Phantom although, in practice, they are far more mutable than that of Knights and the specific specialisation they use is often a quick indicator of their current focus, though not necessarily a permanent one. For example, Kisa was a Phantom for many years, but became a Wraith during the 2016 Ashford Sabbat Crusade. Since becoming Whip of Clan Senya requires her to remain in Ashford, she has now become a Shade. Phantom subtitles are usually only used within the Clan (and often, only with other Phantoms or Boule members) but rarely with those outside the clan. Secrecy, after all, is the tradecraft of the Phantoms. Phantom: The generic term for a Fántasma, these Senya go into deep-infiltration into enemy sects or Clans, where they remain long-term as spies, or sleeper agents for when needed. Although Phantoms may carry out assassinations on occasion, espionage is their main focus and, so as not to blow their cover, Wraiths or Crusaders are often called in to

eliminate identified targets. Although Senya of both factions become Phantoms, the nature of the acts they often must carry out to preserve their cover makes Children of the Dark far more common.

- **Wraith:** Similar to Phantoms except that they are not expected to be embedded long-term. They have a specific mission or purpose such as assassinating an assigned target, or uncovering and eliminating Senya Antitribu or Waywards. Children of the Dark are most likely to be Wraiths.
- **Spectre:** The Clan officially denies the existence of Spectres as acknowledgement of their existence may violate the terms of the Clan's membership agreement with the Camarilla. They function much like Phantoms, except they infiltrate Camarilla Clans, pretending to be a member of their own, and spy on them internally to learn their ways and steal their secrets for the good of the Clan. Spectres are highly respected because, if caught, the Clan will disavow their actions and have to publicly punish the Spectre, if they survive the wrath of the infiltrated Clan and possibly Camarilla repercussion if they broke any Traditions. Members of both factions are known to become Spectres, although the deceptive nature appeals more to the Children of the Dark.
- **Shade:** Agents that pretend to be kine and go deep-cover in kine institutions to spy, or gain influence for the Clan. Children of the Light are most likely to be Shades.

Just as Lorekeepers and Knights are their own faction, the esprit de corps between the various types of Phantoms has also resulted in their becoming a faction within the clan. This faction usually involves mutual support, information exchange and collaboration, such as Wraiths taking out prime targets located by Phantoms. This faction is simply known as Ta Fántasma (The Phantoms) regardless of focus/expertise.

### **Επιθεωρητ (Epiteorit - Enforcer/Securitor)**

#### **4-Point Clan Status Title**

Collectively formally known as the Epiteorités meaning Enforcers, but more commonly known by their modern nomenclature of Securitors, these are our secret police and investigators. Chosen for expertise in their respective fields their job is to protect other clansmen, investigate serious crimes and eliminate serious threats to the clan. If the Prytanis or Ekklesia suspect problems in the Patriarchy, or more than Paladins can handle, the Securitors are sent. Each Prytanis can nominate candidates to the Ekklesia, who then decides how many, and who, to appoint to this station. Securitors function in a similar role to Camarilla Archons although have no official Camarilla recognition, and so must be careful when dealing in non-Camarilla or non-Senya-controlled domains. As Justicars can pick their archons or assistants, the clan's current Justicar, which is always one of the Dikastes (Judges), typically appoints one or more of their Securitors as archons and liases with the rest as needed.

### **Δικαστής (Dikastes - Judges)**

#### **5-Point Clan Status Title**

Dikastes (Judges) are roughly analogous to that of Camarilla Justicars, or experienced Archons such as Alastors. There are always three Judges, selected by the Ekklesia from amongst the Epiteorit (Securitors) and these are each incredibly powerful beings of great martial prowess, leadership experience, investigative skill and proven history of success. Each Judge has a team of Securitors directly serving him, with a similar relationship to that of Camarilla Justicars and Archons, except that they have no official standing within the Camarilla itself. Every 13 years, the Camarilla Inner Council meet and select their Justicars - one for each Clan - a position which is then held for the next 13 years. It is the Camarilla Inner Council that argues over, votes on and appoints each Clan's Justicars but it is up to the Councillor for each Clan, however, to put forward the nominations for the potentials to become the next Justicar of their Clan. As such, the Senya Councillor always puts the names of our three Judges forward and, as such, the Senya Justicar is therefore chosen by the Camarilla Inner Council from amongst one of the Judges. Although this Judge has no official in-clan superiority over the other Judges, as they are the only one of the three with recognised Camarilla authority, they are ceremonially given the title of Prótos Dikastís (First Judge) out of respect, and are considered to have seniority over the other Judges. The remaining Judges assist the First Judge as needed, much as Camarilla Archons may, although within the Clan's internally they hold more status and respect than an Archon would and the backing of the Clan's structure to enforce it. The first Protos Dikastis was Kristina Otis, who served as Justicar from 1994-2007. She was succeeded by Kiyeko from 2007-2020. Pearce Morgan serves as the current First Judge and Justicar for Clan Senya. Note that whilst the Justicar's official function is to enforce Camarilla law and safety, it is expected that loyalty to the Clan comes

first. Whilst the Justicar can defy the Clan with the knowledge that the Clan can, in practice, take limited action against them whilst they are Justicars, the Clan is patient and would remember the Justicar's disloyalty when their 13-year term is up...

## **Πολεμιστής της Γέεννας (Polemistís tis Géennas - Warrior of Gehenna)**

### **6-Point Clan Status Title**

This relatively new position, chosen by and answerable only to the Ekklesia and Presider, is granted to one of our most powerful and accomplished warriors, who then devotes the rest of his existence to preventing Gehenna. Unlike Lorekeepers who merely research Gehenna, the Warrior of Gehenna is charged with acting to prevent this day from coming by any means necessary. This can include liaising with Lorekeepers to learn about Gehenna, providing them with any new kindred lore that he uncovers in his travels. But principally, it is a suicide mission to seek out and destroy the greatest threats to the world by. The Warrior of Gehenna seeks out and destroys Setite and Baali Gehenna cults, monstrous entities such as the one that caused the Gangrel Justicar Xavier to pull the entire Clan out of the Camarilla, to hunting Antediluvians (or at least, locating where they lie in torpor - if they can be found whilst they sleep, and destroyed, then perhaps Gehenna can be averted). All the while, without any support from the Camarilla and concealing their activities from them - as the Camarilla would see their activities as heresy at best, treason at worst as the Camarilla officially decries the Antediluvians and tales of Gehenna as scary myths akin to kine folk tales. The Warrior of Gehenna. The first, current and only Warrior of Gehenna to date is an ex-Gangrel named Luke, who became a Senya by accident after a powerful ritual attempting to break a blood bond to a Succubus mystically changed his blood.

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## **Relations With Others**

### **Relations with the Camarilla**

Though we are in the Camarilla, it is an alliance of convenience. Though the concept of the Masquerade is a noble one, and the Camarilla is not as heinous as the Sabbat, there is much about the elders of the Clans of the Camarilla we do not approve of. Their insistence on denying the existence of the Antediluvians is a fatal flaw, one that has already cost them the support of the Gangrel Clan. On the day of Gehenna we will have to see what they do, and where we stand with them.

**Brujah** - We had much in common with them in the past when they were a Clan of Scholars, though we now have little in common. They are an abject lesson on why sires should choose their childer carefully.

**Malkavian** - They're crazy, not stupid. Listen to what they say, but make your own decisions.

**Nosferatu** - Proud Kindred dealt a bad hand Ignore their visages, we above all know how meaningless looks can be. Many are filled with enough self-loathing and envy towards us to bear us ill will, but most will treat you with respect if you can avoid averting your gaze and treat them with respect. They have their own ancient issues - even the most spiteful will listen to you when you begin discussing Gehenna and the Antediluvians, especially if you bring up the word *Nictuku*.

**Toreador** - Everything they hold dear, we consider meaningless. What they see as essential, we see as a means to an end. They have such potential, but squander it on pointless hedonism. Sure, enjoy the fruits of your labours and all the beauty in the world, but don't waste your life making that your existence. Be careful though, as their crocodile smiles hide the hands on their daggers which they're happy to use once your back is turned.

**Tremere** - Poor little warlocks, played God and got burnt; then decided to burn every one of their family out of spite and murder and steal the power of those that would have helped them. What goes around, comes around - and there's no undo button for evil.

**Ventrue** - Such potential led astray by such pride. If they were the leaders they believed themselves to be, we would follow their lead - but their egotistical obsession with power and willingness to blind themselves to the truth are their undoing.

## Relations with other Kindred

**Assamites** – we share much in ideology and historical heritages, but the Web of Knives' obsessions with serving a monstrous leader and stealing Kindred vitae for nefarious means will ever divide us. We hold in high regard the schismatic Assamites who have broken off from Alamut and stand aside or joined the Camarilla – it takes great courage and wisdom to defy your founders for what you know to be right. Perhaps we may still reforge ties long broken now that the Vizier and Sorcerers have more power.

**Caitiff** – Poor wretches. Without a lineage one has no identity, no purpose, and no hope. They can make useful allies if treated with respect and given purpose – though you may have to get past the attitude.

**Followers of Set** – Vile corruptors. Whilst our methods are similar, we desire to prevent Gehenna, whilst they follow their founder's desire to bring Oblivion. Suffer not a snake to live.

**Gangrel** – Noble Kindred with proud souls. Though our worlds rarely coincide, they have, and always will be, our allies. Our relations have become frayed since they left the Camarilla, so be wary.

**Giovanni** – The Cappadocians offered them the ability to gain knowledge, and they repaid that kindness by exterminating them. Respect their Clan loyalty and power but be wary of your dealings with them – as they must always come out on top. We shall see how their powers serve them when the Devil comes to collect his dues.

**Lasombra** – A noble Clan. Had they headed down a different path, we may have been allies. We have respect for and allies in the Antitribu, who we protect when we can.

**Ravnos** – Those left are willing to share their wisdom, and even more willing to take your possessions.

**Tzimisce** – Monsters. Every last one of them. As twisted on the inside as they are on the outside.

## Relations with the Lupines

Despite what many think, we neither control nor are, as a Clan, allied with the Lupines. We have on occasion managed to establish alliances with select Tribes, Septs, Factions or Packs within select domains but, as a whole, the majority of Lupines are as willing to bite our heads off on contact as they are any other Kindred. The Tribe known as the Bone Gnawers are usually willing to trade information (and have an annoying habit of being able to identify us regardless of the form we take) or boons. The Glass Walkers are often civilised enough to be able to negotiate mutually-beneficial agreements, though this is not assured and can vary dramatically depending on the the ethos of the Sept or Tribe of an area. The majority of the Children of Gaia are willing to at least be cordial if not allies with those of us with high humanitas, and rarely attack those without – they are less naturally inclined to violence, even if they hate us, because effectively they have bigger problems than us. The rest, especially the tribe known as the Red Talons, generally see us as mortal enemies. There are rare exceptions, but always be careful. The Lupines apparently fear something they call *The Apocalypse* just as we do Gehenna, and from what little they've shared about it with us, they fight some omnipotent force of evil called the Wurm and it's minions – which sounds rather like Caine and the Antediluvians in a different light. They believe the Apocalypse is now and every one of them fights rages against it – and their numbers are precious as a result; so they don't want to waste good Lupine lives fighting with the Kindred, when the Kindred don't want to fight them. So as long as we don't do activities that fall on their radar as "helping the Wurm" then many Lupines now have a live-and-let-live attitude towards us as we are relegated from their most ancient foe to mere targets of opportunity. Fine by me.

## Relations with other Shapechangers

Fortunately, some of the other Shapechanging species aren't quite as pig-headed as the Lupines (although some are far worse). Since many of them have suffered at the hands of the Lupines for apparently similar reasons that the Lupines hate us, and so many are not as quick as the Lupines to hate us.

**Werecoats** – As proud and dangerous as the Lupines, although some werecat breeds are less hostile, than others. Be wary! Fortunately, our worlds rarely coincide.

**Werecoyotes** – Rarely encountered as there are apparently only seven of them in existence at any time, according to one werecoyote ally. A shame as they have been potential allies, although also dangerous and cunning enemies if they believe you deserve to be *Pranked*. It is believed that as a species they are not normally aggressive to those with high humanitas, and more tolerant even to those without than werewolves, who apparently they have a complicated relationship with, often nearly as precarious as our own. They can make allies if it suits their goals, or they find the request for aid humorous – though be careful of their tricks!

**Wererats** – They are apparently the Nosferatu of the shapechanger world, and their frustration shows. Whilst they don't hate us unconditionally like the lupines, you never know what to expect from them! They may appear to trade information one day, and their frustration makes them act like monsters the next. Apparently they don't get along well with the Werewolves, and sometimes mutual protection and information exchange can give us the possibility of being allies.

**Wereravens** – An enigma. They are the most likely of all the shapeshifters to trade information with those of high humanitas, although they are rare to find. Usually, they find you.

**Werespiders** – These guys are secretive to a point that make even Nosferatu seem amateur in comparison. Apparently, they have many internal factions with radically opposed goals. As such some factions will aid you, and some will try to kill you (and others of their kind) on sight. They can be a nightmare, but most treat us with curiosity and can make ready contacts more often than not – apparently they need to feed on blood as we do, and so do not hate us for our feeding habits. On occasion, they have even been known to masquerade as neonates and infiltrate kindred society for their own ends. They are an interesting breed that we would very much like to learn more about.

There are other shapeshifting races out there, but we have had little contact with them and thus know virtually nothing about them.

## **Relations with the Mages**

Stay out of their way and they usually won't bother you. They have their own Clan-like "Traditions" and some will see you as raw ingredients for a spell, and others may actually be potential allies. Try not to bring their wrath down on you, and don't try to manipulate them. Many have tried ghouling them – the blood bond works readily enough on them – but many have surprised domitors by being able to cast a spell and shake off the blood bond when least expected. They are notoriously vengeful if you ghoule or feed on their kind, friends or family. Despite this, many mage Traditions are not innately hostile and, if treated respectfully, may potentially become allies. Just be careful how you approach them so you don't end up becoming an ornament.

## **Relations with the Cathayans**

We have had little contact with them, and each of them has been violent although rumour has it that some Clans have made a little diplomatic headway with them. Lady Jane tried to have peace with them and allowed them a foothold into her domain to improve relations, and a few years later after they repaid her compassion with a bloody and vicious assault on many Camarilla and Anarch Free State holdings in California. They spent months feigning diplomacy and co-habitation, all the while preparing to destroy us. In a handful of nights, they handed us our single biggest defeat in history, and sent our Clan, as well as the few Kindred that survived, fleeing from Oxnard across California.

Go into their domains at your own peril. If you encounter one in your city, inform your elders immediately.



# Chapter Three: Character

*An Evening With Anastasia Nikolaevna*

Welcome to my haven *adoptee*. Don't mind my ghoulish dog, Pooka, he's quite friendly - unless you stumble into my haven during the daytime. Can I offer you blood bag refreshment before we begin? My blood department got a new batch this morning so it should be quite fresh still. No? Okay then... let us begin. The First Among Equals has asked me to tell you about our Clan's physiology and abilities as I have been studying *the Kindred Condition* since I was an *adoptee* myself. Although many laugh at the idea of trying to use science to rationalise the supernatural, I have found there is an undeniable connection between them that we do not entirely understand. If our bodies die and are supernaturally animated, then why have I carried a blood disease from my mortal days into my unlife? Why do most Kindred have all their ailments and wounds heal during the Embrace, whilst some kindred Embraced with a severe wound enter unlife keeping that wound forever, forced to heal it nightly as their body constantly restores the wound. Whilst I cannot claim to know all the answers, I will try to give you some information about what you can expect, to better understand how varied we are, and your own potential.

## Clan Factions & Morality

Common Noddist belief has it that the "clan weakness" that afflicts each Clan came about after the fall of the second city. Caine, on learning that the 3<sup>rd</sup> Generation had risen and slaughtered their sires, cursed the Antediluvians as punishment - a curse unique to each of them - which is passed down in the blood to their descendants. Or they gained the curse a different way. Regardless, whilst the exact details of what occurred are a mystery of hot debate, it is known that not all of the 3<sup>rd</sup> Generation rebelled against their sires... including our Founder Kaie'Mu and his brother Saulot the Wise. As such, it is believed that they were not cursed by Caine. Therefore, our "curse" is believed to have been caused by the innate self-loathing and destructive impulse of the ancestral war of our own Founder.

Whilst not everyone in the Clan believes the legends of our Founder and his dual-form - after all it is the claims of a select few of the Clan who claim to have seen these beings of supreme power; and most of those claimants are exceedingly old or have since disappeared or met Final Death. Many, especially the young, believe that the tales are apocryphal and intended much as Greek Mythology, or the Bible, or even cautionary tales, such as those made famous by the Brothers Grimm - designed to put a symbolic representation on our beliefs, rather than literal ones - and a way for the Elders to have the youngsters fearful of Gehenna, and thus pliable and cooperative to the Elders' aims. Perhaps... it will take elder people than I to answer the truth of that. I will say, however, that I once encountered the beings believed and claiming to be the Founders... and they scared the hell out of me! In my entire existence I have never seen beings of such intense power - and bear in mind that my own sire is of the 5<sup>th</sup> Generation and around two Millennia of age. The things they could do were truly frightening - and they took actions with impunity that changed the laws of life and death. So, I'm inclined to give them the benefit of the doubt. If they were "only" Methuselahs of the fourth or fifth generation, which may be entirely possible I guess, then what level of power a true Antediluvian would have is something I hope to never witness.

So, assuming the legends to be true, it is from the original founder Kaie'Mu that we all supposedly descend. At least, physiologically. Legend has it that he split himself into two parts in order to better explore his search for Golconda. I have met Senya Methuselahs with the ability to do this - whilst my blood is not close enough to Caine's to be able to perform such mighty feats, you will have noticed my Homunculus, *Shwibzik*, which I created by removing my own flesh, infused with my vitae and shares my memories and abilities. So, if I can do that, I can certainly believe our eldest can make duplicates or split themselves too. We all know that our experiences shape who and what we are. Many people find it hard to believe that as a mortal I was an arrogant, aggressive, impulsive and relatively uneducated Irish immigrant. Don't comment on that. I have changed over time - experiences shape us; we learn, we adapt, we suffer the blows fate deals us and we move on... better and stronger for it, or worse off, but different nonetheless.

So it is from these two titans, whatever they be, that our two factions stem. And just as their personalities differ, so does the influence of their personality through our blood - and this, in turn, affects the morality that we take in order to keep the Beast at bay.

## Children of the Light

As a group, the Children of the Light, commonly known as *Ascensionists*, feel the pull of Kaie'Mu and his desire to maintain his humanity. Many even strive to follow in our founder's footsteps and seek out Golconda, though this is less common in the modern nights. Regardless of their interest in seeking Golconda, Ascensionists commonly believe that if we are not vigilant we may succumb to our Beasts and lose our Humanity, just as Ore'Ton did. As the saying goes, "The price of freedom is eternal vigilance." Since we were gifted with the freedom of eternal life, we must now be forever vigilant that the beast does not rob us of our souls. Either way, almost all Ascensionists cling to Humanity, although some rare Ascensionists may follow a Conscience-virtue path such as the Path of Chivalry, Road of Heaven, or a Road of Humanity variant, but they are typically those who were dutifully militant or extremely pious prior to the embrace, and usually elders.

Ascensionists value the virtues of Conscience and Self-Control over Courage and are naturally drawn towards the arts, culture, knowledge, and politics. In many ways, the Ascensionists are like the Toreador and Ventrue, who they pretended to be during *the Great Deception*. Ascensionists are more likely to seek to become Lorekeepers, Knights (especially Paladins) or rise in Boule status (such as becoming Patriarchs or higher) than more militant or deceptive status. Indeed, many Ascensionists do not seek personal power at all, preferring to focus on their own pursuits, commonly the arts, or finding worthy potentials for recruitment into the Clan.

Since Ascensionists generally believe in trying to unite everyone, and influencing others to aid us in our goals, conflict and warfare are typically a last resort for them. Rather than take an offensive stance they, as a rule, prefer to prepare for stalwart defence rather than pre-emptive strikes and influence rather than control. As such, Ascensionists favour the disciplines of Apparitionem and Presence, depending on their focus, with Fortitude typically a distant third. Many take up Auspex or another Discipline to augment their avenue of expertise. Ascensionists prefer to use their power to influence, with careful use of Apparitionem for self-protection or information gathering. Even the most determined Assamites have trouble tracking us when we enter a crowd and become a different person every few seconds.

Although not as typically prized as Apparitionem and Presence, the discipline of Fortitude is something that almost every Ascensionist has a little of. Shape changing and influence is all well and good, and very useful, but that doesn't help you much if you have a majorly pissed-off Brujah charging at you... and even though we heal fast, a broken jaw still hurts like hell!

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### Children of the Light Game Information

**Sobriquet:** Ascensionists.

**Sample Concepts:** Academic, Artist, Beautician, Doctor, Journalist, Lawyer, Musician, Politician, Scientist.

**Character Creation:** Ascensionists favour Social and Mental Attributes, but any Ability category can be primary, reflecting a personal avenue of expertise. Backgrounds tend to go both wide and deep, with almost every Ascensionist possessing some amount of Allies, Alternate Identity, Generation, Herd, Resources and Retainers.

**Clan Disciplines:** Apparitionem, Fortitude, Presence

**Weaknesses:** After their embrace Senya find themselves pulled by the call of their blood to one of the Clan's two factions. As one of the Children of the Light, the character suffers three mystical effects due to this blood-influenced loyalty to the blood of their Founder. Firstly, their loyalty makes them automatically considered to be one step blood bound to other Children of the Light. Secondly, they suffer a -2 penalty to Willpower rolls to resist mental disciplines used by lower-generation Children of the Light. Finally, all Senya treat lower generations of their own direct lineage as having one dot more status than they do (granting +1 bonus on social rolls).

**Virtues:** Conscience and Self-Control are equally prized for the ability to keep the Beast at bay.

**Morality:** Humanity is predominant, with some rare elders favouring the Road of Heaven, or Road of Kings

**Merits & Flaws:** Merits that keep the Beast in check or feign mortality are favoured, such as Calm Heart, Master of the Masquerade or Blush of Health. Social merits such as Clan Friendship are common. Prey Exclusion is a common flaw, as are Clan Enmity and Intolerance. Almost all Senya have the Languages merit (Latin and Greek) and many are natural linguists.

## Children of the Dark

The Children of the Dark, commonly known as *Shadows*, feel Ore'Ton's acceptance of his vampiric nature and believe in being what they are instead of pretending to be kine. They value the virtues of Courage (or Conviction) and, to a lesser degree, Self-Control over Conscience. Whilst many Shadows do still cling to Humanitas, many others follow the old Path of Chivalry variant of the Road of Kings. Whilst ancient and fallen out of favour except in the Sabbat, who follow the corrupted Path of Honourable Accord version, the beliefs of the path work very well as a way to unite the Shadows and therefore it is still popular.

Most Shadows who forsake Humanity instead turn to absolute fanaticism, growing iron-hard convictions that they must do everything they can to serve the Clan and prevent (or find ways for the Clan to survive) Gehenna. This is known as the Path of Gehenna, a variant of the original Road of Blood which our Phantoms stole from the traditional Sentinels of the Banu Haqim (Assamites). Like the Web of Knives, the path followed in the modern nights is a variant of the original Road of Blood, except the Senya variant keeps to enforcing the mission of preventing Gehenna and fighting the Antediluvians, whilst the Web of Knives' variant is corrupted to empower their blood lust beliefs. Many Shadow Lorekeepers gravitate to this path, as its beliefs about pursuing lore of the Book of Nod plays to the Lorekeeper's core value and purpose.

Whilst Ascensionists prefer using Presence to subtly influence others towards their goals, the Shadows prefer to simply control using Dominate, constantly running around using the old *Jedi Mind Trick* to get their way. This has served the Clan well over the centuries as many a time a *potential* has refused the Tradition of the Embrace, or a Senya decided to end a Ghoul's service, and a Shadow able to rewrite the person's memories is preferable to the Masquerade, and to grateful Ascensionists, than having to arrange a fatal accident to preserve the Masquerade.

Shadows often seek status positions of militant or morally-grey areas, especially as Knights (Crusaders and Men-at-Arms especially) or Phantoms (especially Wraiths). A surprising minority of Shadows also become Lorekeepers, often exploring knowledge that Ascensionist or Oracle Lorekeepers may fear to pursue, including the secrets of Necromancy, and specialising in Thanatology, demonology or similar darker knowledge.

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### Children of the Dark Game Information

**Sobriquet:** Shadows

**Sample Concepts:** Assassin, Badger Racketeer, "Cleaner", Organised Crime Member, Prostitute, Spy, Tattooist.

**Character Creation:** Shadows favour Social and Physical Attributes, but any Ability category can be primary, reflecting a personal avenue of expertise. Backgrounds tend to go be narrow but deep as Shadows tend to develop, use and discard backgrounds as needed and then move on, leaving everything behind connected with that identity; although contacts are often retained for further potential use. Almost every Ascensionist possesses some amount of Alternate Identity, Contacts, Doppelgangers, Generation, and Resources.

**Clan Disciplines:** Apparitionem, Dominate, Fortitude

**Weaknesses:** After their embrace Senya find themselves pulled by the call of their blood to one of the Clan's two factions. As one of the Children of the Dark, the character suffers three mystical effects due to this blood-influenced loyalty to the blood of their Founder. Firstly, their loyalty makes them automatically considered to be one step blood bound to other Children of the Dark. Secondly, they suffer a -2 penalty to Willpower rolls to resist mental disciplines used by lower-generation Children of the Dark. Finally, all Senya treat lower generations of their own direct lineage as having one dot more status than they do (granting +1 bonus on social rolls).

**Virtues:** Courage is usually favoured, followed by Self-Control. Conscience is not highly valued.

**Morality:** Path of Gehenna is favoured, with Humanity, the Road of Kings, and Road of Heaven also popular.

**Merits & Flaws:** Merits that enhance their ability are favoured, such as Doppelganger, Promethean clay, Master of the Masquerade or Blush of Health. Social merits such as Clan Friendship are common. Prey Exclusion is a common flaw, as is Clan Enmity and Intolerances or Hatred.

*Note: Details for the Road of Heaven and Road of Kings (including the Path of Chivalry) can be found in V20: Dark Ages*

## Clan Bloodline: Senya Oracles

Just like the Assamites and Tzimisce, we have a small, but ancient, tradition of blood magic – bolstered by Manipalios' centuries of stealing Clan Tremere's Thaumaturgical secrets. Those of his line have long studied and passed down the secrets of Thaumaturgy and spent their unlives in pursuit of knowledge. As such, the Oracles have developed different blood affinity to the majority of the Clan, having lost the affinity for either Presence or Dominate and instead gaining Thaumaturgy.

For some reason, the usual Clan weakness does not apply to the Oracles. It is believed that Manipalios was the first Childe of Light and Shadow, so his childer do not have the innate blood-forced loyalty towards either faction, but instead their blood has been subtly altered by the long-standing association with blood magic. The natural submissiveness to elders of their own direct line, however, affects them as much as any Senya.

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### Oracles Game Information

**Sobriquet:** Oracles

**Sample Concepts:** Archaeologist, Holistic Healer, Medium, Paranormal Investigator, Modern Witch.

**Character Creation:** Mental Attributes are almost always primary, as are knowledges as Oracles are almost exclusively chosen from Academic or Scholarly backgrounds, though many favour Social instead, having perhaps been mediums or shaman during their mortal days. Many Oracles had some supernatural awareness or abilities even prior to the Embrace. Backgrounds tend to be narrow and utilitarian, helping the Oracle to uphold their area of expertise or pursuit of knowledge – almost every Oracle possesses some amount of Allies, Contacts, Generation, Herd, Resources and a Retainer or two who serve similar roles to research assistants. Most Oracles naturally become Lorekeepers, though some prefer to use their abilities in more practical means and become Phantoms. Knight Oracles are rare, though not unheard of, and an Oracle Crusader-Knight wielding magical fire or telekinetic powers is a force to be reckoned with.

**Clan Disciplines:** Apparitionem, Fortitude, Thaumaturgy

**Common Thaumaturgical Paths:** Lure of Flames, Mastery of the Mortal Shell, Movement of the Mind, Path of Conjuring, Path of Spirit Manipulation, Path of Technomancy, Voudoun Necromancy

**Favoured Virtues:** Courage, Self-Control. Courage grants Willpower and fortitude necessary for Thaumaturgy.

Favoured Path: Humanity

**Alternate Moralities:** Path of Gehenna, or Road of Heaven

**Clan Weakness:** The line as a whole has practiced the art for so long that it permeates their blood, making each individual oracle stand out like a beacon to anyone with supernatural perception. Any use of a supernatural power on an oracle for purposes of perception enjoys a -2 difficulty. Additionally, attempts to penetrate an oracle's supernatural concealment using an opposed power are considered to operate one level higher than normal. Finally, all Senya treat lower generations of their own direct lineage as having one dot more status than they do (granting +1 bonus on social rolls).

Note: This bloodline does not have to be taken for a Senya to be able to learn Thaumaturgy – anyone can learn Thaumaturgy as a non-clan discipline if they can find a willing tutor. Various non-Oracle Senya are familiar with Thaumaturgy and those who want to learn can usually find a teacher within the Clan with a little searching – typically an Oracle – although their relative scarcity means that the prospective Thaumaturge will likely have to move to more Senya-populous domains to find an appropriate tutor. Whilst functionally Senya Thaumaturgy is identical to the Tremere one, the Senya version has influences from various Blood Sorcery styles and therefore varies stylistically depending on the Sorcerer, varying from urban shamanism to old-school hermetic rituals. With their Clan-sponsored proclivities, structure and resources, Tremere are still the leading Thaumaturges, and have much greater access to more paths and rituals than Senya Thaumaturges. As such the Storyteller should limit what paths he allows to be taken to the most common or older ones. It is common to find Oracles with the Additional Discipline merit for either Presence (if they follow Humanity) or Dominate (if they follow a Path) to reflect a general leaning towards one of the factions that has a trace of influence in their blood.

## Variant Path of Enlightenment: The Path of Gehenna

During the Dark Ages the Assamite Warrior caste was considered a noble group of judges and nomadic warriors. Although the ruling Web of Knives long ago corrupted the tenets of the Road of Blood to suit their own ambitions, we stole the knowledge of the original traditional Road, however, and adapted it to suit the needs of our Clan. It has become popular with the Children of the Dark, especially Knights and Phantoms.

Although a tenet of the Path is the diablerie of the “unworthy”, this is not to be taken as a desire to indulge in rampant diablerie as it is seen as a horrifying act by the Clan as much as the Camarilla. However, the Clan acknowledges that there are some kindred that are irredeemably evil, or too lost to the Beast to save, and diablerizing these “unworthy” enemies not only removes their stain, but brings their knowledge and power to the Clan, and lowering the Sentinel’s generation makes the Sentinel more powerful which, by extension, benefits the Clan. Of course, these activities had best go unnoticed by Kindred society. Careless decisions and wrongful deaths degrade their integrity and can negatively impact the Clan if they come to light, so decisions often take years to be made, often sanctioned by the Sentinel’s superiors. Those who abuse the charge for diablerie or attract unwanted attention are dealt with immediately. Sentinels spend as much time policing their own ranks as they do on the rest of Kindred society, ensuring that every single member retains a constant vigil against corruption.

**Sobriquet:** Sentinels

### Ethics of the Blood:

- The blood of Caine is a gift that must be earned.
- Purity, honour, and discipline are the hallmarks of a warrior.
- Do not act with haste – every action requires careful consideration.
- Allowing the Beast to take control is a sign of weakness and unfitness to retain Caine’s blood.

**Organization:** Sentinels often work alone and keep to themselves. They tend to set up areas to cover and rarely encounter one another except to exchange information. Most of their organization follows a mentor/student relationship as new members are trained in the Path. Otherwise, following the Path is very solitary. Each adherent travels to areas dictated by their Clan, acting and dealing with the Clan’s enemies as necessary.

**Aura:** Resolve. A follower of the Path of Gehenna takes his task seriously and is dedicated to following through. The aura modifier affects Willpower rolls.

**Virtues:** Conviction and Self-Control

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### Path of Gehenna Hierarchy of Sins

Score	Minimum Wrongdoing	Rationale
10.	Acting Impulsively in any situation	Discipline is strength
9.	Allowing actions to be dictated by emotion	Passion is the first stirring of the beast
8.	Succumbing to frenzy	Our will must be unshakable.
7.	Failure to diablerize an unworthy vampire	Claiming the blood of Caine from our enemies makes the Clan stronger.
6.	Acting cowardly or dishonourably	Our actions reflect on our Clan
5.	Failure to destroy those seeking Gehenna	Failure to stop them brings Gehenna closer
4.	Failing to protect another Clanmate	Every Clanmate lost is one less warrior in our cause
3.	Failing to honour an oath	Our honour is what sets us apart
2.	Submitting to the will of an unworthy Prince or elder	Nothing in this world may sway us from our purpose
1.	Becoming oathbound to another Cainite	We serve the Clan and no other

# Backgrounds

## V20: Standard Backgrounds

### Allies

Senya of both factions employ allies, especially the Ascensionists who find interacting with mortals easier. Able to change appearances with ease, Senya find it easy to make allies in various areas, and often these allies may know the Senya by different names/identities – reducing the likelihood of them learning about each other. This allows Senya to have allies that are natural rivals (such as police and criminals) without risk of being thought of being a double agent or traitor.

### Alternate Identity

It is the rare Senya that does not have at least one alternate identity. Ascensionists use them to be able to lead private lives out of sight of the kindred, or lead lives among the kine that can be easily discarded if need be. It is common for Senya to have more than one identity, each with their own separate allies, contacts, fame, herd and more. Most Wraiths use this background along with the *Personal Masquerade* merit to infiltrate other Clans. Unofficially, many Phantoms and espionage-Senya purchase this merit too. Even the most basic level of Apparitionem allows the Senya to be able to alter their appearance to suit whichever age they want to be – allowing them to appear to age accordingly. By the time they learn Alter Form, they can easily “retire” an identity when they get tired of playing an old-age mortal and just create a new one. As a result, most Ancilla Ascensionists have mastered the art of “introducing their children” to society gradually - being seen in alternate identities resembling younger versions of themselves, with variances, pretending to be their own children and aging them accordingly - so that when the day comes that they need to retire a persona, no-one will think twice of that person’s unknown child suddenly turning up out of nowhere and inheriting their estate.

### Contacts

Senya of both factions employ contacts, although the Shadows usually favour this over allies, as they are typically less connected to their humanity and have less desire to form closer relations with kine. Like Allies, Senya often have contacts that know them by different identities.

### Domain

This background tends to be common amongst ancilla Ascensionists, but rare amongst Shadows and young Senya. Having domains means establishing roots and a permanent identity with enough status to have earned a domain – something few neonates are able to achieve, and few Shadows, Phantoms and Wraiths desire. Ascensionist Senya who become Mothers/Fathers (or Godmothers/Godfathers) are most likely to seek a domain, as are Lorekeepers of both factions, who often need a domain for their libraries and other resources. Ascensionists generally favour larger, more comfortable domains with better hunting grounds, whilst Shadows prefer smaller domains with better security.

### Fame

Most kindred are afraid of fame in the modern nights – even the Toreadors who often crave it. With modern photography and the Internet, photos of a vampire can become potential risks to the masquerade within a decade as the kine realise that twenty years later the vampire still looks identical to how they looked on an old Instagram picture. For kindred with fame this is more dangerous – a photograph on the red carpet at a movie premiere may be useful in the now, but within a few years people will notice the celebrity’s lack of ageing. This naturally forces most kindred, especially those with fame, to have to retreat from the kine world and either work as “recluses” who still produce out of sight, or via proxies. Senya rarely have this problem as they can simply either age themselves using Apparitionem, or retire identities and start new ones as required. As allies and contacts, this background is usually tied to an alternate identity, allowing them to live private lives out of the limelight, whilst having a known identity in the public eye that has fame. That said, Ascensionists are far more likely to cultivate or develop Fame in pursuit of their artistic interests or similar, than Shadows, who generally prefer to – as the name implies – work from the shadows, although some Shadows have identities with fame, often very femme-fatale or Cassanova types.

## Generation

Our embrace ideologies and methodology of being careful about choosing a potential for the Embrace, ghoul-ing them for a “trial period” and then mentoring them for two decades, as well as refusal to allow anyone who has not undergone the Becoming to be given the right to Embrace, have led to our Clan being smaller in number than others, but more potent in blood. Although in these modern nights the Clan is now producing some of the twelfth and thirteenth generation, the average neonate in our Clan averages about 10<sup>th</sup> generation (3 dots in Generation) and most ancilla are in the 8<sup>th</sup>-9<sup>th</sup> generation range (4-5 dots in background, 2-3 using Elysium elder rules). Most elders are 7<sup>th</sup> generation or higher – although few are of higher than 5<sup>th</sup> generation, as the majority of the Clan originates from the Methuselah Mariahanne (Ascensionists, Shadows and Grey Childer) and Manipalios (Oracles) and their childer. The majority of the Senya in the North America continent, for example, descend from Isabella, 5<sup>th</sup> Generation childer of Mariahanne who came over to the new world and commanded most of her progeny to follow her there and spread across the continent. Any natural 5<sup>th</sup> generation Senya would be either an ancient, elder, or extreme rarity as Manipalios met final death years ago and Mariahanne has not been seen in nearly two decades, and not known to have embraced in centuries.

## Herd

Senya of both factions see the benefit of cultivating herds – although the methods vary. Ascensionists are fond of using alternate identities to take on personas that have lovers, especially via modern dating services such as Tinder. This makes it easy to have multiple “lovers” without fear of the paramours getting jealous if they learn about the other – or getting a reputation for being a womaniser/slut or similar. Shadows are more keen to use their identities to imitate the known lovers of mortals and pretend to be them so as to get close to their prey as required. This allows them to keep their mimicry and espionage skills sharp.

## Influence

As with fame, it is rare that Shadows develop much influence – when they do it is typically limited to their locale of operations, as they rarely spend enough time mixing and cultivating kine connections to gain much influence. Ascensionists, however, commonly cultivate Influence, especially those that operate within the legal, political or business worlds. Few neonates have influence, but many ancilla have at least some local influence – often, again, made possibly by different identities knowing the right people in the right places, and knowing how to work their networks for their ends.

## Mentor

Every Senya neonate has a mentor. The Clan’s structure and rules makes it impossible otherwise. The mentor may be distant, uncaring, and a total waste of space – but there will still be a mentor officially. According to Clan laws, any Senya who sires must spend two decades being accountable for their childer. Even if the childer has been presented to the Prince under the Tradition of Accountability, as far as the Clan is concerned the Mother/Father/Godmother/Godfather is still responsible for watching over, protecting and guiding the neonate – known as an Adoptee - until their 20<sup>th</sup> year of unlife. After this period, the progeny is granted the title of Son/Daughter and considered a junior member of the Clan and the sire is released from their responsibility of care. In practice, many Ascensionist sires still keep an eye on their progeny until they undergo the “Becoming” and become Brothers/Sisters – often even after, though typically in a less-formal capacity. Even Shadows respect the Adoption period and their responsibilities, although they are often harsher, more unforgiving and more likely to teach their childer with “tough love” or “the school of hard knocks” than the more nurturing Ascensionists. A Senya who embraces and then refuses to carry out their responsibility as Father/Mother will quickly find themselves Estranged or, in the worst cases, Wayward.

Storyteller note: All Senya neonates within 20 years of kindred age MUST purchase at least one dot of the Mentor background. Conversely, their sire gets the “Ward” flaw. It is not uncommon for neonates to have both the Mentor background, and the “Sire’s Resentment” flaw, especially Children of the Dark who may find their sire regretting their “mistake” in embracing the childer and resent the responsibility of care – though still obligated to it.

## Resources

This background is about as common for Senya as it is for Brujah or Toreadors – it varies depending on the character. Ascensionists who follow creative pursuits such as artists or actors may be either wildly successful (depending on their abilities) and become rich, or may struggle to earn a living. Those involved in medicine, business, law or politics are more likely to be successful if they have the aptitude – but only the most successful tend to earn high levels of resources. Ironically, although Shadows tend to eschew backgrounds that involve close contact and involvement with the kine, their willingness to use their abilities to deceive, manipulate and con mortals makes it surprisingly easy for them to be able to gain resources quickly at others' expenses. A Shadow who can make herself the object of anyone's desire can easily get many sugar daddies or work as a very expensive high-class escort. Disabling a criminal and impersonating him for a major drugs exchange allows the Shadow to sneak away with a briefcase full of cash – quickly changing identity back to normal and leaving the person they imitated to take the fall (often Dominating them into “remembering their actions”). Shadows working as hitmen or spies often find a lot of lucrative contracts and jobs thrown their way. As the axiom goes, “nice guys finish last” and in this case, the “nicer” Ascensionists often are behind their less-scrupulous Shadow brethren.

## Retainers

Both factions find their uses for Retainers. Ascensionists often employ retainers, especially ghouls, out of utility – as servants, bodyguards, assistants or the likes – with more than one ghoul potential childer prior to the embrace when possible, this makes ghoul retainers common if for this reason alone. Ascensionists are usually benevolent domitors and it is common for Ascensionist ghouls to live very long lives, eventually earning the Embrace if they have potential; although many Ascensionists keep ghouls for several years then release them back to their mortal lives before it is too late for them to do so, using Apparitionem to alter their physical appearance to reflect their age.

Shadows employ retainers also, though almost always ghoul those they desire to control or utilise for their needs. The purposes for which these ghouls are employed, however, are more akin to how the Assamite warrior caste employs ghouls – personal protection/security (or better described: cannon fodder), spies, servants or similar. These ghouls are usually heavily controlled and disciplined, often conditioned with Dominate as reliability and obedience is more useful to the Shadows than personality and independent creativity/initiative. Shadows often use ghouls until they tire of them or their utility comes to an end. Shadows with Humanity usually use Dominate to erase their memories to protect the Masquerade (and the Clan) before releasing them. Shadows on Paths of Enlightenment are equally likely to instead use them to feast on, then discard the body.

Overall, Ascensionists are more likely to employ ghouls as retainers, whilst Shadows are more likely to employ them as Doppelgangers (see New Backgrounds).

## Status

All Senya cultivate status and most Senya must have at least some. Status typically comes in two forms:

**Clan Status:** Newly-embraced Adoptees and Sons/Daughters have no Clan status based on their age and generic status. Some may earn Clan status – typically titles of Functions. The neonate Cassandra, for example, impressed her Clan superiors so much she was granted the Becoming early and made a Sister (1-pt title of Status), but shortly after became a Paladin (2-pt title of Function). Valerie Leigh, likewise, has been granted the title of Sister for her actions and loyalty during the 2016 Ashford Sabbat Crusade, although she is not old enough yet to undergo the Becoming in the traditional maturation way. All Senya who survive long enough, and are considered to have proven themselves enough for the Clan to bestow the title of Brother/Sister on them (ie all Senya ancilla, and those neonates who have proven themselves somehow), automatically gain a point of Status (Clan Senya). Even neonates who have not been granted an early Becoming may still gain a point of Clan status, reflecting that they are recognised perhaps for having a great lineage, or seen as a “rising star.” Senya who embrace automatically gain the title Father/Mother and the two points of Status (Clan Senya) that the title represents (although if they have higher Clan status from a title of function, or deserved recognition, they gain the title but keep their level of status). Achieving a title of function or seniority (such as Patriarch/Matriarch) automatically confers the appropriate level of status, accordingly.

**Sect Status:** Status in the sect is completely independent of Clan status. It is entirely possible for a neonate to achieve respectable sect status – such as becoming a Hound or other title of status – even though, from within the Clan, they are not even considered full members yet. This can make the relations between Clan and Sect... complicated. The Clan expects loyalty to the Clan before the sect, but the sect would expect loyalty to the sect. A Senya may become Wayward and thus be considered a target for the Clan, yet may hold a Camarilla title which prevents the Clan from acting against them. It is possible to be the Primogen of the Clan in a domain (3 pt Sect status) yet be considered just another Sister (1 pt Clan status) within the Clan – Primogens and Whips often seen as “Ambassadorial” positions, worthy of respect, but no direct power within the Clan. Sect status is typically the Camarilla, since the end of the Great Deception and the Clan joining the Camarilla - but Phantoms and Wraiths may have identities with status in the Anarch Movement or Sabbat. True Anarch Senya are rare, though possible (but living a precarious line as the Clan still expects loyalty to them, regardless if the kindred considers themselves to be Camarilla or Anarch). The few Senya Antitribu are outside the scope of Clan Status, and can earn Status (Sabbat) like all Sabbat. Status in other sects such as the Iconnu and Tal'mahe’Ra are possible, though like Anarchs this may create a conflict of interest with the Clan’s hierarchy.

## **V20: Anarchs Unbound Backgrounds**

### **Anarch Information Exchange**

Senya Phantoms, or rebellious Senya who affiliate with the Anarchs, are all extremely likely to cultivate this background. It is almost unheard of amongst Children of the Light (except those who identify as Anarchs), but Children of the Dark often use alternate identities to establish allies within the Anarch Movement they can trade information which.

### **Armoury**

Rare amongst Ascensionists, though some of the more militant ones – such as Paladins or Securitots – are likely to have some, but very common amongst Shadows who like to be prepared in case Gehenna arrives tomorrow. How high the level of Armoury they achieve depends on their identities and connections. Ascensionists using mostly-legal means are likely to have only one- or two levels of Armoury, whilst Shadow Securitots with connections or identities in the military, weapons manufacturers or the criminal underworld are quite capable of having nuclear bunkers full of weapons banned by the Geneva Convention... just in case...

### **Communal Haven**

As mentioned, it is rare for Senya neonates and Shadows to have domains – but that is not to say they don’t have Havens. Ascensionist Adoptees, Sons and Daughters often band together and share a Communal Haven with other neonates (or, in rare cases, a Domain). Sometimes this is two or more Adoptees/Sons/Daughters banding together for mutual support, or forming a coterie; other times it may be an adoptee/son/daughter sharing a Haven/Domain with non-clan neonates. An example of this is the Daughter Willa Jade who, after the death of her Mother, has moved into a Communal Haven with a coterie consisting of neonates from the Assamite, Gangrel, Malkavian, Toreador, Brujah and Nosferatu Clans, instead of with her new Godmother. Brothers/Sisters and higher rarely have communal havens, but Shadows working together, as well as Wraiths and Securitots of either faction, may pool their resources into communal havens for mutual protection. As domains, Ascensionists favour Communal havens with size and luxuries, whilst Shadows favour protection.

## **V20: Black Hand Backgrounds**

### **Cult**

As a rule the Clan is wary about its members cultivating this background – it is wary that the Senya may become corrupted by their own power, inviting attention from Setites, the Baali or sects inimicable to the Clan. But it is not unheard of some members, especially the Children of the Dark, creating cults of various types, for their own ends. Typically, they are used as utilities and influence, and abandoned when their usefulness ends. Few Ascensionists have the desire, or stomach, to run a cult.

## **Supernatural Allies**

Clan Senya has a long history of making allies amongst other supernaturals. Our ancient feud with the Tremere has often enabled us to gain mage allies in the Order of Hermes. Ascensionists, especially those pursuing Golconda, have been known to make alliances with the Bone Gnawers, Glass Walkers and Children of Gaia tribes. With difficulty, the occasional Shadow has managed to make allies amongst the Black Furies or Get of Fenris tribes – though they are likely to attack the Senya on sight as they seem to consider any kindred of low humanitas, or on a path of enlightenment (both of which tend to be the norm for Shadows) to be “of the Wyrn” and only fit for immediate destruction. The strange Werecoyotes, however, have long been quite receptive to being allies to Senya kindred – though their constant tricks and haphazard manners can be very patience-testing.

## **Supernatural Retainers**

The Clan officially frowns on Supernatural Retainers. As retainers are, by definition, forced into servitude by the blood bond, bribery/salary, or some form of coercion, having a Mage or Lupine coerced to do your bidding is not only very dangerous for the Senya in control, but could cause problems for the Clan as a whole when things go sour. Ascensionists are more likely to cultivate Supernatural allies, or have supernatural retainers that are paid for service – such as a Lupine bodyguard or Mage spy; Whilst Shadows are more likely to both cultivate this background, as well as employ the blood bond, dominate or other means to coerce loyalty.

## **True Black Hand Membership**

It is entirely possible that any Senya who has joined the True Black Hand, or Phantoms who have infiltrated it, may gain this background. Likely only Senya elders high in the hierarchy or deep infiltration know, and they keep the secrets to themselves and their superiors.

## **V20: Ghouls and Revenants**

As ghouls are common for our Clan, several backgrounds common to ghouls should be discussed...

### **Domitor**

As mentioned earlier, the embrace traditions and methodologies of our Clan have traditionally kept the blood of Caine strong in us. As such domitors are likely to be of commensurately high generations – neonate domitors likely around 10<sup>th</sup> generation, ancilla domitors around 9<sup>th</sup>, and elder domitors 8+.

### **Double Life**

Ascensionist domitors are far more likely to allow their vassals to lead their own lives or have relative freedom – especially neonates. Ancilla and elder Ascensionists have a tendency to forget how loyal vassals are because of the blood bond and our often-careful selection of good assistants, and this results in a lack of awareness of the vassal’s well-being and life to their detriment. I admit my own vassal Alfred once collapsed from exhaustion to my surprise, as I had not given him many tasks that night – and it was pointed out to me that he had not slept in several days as he was busy during the daytime managing my mansion and estate (I will discuss this under Majordomo), whilst at night he was loyally by my side serving me as my butler. Shadow domitors, however, are likely to keep their vassals very tightly reigned in – allowed to have relations or lives only if/because it suits the domitor to do so... possibly even arranged intentionally. Often, their purpose is simply to serve the Shadow and, once that service is no longer required, the lucky vassals are mind-wiped and set free. The unlucky ones, end up enjoying the Kiss one last time as they succumb to oblivion. Ghouls created with the intention of being monitored as Embrace potentials usually have relative freedom, however.

### **Family Elder**

Clan Senya has considered, but never actively tried to create a revenant family. Most Ascensionists would find the methodology, experimentation and physiological/psychological issues that the “experimentation” would cause to be abhorrent. Shadows have more appropriate temperaments to do this, but typically lack the patience and motivation for such a long-term endeavour.

### **Majordomo**

This background is rare amongst vassals belonging to Shadows, who rarely have enough retainers that they need a middle-manager to control them. It is far more likely that a Shadow will force a mortal into thrall because they

have staff, resources, etc... that the Shadow can take advantage of, than put a vassal in a position of control over others. Ascensionists, however, are quite likely to employ Majordomos. I myself, for example, have a staff of around 25 at my mansion – multiple security guards, cleaners, kitchen staff (I may have no need for mortal food, but I host many business receptions – and my staff need to eat) and the likes... almost all of which have no idea their “boss” is a vampire. My vassal butler, Alfred, is the Majordomo of my household and he arranges shifts, deals with the staff (especially as the majority work during the daytime whilst I sleep), and sorts things so that the Mansion runs correctly and my own security don’t result in a masquerade breach. Ghouls are a good, often essential, way for kindred to interact with mortals and institutions during the daytime when we cannot – and for those kindred who are successful enough to require various staff to cater for their needs or operations, a good Majordomo like Alfred is invaluable.

## **VtM: Elysium**

### **Military Force**

Many Senya cultivate a military force – although the nature and size of them varies drastically. Many Ascensionists work in institutions such as the police, or private detective agencies, or even – like myself – have their own private security forces (I have my own private security firm – Group 4 Security – which work all over Ashford and is composed mostly of ex-police and military, who train regularly... and so is a sizeable security force in name, but a small mercenary army in practice). Shadows are likely to have biker gangs, mercenaries, criminal groups or similar under their control – typically relatively small with more bravado than ability, but useful as a distraction or to cause problems. Senya of both factions have been known to run or participate in martial arts/boxing clubs, which they use to cultivate groups of loyal fighters then can rile up for their causes and assistance when necessary. One of my favourite Phantoms frequents the criminal underworld and is a modern-day “Moll” – they think she’s really harmless eye-candy on the underboss’ arm, but piss her off and you’ll quickly find a small group of hard-boiled Costa Nostra at your doorstep sent by her Sugar Daddy to teach you a lesson in manners.

## **Custom: New Backgrounds**

### **Doppelganger**

This background is unique to our Clan, although the Tzimisce have been known to operate similarly during their crusades, however. Just as contacts and allies are similar, but differ based on the nature and type of relationship the kindred has with the kine, Doppelgangers are a mixture of the alternate identity and retainers backgrounds, but with a purpose. In essence, a Doppelganger is a mortal (typically Conditioned) or ghoul that has been thoroughly altered with the Alter Form power of Apparitionem to be identical in resemblance to their master. How the Doppelganger is used, varies – Ascensionists typically employ Doppelgangers to be their “daytime face” – sending the Doppelganger to work during the daytime, whilst the kindred acts at night. This not only has a practical utility (even kindred need money) but also makes preserving the masquerade easier. Shadows tend to employ them similarly, but with a less-benign motivation – the Doppelganger is a useful decoy or bait for would-be assassins, witch-hunters or anyone after the Shadow. If someone gets the Doppelganger, they can either “miraculously survive” the assassination attempt or let the identity publicly die and go into hiding, faking their deaths in essence. Ascensionists prefer to rely on ghouled Doppelgangers, though some actually employ some and make them believe they have “undergone plastic surgery” to look like the Senya, to be their body double. It may sound cruel, but give your average homeless and desperate beggar the choice between staying on the street hungry, or becoming the body double of someone quite rich, and enjoy their lifestyle (a Doppelganger pretending to be me, for example, would have to live a “Bruce Wayne” lifestyle and ability to purchase anything that takes their whim), and see what most choose. Shadows prefer ghouling and/or Dominating their Doppelgangers – either conditioning them to be mindless servants, or mind-wiping and rearranging their memories so thoroughly that the Doppelganger truly believes they are the vampire. The main danger of employing Doppelgangers is that they need to be informed of what you have done at night that they (as “you”) should know about, and vice-versa they inform you of what they have done during the daytime.

This background can be obtained multiple times, either to have multiple body-doubles for some reason or, more commonly, to have Doppelgangers for a Senya's Alternate Identities. A Senya too busy to use his alternate identity frequently may find people noticing his absence – a Doppelganger taking that role until the Senya decides to “take the reigns” when needed, keeps things operating more smoothly – although, depending on the nature of activity undertaken, this could be risky for the Doppelganger.

It is assumed that the Doppelganger physically resembles you (unless you use Apparitionem to alter your appearance) but levels in this background reflect how proficient your Doppelganger is at portraying you, and informing you of what “you” were up to.

Rating	Description
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- |           |  |
|-----------|--|
| •         | Your doppelganger is new at this identity game. Sometimes he slips and forgets or messes up your persona, or leaves out details when giving you updates that prove to be important for you to know. He is convincing enough to convince strangers or passing acquaintances who don't know you well.  |
| • •       | Your doppelganger is well grounded in his identity. He is convincing enough to play you and allay suspicion from casual acquaintances. He updates you reliably enough for you to know what “you” were up to.   |
| • • •     | Your doppelganger is experienced and capable in his identity. He knows you well, your mannerisms and personality, and is convincing enough to fool close acquaintances and casual friends. He updates you reliably enough for you to know what “you” were up to in detail.   |
| • • • •   | Your doppelganger knows you very well, your personality and what motivates you. He is convincing enough to fool close friends and casual lovers. He updates you reliably enough for you to know what “you” were up to in nuanced detail, including things that could potentially arise.  |
| • • • • • | Your doppelganger could be your clone – he acts just like you and acts out your personality and follows your ambitions perfectly. You can trust him to take the reigns of things in your absence as if you were there yourself. Even your sire would be fooled, and you are updated thoroughly on what “you” were up to, including potential things that may happen so you can best coordinate for the future. |

## New Discipline: Apparitionem

Apparitionem is the Clan Senya signature Discipline. The name being the accusative singular of the latin word *appāritiō* meaning appearance and, as the name implies, revolves around the Senya's ability to alter their appearance and form. Up until the dark ages, it was known as Εμφάνιση (Emfānisi) and the individual powers likewise had Greek names. Over time, as the class expanded during the late Byzantine Empire and Middle Ages, into the Renaissance era, the original Greek names for the Discipline and its powers fell out of favour as *Goneis* (parents) preferred using the more common Latin language for common usage, and the Greek ones for formal usage, at best. In the modern nights when referring to non-speakers of Latin, including Thetōs (Adopted) who may not have learnt the classical languages, English language versions of the name are commonly used instead. In some respects, the approximate age of a Senya (or their sire) can be determined simply by noting whether they use the original Greek, the Latin, or English-language names for the Discipline and its powers.

At lower levels, Apparitionem grants the Senya the ability to sense the “pattern” of forms (theirs and others), and alter the pattern to change aspects of the appearance and form such as hair and skin colouration, voice, and at proficient levels even change the form completely into any style or gender the Senya desires. At the higher levels of mastery, it allows more supernatural changes, boosting the natural kindred ability to use *vitae* for healing and physical empowerment to make even more dramatic changes to enhance the form or regenerate damage. Elder Senya, with true mastery of the discipline, are said to be able to transform themselves for even more powerful supernatural effects such as taking bestial and non-human forms; or affect others through their appearance such as the famed Gorgons of Greek mythology, whose appearance could turn onlookers to stone.

Tremere attempt to raise alarm by suggesting a theoretical link between Apparitionem and the Clan Tzimisce discipline of *Vicissitude*; and although Senya Lorekeepers admit there is some similarity in the fact that both allow alteration of the form at a metaphysical level, Apparitionem is about modifying the overall form within natural or prodigious transmutations, whilst *Vicissitude* is about unnatural physical transmutations. Senya scholars instead claim more similarity between Apparitionem and the Gangrel discipline of *Protean*, except whilst *Protean* focuses on instinctive transmutations relating to the Beast, Apparitionem focuses on conscious transmutations relating to Humanity. This argument is given weight by the fact that there is notable overlap between elder generation mastery of *Protean* and Apparitionem, with similar or relatable powers - *Protean* allowing supernatural modifications to the form that would be considered more thematically appropriate in Apparitionem; whilst Apparitionem masters are able to take animal and mythical beast forms that thematically are more appropriate for *Protean*. Noddist scholars also point out that, according to the *Book of Nod*, the antediluvian founders of both Clan Gangrel and Senya were embraced by Zillah, Caine's wife and one of the second generation - and therefore it is feasible that both disciplines are distilled versions of an original discipline Zillah may have had (and presumably, died with her) much as it is claimed by the True Brujah that *Celerity* is a distilled version of their *Temporis* Clan discipline.

### Permanency

When a Kindred uses Apparitionem to alter mortals, ghouls, and vampires of higher Generation, the effects of the power are permanent; vampires of equal or lower Generation can choose to heal the effects of Apparitionem as though they were aggravated wounds. A wielder of Apparitionem can always reshape her own form and can spend a willpower point whilst staring in a mirror using the first-level power to “lock in” their current modifications as a “base form” - this appearance is considered their “natural” appearance thereafter when choosing to “revert back”. The appearance at time of Embrace is considered this “base form” unless the Senya change it otherwise. Once this is done, reverting to their pre-Embrace form requires them using Apparitionem to effectively have to imitate themselves. *Nosferatu* always “heal” Apparitionem alterations, at least the ones that make them better-looking. The ancient curse of the Clan may not be circumvented through Apparitionem. The same applies to permanent physical deformities from the Gangrel Clan weakness. Note that the ability to “lock in” a new base form cannot be done by non-Senya who learn Apparitionem, it is an ability that only the Senya blood grants those with Apparitionem.

## Body Crafts

Apparitionem requires expansive knowledge of the human body, the kind usually only available through Medicine. Vampires who wish to use Apparitionem well often specialize their knowledge of medicine in an art known as Body Crafts. This specialization enables its possessor to make all manner of alterations as though a gifted plastic surgeon. It also gives insight into more mundane techniques; many Senya are skilled at bone-carving, embalming, taxidermy, tattooing and piercing.

The Children of the Dark, not particularly given to the art of healing, have developed an alternative: Body Crafts. Body Crafts is a unique Skill (not to be confused with the more generalized Crafts Skill) that combines knowledge of vivisection, anatomy, taxidermy, scarification, tanning, and sculpting into a new kind of artisan Ability. Its primary purpose is to augment the application of Apparitionem.

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## Signature Powers

### • **Causae Mutationum (Malleable Alterations)**

**Original Name:** ελαστικές αλλοιώσεις (elastikés alloióseis)

At this stage, the character learns the essentials of understanding forms, and how to alter them. She is capable of making minor alterations such as height, build, voice, facial features, and skin tone, among other things colouration and pigmentation, and slightly stretch or contract skin and hair, but not alter her structure in a drastic enough way to be completely unrecognisable to those that know her, or be able to mimic others.

Within these limitations, the control can be very detailed. A character could grant herself different colour eyes, imitate a “bikini tan”, turn her hair a different colour (even natural colour with different colour highlights); darken or lighten skin tone to imitate tan complexion or a different ethnicity or make herself look up to a foot (30 cm) taller or shorter. She can even stretch or contract skin wrinkles to appear a older or younger (e.g. a Senya embraced as a teen could look like an older version of themselves).

**System:** The character must spend a blood point for each body part to be changed, then roll Intelligence+Medicine/Body Crafts (difficulty 6) whilst taking a symbolic physical action to make the change, such as pulling her hair to make it longer. Increasing one’s Appearance Trait has a difficulty of 9, and the vampire must spend an additional blood point for each dot of Appearance increased beyond their natural total. A botch permanently reduces the Attribute by one. As using this power requires sensing and modifying forms, it also grants the vampire the ability to make a Perception+Awareness roll (difficulty 8) to sense another person’s form – allowing Senya to recognise others they know by recognising a person’s “base form” even if they are in disguise or rendered unidentifiable by conventional means. This power must be used once to sense a form, before they can be recognised in the future by the use of this power. This power also allows characters on Paths of Enlightenment to use the Blush of Life as though they had Humanity equal to their Path rating.

### •• **Regeneratio (Regeneration)**

**Original Name:** Αναγέννηση (Anagénnesi)

Senya warriors are renown for their durability, and Regeneration is a reason for that. Regeneration allows a character to enhance her ability to repair damage to herself by reshaping damaged areas to facilitate their use of vitae to heal. The character can both heal faster and regenerate lost limbs – although they cannot regenerate damage that causes Final Death or cure supernatural infections or diseases (although it can repair the physical damage caused by these sources).

**System:** The character can heal herself during combat without requiring the usual turn of concentration, and so healing does not consume the character’s combat turn. Any blood points spent healing counts against the normal per-turn blood expenditure limit. Out of combat, the character can instead spend a blood point and make a Wits + Medicine/Body Crafts (difficulty 8) roll. Each success heals one level of lethal or bashing damage, although each wound level healed requires one minute of uninterrupted work.

Finally, the character is able to heal a number of aggravated damage levels per day equal to her Apparitionem level without requiring the expenditure of Willpower points. This alone enables Senya kindred to recover from aggravated wounds far faster than other kindred whilst still preserving their Willpower.

### ••• Mutare Forma (Alter Form)

**Original Name:** Αλλάξετε τη φόρμα (Alláxte ti fóрма)

The character's ability to alter his own form is complete and can now alter the structure and makeup of his body; altering and compressing or expanding flesh and bone, size, shape and structure and even changing their physical sex. This allows the character to change his form or voice into that of any other form he can envision, as long as it falls within the range of human possibility.

**System:** Spend a blood point for each body part to be changed, then roll Intelligence+Medicine /Body Crafts to change form (difficulty 6). This action requires one turn per body part to be changed as well as concentration and symbolic actions to your form to change (such as pulling on earlobes to change shape) as though "repainting" their form. This action is more of a focus tool than actual physical manipulation. A failed roll results in a failed attempt and the blood spent is lost. A botch on this check, however, causes the Senya to take one level of lethal damage from the pain, as well as the failure to make the change, and loss of any blood spent. A Senya who wishes to increase another's Appearance Trait does so as described under Malleable Alterations; reducing the Attribute is considerably easier (difficulty 5), though truly inspired disfigurement may dictate a higher difficulty. In either case, each success increases or reduces the Attribute by one.

If using this power to mimic another, a Perception+Medicine /Body Crafts roll (difficulty 8) is required and five successes for a flawless copy; fewer successes leave minute (or not-so-minute) flaws.

Additionally, the vampire's fine control over her form now allows her to use the *Blush of Life* (even those on Paths of Enlightenment) as though she had humanity 10 for the purpose of appearing mortal. That is, Blush of life makes her appear as a mortal in good health, allows her to heal superficial damage as though mortal, in addition to vampiric mending, have and enjoy sexual intercourse as if mortal, have tears and sweat that appear normal for mortals, and allows her to taste, eat, and enjoy food and drink as if mortal for the scene before she must heave it back out. The usual penalties and restrictions for acting during the daytime or sunlight damage remain unchanged, as does the blood point cost of using Blush of Life.

### •••• Corpus Detritus (Sculpt Body)

**Original Name:** Μορφή Γλυπτικής (Morfé Glyptikís)

The Senya is no longer limited to simply modifying forms within the boundaries of normal human range, and is now able to make cosmetic changes beyond the mortal norm, and remould flesh and muscle with the use of vitae to change or enhance physical capabilities (or that of others).

**System:** The vampire gains three improvements to their use of the Alter Form and Regeneration powers:

- When using Alter Form the vampire can now make detailed alterations to colouration such as skin, eyes or hair, beyond the normal human scope. This can be used to grant violet eyes, detailed tattoos or green hair with purple highlights. At the Storyteller's discretion, this can be used to gain circumstance bonuses, such as chameleon-like camouflage (-1 difficulty to stealth checks in an appropriate environment) or making the whole body appear like menacing tattoos or lizard-like (-1 difficulty to intimidate checks). This application of this power has no cost beyond the normal for use of Alter Form.
- When using Alter Form the vampire is now able to reassign physical attributes. For example, a vampire that has Strength 3, Dexterity 2, Stamina 3, could reshuffle the attributes to Strength 1, Dexterity 5, Stamina 2 to be more efficient in a firefight. This costs one blood if affecting two attributes, or two blood points if all three are affected but only takes one turn to activate regardless. Attributes cannot be improved using this power beyond their combined total, nor above their normal trait maximum or reduced below 1. If used as an attack, the vampire makes a Dexterity + Medicine attack roll (difficulty 6) which can be dodged as normal. Each success allows reassigning of 1 attribute point.
- Just as Regeneration allows the vampire to be able to use their vitae and form changing ability to heal more speedily and efficiently, the vampire is now able to make body alterations whilst using vitae to enhance her own physicals, making the effort more efficient. When spending blood points on increasing Physical Attributes, each blood point spent now increases two attributes by one (or one attribute by two points) instead of one attribute point per blood point spent. The duration and limits for spending blood to increase her Physical Attributes still apply as normal.

### ••••• Reicio Perniciosa (Defy Bane)

**Original Name:** Προκαλώ Συμφορά (Prokaló Symforá)

By preparing themselves with an expenditure of blood, the Senya can empower themselves to be temporarily resistant to fire and sunlight as well as other grievous wounds that would threaten them with Final Death. With this power, Senya may briefly walk in brightest sunlight without fear, the sunlight searing his Blood and not his flesh, or using their blood to resist grievous wounds as they are inflicted.

**System:** The vampire may reflexively spend one blood point whenever the vampire is exposed to sunlight. Until the vampire exhausts his blood pool, he need not make Röttschreck rolls. Such damage is treated as damage dice pool and rolled, rather than applied as automatic damage, and can be soaked normally if the vampire also has Fortitude. Each level of damage taken burns one point of the vampire's blood pool rather than inflicting actual wounds; once the vampire runs out of blood, he suffers damage normally and must fear Röttschreck as normal.

The vampire may also reflexively spend one blood point whenever struck by an attack dealing aggravated damage, and roll Wits+Medicine (Difficulty 6). For the remainder of the scene, each success gained converts a level of aggravated damage taken into bashing damage. This damage, although bashing, cannot be healed for the rest of the scene, and this power can only be employed for this purpose once per scene.

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## Masters of Apparitionem

### ••••• • Agonia Exstaticum (Ecstatic Agony)

The Vampire alters his physical nerve perceptions to feel pleasure instead of pain. This can be a very sensual feeling, and can cause Vampire to cause himself harm.

**System:** Automatic once bought. A vampire with this power adds wound penalties to his die rolls, although any physical damage that would interfere with actions would still do so (e.g. losing a hand would require the user to have to use his other hand).

### ••••• • Caro de Marmore (Flesh of Marble)

Tales have long spoken of the combat prowess of Vampire elders and of their inhuman resilience. Poorly informed individuals believe the stories of swords shattering and bullets flattening against immortal skin to be exaggerated reports of the effects of Fortitude. Those with more reliable information know that such tales result from encounters with vampires who have developed Flesh of Marble. The skin of an elder with Flesh of Marble becomes in essence a sort of flexible stone, although it appears (and feels) no different than normal skin and muscle.

**System:** The player spends three blood points to activate Flesh of Marble, which goes into effect instantly. The effects of the power last for the remainder of the scene. While the power is functioning, the damage dice pools of all physical attacks made against the character are halved (round down). That includes assaults made with fists, claws, swords, firearms, and explosions, but not fire, sunlight, or supernatural powers (unless the effect in question is a direct physical attack, such as a rock hurled by means of Movement of the Mind). Additionally, while this power is in effect, a character can attempt to parry melee attacks with his bare hands as if he were holding some form of weapon.

### ••••• • Corpus Augendae (Enhance Body)

With an infusion of vitae, the Senya is now able to permanently improve physical attributes

**System:** This power improves a vampire's ability with Sculpt Body to allow them to be able to not just reshuffle, but permanently improve physical attributes. Just as Alter Form allows the vampire to attempt to improve the Appearance rating beyond their natural, the vampire can now spend a blood point and make the same Intelligence + Medicine/Body Crafts (Difficulty 9) roll to permanently raise a physical attribute. The vampire must spend an additional blood point for each additional dot increased beyond their original total. The attribute can only be raised by a number equal to the successes rolled, and never beyond their trait maximum. A botch permanently reduces the Attribute by one.

### ••••• • **De vultu Venus (Aphrodite's Visage)**

Just as the fabled Aphrodite/Venus was said to be so beautiful that onlookers would fall in love on sight, the vampire can temporarily empower themselves to reveal of visage of such beauty that her intended will fall in love with her. Or at least, this power simulates the effects of the bond, without any of the messy side effects. While not as sure a method of control as a true blood bond, nor as long-lasting, Aphrodite's Visage is still an extremely potent means of command.

**System:** The vampire spends a blood point and rolls Appearance + Subterfuge (difficulty equal to the target's current Willpower points). Success on the roll indicates that the victim feels as attached to the character as if he were blood bound to her. Each success also reduces the victim's dice pool by one die for any Social rolls to be made against the character. A botch makes the target immune to the character's power for the rest of the night. This power lasts for one scene and can be applied to the same victim over multiple scenes in the same night

### ••••• • **Forma Animalis (Animal Form/Polymorph)**

The Vampire has transcended the ability to shift to just mortal form and is now able to take the form of that of animals. Similar but more powerful than the Protean power "Shape of the Beast" except the Vampire can change into any animal form at will, although must succeed on an Intelligence + Animal Ken check (difficulty 8) the first time a new animal form is attempted, unless there is an animal present and is studied using Apparitionem. A failure indicates a failure to take the form. A botch will cause one health level aggravated damage (unsoakable). In this form natural abilities are like that of that type of animal, though applicable disciplines can still be used.

**System:** Spend a blood point and three turns to transform (or three blood points for one round) into chosen animal. The form lasts until the next dawn or reverted. The specifics of the form should be discussed/left up to the GM, but generally will include a natural attack that does aggravated damage, increased speed, soak or strength or other natural abilities. Examples include:

- *Wolf:* Bite Str +1 Aggravated, double running speed, -2 difficulty to Perception rolls
- *Bear:* Claws/Bite Str +2 Aggravated, double running speed, -1 difficulty to Perception rolls
- *Hyena:* Claws/Bite Str +1 Aggravated, double jump height, -2 difficulty to Perception rolls
- *Lynx:* Claws/Bite Str +1 Aggravated, double running speed, halve all damage from falling, -1 difficulty to Perception rolls
- *Cheetah:* Bite Str +1 Aggravated, triple running speed.
- *Shark:* Bite Str +1 Aggravated, swim double running speed, -2 difficulty to Perception rolls in water
- *Bat:* Str 1, fly 20mph/30 kph, -3 difficulty to hearing-based Perception rolls, +2 difficulty to be hit
- *Barracuda:* Str 1, swim 20mph/30 kph, -3 difficulty to sight-based Perception rolls, +2 difficulty to be hit
- *Hawk:* Str 1, fly 25mph/40 kph, -2 difficulty to hearing-based Perception rolls, +1 difficulty to be hit
- *Vulture:* Str 2, fly 20mph/30 kph, -3 difficulty to hearing-based Perception rolls, +1 difficulty to be hit

### ••••• • **Furetur Identitatem (Steal Identity)**

The Vampire is able to touch another person and steal that person's identity. If successful, the Vampire instantly exchanges his/her current physical appearance with that of the victim. This is often used to evade pursuit, fake own death or set up a patsy.

**System:** Spend a blood point and make a Manipulation + Medicine/Body Crafts roll (difficulty equal to target's Willpower). If successful, both you immediately take the resemblance of your target, and your target takes your own resemblance. The suddenness of the process may confuse the victim - they clearly see you have stolen their appearance, although they are not instinctively aware that they themselves have also changed appearance.

### ••••• • **Intuitus Nympha (Nymph's Glance)**

Some elders have honed their mastery of Apparitionem to such a degree that they are said to be able to reveal a visage that, like the legendary Nymph, is capable of blinding the onlooker with their sheer beauty.

**System:** The character must make look at and be clearly seen by her intended victim. The vampire then rolls Appearance + Expression (difficulty equal to the target's current Willpower points). Success renders the victim blind. The condition lasts for a length of time determined by the number of successes rolled.

A botch renders the intended victim immune to this power for the the rest of the night.

Successes	Result
1 success	Three turns
2 successes	Five minutes
3 successes	Remainder of the scene
4 successes	One hour
5 successes	Rest of the night
6+ successes	A week (or more, at Storyteller discretion)

#### ••••• • **Simularent Mortalitatis (Feign Mortality)**

The Vampire's control over her body is so complete and precise that she can artificially reanimate it in a close duplication of life. Once the Vampire achieves this power they transform their body so that it permanently looks and feels more mortal, as though they had the Blush of Life constantly on. Additionally, they appear to breath normally, blink regularly, sweat and have a heartbeat - although they are still cool to the touch unless they have recently fed - in which case they can keep the warmth inherited until dawn.

**System:** Once learned, this power is always active and grants the equivalent of the Blush of Health, Eat Food and Master of the Masquerade merits; making it nearly impossible to determine Kindred nature without appropriate medical equipment or magical means. Food and drink ingested must still be regurgitated at a later point. Animals also find it harder to sense the beast, granting the equivalent of the Inoffensive to Animals merit.

#### ••••• • **Traiectio (Transference)**

Using this power a Vampire is able to "lend" others his physical attributes (they gain a point for every point he sacrifices) or borrow them. Vicious Senya use this power to temporarily "steal" physical attributes from others and add it to their own, weakening powerful enemies and then using their own stolen strength against them.

**System:** Spend a blood point and roll Manipulation + Medicine/ Body Crafts (difficulty equal to willpower of target). Each success reduces/increases one of a target's physical Attributes or a Health Level by 1, and raises/lowers the Vampire's same attribute or Health Level by the same. The benefits gained last for the remainder of the scene. No Attribute can be reduced below 1 by this power or Health Levels below wounded. Only one Attribute or Health Levels can be targeted at a time.

#### ••••• •• **Figura Bestia Iram (Shape of the Beast's Wrath)**

Users of this power are often mistaken for Tzimisce employing the Vicissitude power Horrid Form. A vampire employing this power shifts into a huge, monstrous form, gaining half her height again and tripling her weight. Her overall shape flows into an unholy amalgamation of her own form and that of a mythical beast. The vampire's new shape does bear some vague resemblance to the war-forms of the werereatures, but the difference quickly becomes apparent.

**System:** The player spends three blood points, the expenditure of which triggers the change. The character's transformation takes three turns (the player may spend additional blood points to reduce this time at a cost of one point per turn of reduction). Once transformed, the character remains in this form until sunrise or until she shifts back voluntarily.

The precise Traits of this form are determined when the character first learns this power, as is the animal whose appearance the character takes on. The vampire's new form adds a total of seven dots to the character's Physical Attributes. At least one dot must go into each Physical Attribute, meaning that no more than five can go into any one (so a character could have +5 Strength, +1 Dexterity, and +1 Stamina, but not +2 Strength and +5 Dexterity). These bonuses are always the same once they are selected; a different allocation requires that the character buy this power a second time and thus purchase another alternate form. Additionally, the character inflicts Strength + 2 dice of aggravated damage with both bite and claw attacks when in monstrous form. She also gains an extra Hurt health level, and doubles her normal running speed. Finally, the character's perceptions

are also heightened. She is assumed to have both the Auspex power Heightened Senses and the Protean power Eyes of the Beast after transformation, with all of the benefits and drawbacks of each.

This form does carry two additional drawbacks. The first is a lack of communication ability. The character's Social Attributes all drop to 1, or to 0 if they already were 1 (except when making Intimidation rolls) when the transformation occurs. The second problem that a character in this form encounters is the suddenly heightened power of her Beast. All difficulties of rolls to resist frenzy are increased by two for the duration of the power's effect, and the player may not spend Willpower points on such rolls.

### ••••• •• **Homunculus (Little Man)**

The character can create a three-inch-tall duplicate of himself, pulling it off his body. It is very loyal to its creator, doing anything asked of it (largely because it wants to live and can only live if regularly fed its master's blood). It can move about under its own power, and may be used as a spy or a means to fetch materials. The homunculus acts according to its master's orders, which may be issued by thought as long as the beast is in its creator's presence. Its personality is a warped version of the character's own, and often expresses the most buried aspects of the character's true nature although, over time, homunculi may develop their own personalities and goals. It communicates in a small, pitiful voice, and is normally quite dutiful and doting, if prone to pranks and cruel amusements.

**System:** The Homunculus lacks Disciplines, but is in all other respects physically identical to its master and retains its master's knowledges, skills and social/mental attributes. The creature has two health levels and two dots in each Physical Attribute, and remains as long as fed a Blood Point each week or it will wither and die. A creator may have only one homunculus at a time, and takes one level of unsoakable aggravated damage if the homunculus is prematurely destroyed. Unlike Homunculi created by blood sorcery, as this creation was made from the body and vitae of its creator, it can be re-absorbed by the creator back into her body. If this is done, the next time this power is used the same Homunculus is created. If the Homunculus is destroyed, new Homunculi begin with tabula rasa personalities. Establishing a psychic connection to a Homunculus causes a link instead to the consciousness of its creator.

### ••••• •• **Titanos (Titan)**

When a Vampire activates this power she physically grows in size and is empowered to legendary proportions.

**System:** Spend three blood points to trigger the change upon which the Vampire's Appearance and Physical Attributes are instantly raised by 3 (this can take them above their trait maximum) and she grows a third again her height. The character is assumed to have the Auspex power Heightened Senses and Presence powers of Awe and Dread Gaze on for the duration, gains an extra Hurt health level and doubles her running and jumping speeds. Additionally, her natural weapons are hardened and can inflict lethal damage and be used to block melee weapons. However the rush of power makes the lure of the beast more tempting, and the difficulty of resisting frenzy is increased by 1 whilst the power is in use. This power lasts until sunrise or the character voluntarily shifts back to her natural form. The change can be made faster by 1 blood point per turn reduced.

### ••••• •• **Vulgus Transformatio (Mob Transformation)**

The Vampire can use his powers on several others at a time.

**System:** Roll against the highest difficulty. Every success above what was needed allows one more person to be affected. Physical contact with the target is still required, although multiple intended recipients can simply place their hands on you whilst you carry this out.

### ..... ••• **Rejectio de Alienigenis (Rejection of the Foreign)**

An elder Vampire with this power can expel foreign objects from his body with great force, even excising stakes that transfix his heart.

**System:** The player spends three blood points and rolls Willpower (diff 6 or 8 if paralyzed by an object impaling her heart). One success removes all foreign objects and substances from the character's body. The larger the object, the further away it is hurled by this power. Objects expelled thus are considered to have an attack dice pool of three for any bystanders, and to have a dice pool of one to four (depending on size) for damage. If the player wishes to leave an object in his body (such as a prosthetic limb) or partially in the player must spend a Willpower point when this power is activated.

### ..... ••• **In Lapidem Convento (Petrification)**

Ancient tales of beings that could turn others to stone with a glance, or into gold with a touch may have originated from this power used by Elder vampires. The vampire using this power turns his intended victim into stone - or at least, so it appears. In reality, the victim's flesh becomes supernaturally calcified to an impossible degree, the skin drying as it leaks a white, chalky, paste-like material through their pores which solidify as the flesh hardens, granting a statue-like appearance. When this power is used only the target perceives the change, to everyone else the character remains the same.

**System:** The character must make eye contact with or touch his intended target. The character then spends three blood points (and a Willpower point if assaulting a Vampire or other supernatural being) and rolls Appearance+Intimidation (difficulty 6) contested by the target's Stamina+Courage (also difficulty 6).

<i>Botch</i>	The target becomes immune to the attacker's power for 1 night per "1" rolled
<i>Failure</i>	The target is gripped by fear, but is unharmed
<i>1 success</i>	The target is cowed but unharmed. He loses one current Willpower point.
<i>2 successes</i>	The target is badly frightened. He loses three current Willpower points (see note) and must make a Courage roll (difficulty of the attacker's Apparitionem level) to avoid Röttschreck or equivalent.
<i>3 successes</i>	The target is terrified and loses six current Willpower points (see note) and, if a vampire, must roll Courage as above. If this causes him to lose his last temporary Willpower point, he loses a permanent Willpower point and receives three health levels of bashing damage (soaked normally).
<i>4 successes</i>	The target is terrified and loses all current Willpower points (see note); half his permanent Willpower points (round down) and suffers three health levels of lethal damage (soaked normally).
<i>5 successes</i>	The target must roll his permanent Willpower (difficulty 7). If he succeeds, apply the effect of four successes, and is also petrified for the rest of the night. If he fails, the Petrification is permanent.

*Note: if Willpower pool is reduced to zero by this power then the target is petrified until willpower recovers.*

### ..... ••• **Forma Mythica (Mythic Form)**

Some ancient Senya have taken the form of the creatures of legend — massive or divine creatures whose existence has been lost to myth. Whispers of angels, griffins, sphinxes, dragons, thunderbirds, and kirin are the tales of these old Senya.

In addition to the great size and terrifying form of these creatures, a Senya who takes Mythic Form also acquires some of the special abilities commonly attributed to the beast; a griffin, for example, would have the ability to fly and a devastating claw attack. Once a character's mythic form has been chosen, it is set for the character's existence.

**System:** A character must spend three blood points to transform into Mythic Form. The transformation requires three turns (spending additional blood will not speed the change, but the Senya may continue to act normally as the transformation occurs). Mythic Form lasts until the next sunrise, or until the vampire returns to her natural form. The type of creature, and its specific mechanics, must be determined when the vampire first learns this ability, and may not be changed thereafter.

When you purchase this power, divide 9 points as bonuses to Strength, Dexterity, and Stamina. In addition, choose one defensive bonus, one offensive bonus, one movement bonus, and one special power (listed below). Non-standard bonuses are possible, but require Storyteller approval.

*Defensive Bonus (Choose 1)*

- **Armour Plating:** You have 4 points of armour while in this form.
- **Invulnerability:** You are invulnerable to (take no damage from) one of the following sources: fire, acid, electricity, or poison.
- **Quick:** Your dodge based defence pools increase by +2.

*Offensive Bonus (Choose 1)*

- **Deadly:** Your bite and/or claw attacks receive a +3 bonus to damage.
- **Grappling:** When you hit a target with a normal attack, you are also considered to have grappled her. Attempts to break your grapples suffer a -2 penalty.
- **Multi-Attack:** When making brawling attacks, you receive two dice that can only be used when you split your attacks (the dice apply to each attack).

*Movement Bonus (Choose 1)*

- **Aquatic:** You can swim at twice your normal movement speed.
- **Fast:** On the ground, you can move at twice your normal movement speed.
- **Flight:** You can fly at your normal movement speed.

*Special Power*

Choose any Discipline power at 5 dots or lower. While in Mythic Form, you may use that power as though you had purchased it. You are not required to purchase the power's prerequisites (i.e., the lower level powers in that Discipline tree). If your chosen power is based on Thaumaturgy or Necromancy, you do not need to speak or gesture to activate the power while in this form.

..... **Duplicem Forma (Dual Form)**

The now-infamous power that caused so much strife in the Clan, this grants the user the ability to be able to split into two weaker forms, both of which act as if they were the original.

**System:** Neither of the two is as strong as the original, and all Physical and Mental Attributes are reduced by one. Each has half the original blood pool of the other, and half as many blood points per turn. The two forms are not in contact with one another but are intuitively linked. The splitting can be done multiple times, but cannot be done if an attribute is already a zero.

The two forms can recombine provided they are touching. This takes only a few minutes, and the current blood pools of both are combined to form the complete blood pool. If both parts have spent a great deal of time apart, they may have developed unique identities, and thus a weaker identity may not wish to rejoin and lose its identity.

..... **Klon (Clone)**

This power allows you to be able to ruthlessly alter a subject's physical and mental matrix, making him an exact duplicate of you.

**System:** The subject's identity is completely crushed and replaced for your own. The subject's physical, mental and social attributes change to yours (trait maximum permitting) as do his virtues, humanity, nature and demeanour. The subject acts as if under the belief that he is you, as though he had just woken up with amnesia - with access to all his disciplines, talents, skills and knowledges. A willpower point must be spent to use this power on a vampire and a successful Manipulation+Medicine vs Willpower (dif 8) roll made.

### ..... Repone Anima (Replace Soul)

This dark power is a more extreme version of the Clone power. Whilst Clone allows you to make a clone who believes himself to be, and acts like you, this power allows you to transfer your essence into that of another - extinguishing their essence and replacing it for your own.

**System:** The victim must be fully blood bound prior to use of the power, and a bonding ritual performed whereby you roll Willpower (Diff equals target's willpower) and a permanent Willpower point spent. At any time of your choosing, including during Torpor or the moment you meet Final Death, you can transfer your essence into the body of your victim. The subject's identity is completely crushed and replaced for your own. The subject's generation and physical attributes remain the same, but mental and social attributes change to yours (trait maximum permitting) as do virtues, humanity, nature and demeanour. The subject ceases to exist, and you continue to exist in his body. Using this power on a living being or Kindred immediately causes the loss of a humanity point.

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## Combination Disciplines

### Anticipatory Visage (Auspex ....., Apparitionem, Vicissitude or Obfuscate ...)

This power was first developed by a Phantom who was frustrated by his inability to sneak into the gathering of a Gehenna cult because he didn't know as whom to disguise himself. Anticipatory Visage allows the Kindred to appear as whomever the target most expects to see in a given circumstance. The character herself has no control over who she will appear to be, and may not even be immediately aware of what form she's taken unless she looks in a mirror. This power is best used from concealment before approaching the target, unless the Senya wants the target to see them changing into this form.

**System:** The player spends a blood point and makes a Manipulation + Medicine roll (difficulty 6). If successful, the character immediately takes the form (per Alter Form) of the individual the target most expected. If faced with more than one person, the character must select one individual as the target and hope that the others expect to see the same person. The character is not immediately aware of the form she has taken, and may have difficulty carrying the ruse further than the initial contact unless they are able to see their own reflection and have some knowledge of who they are imitating. While this power provides the form of the expected individual, it does not provide any knowledge of her personality or memories ; the character must be exceedingly careful not to give herself away through suspicious behaviour.

This power costs 24 experience points to learn.

### Devil's Mark (Presence •, Apparitionem or Vicissitude ••)

The Senya stole this power from the Sabbat, who discovered a way to infuse their own Presence into tattoos and body modifications placed upon others, Cainite and mortal alike. In the nights leading up to a war party, packs would get inked and pierced, covered in symbolic body modifications invoking Awe, Dread Gaze, or even Majesty. The artist must invest her own blood into the process, whether that's by bathing her tools in it or mixing it into her inks, so it's considered good form for the recipient to provide sources of blood for the artist during the inking, since she is investing so much. The modifications themselves are often elaborate and are themselves sources of pride for the recipients and artists alike.

**System:** To place the Devil's Mark, the artist must make an extended Dexterity + Expression roll every hour (difficulty 7), requiring a number of successes equal to twice the level of the Presence power being imbued. For example, marking a subject with Awe would require two successes, while Dread Gaze would require four successes and Majesty would need a total of 10 successes. The process of creating the Devil's Mark costs one blood point, plus one point for every invocation she wants to imbue into the body modification. If the subject is a vampire, the modification heals as normal when the "charges" are expended. If the subject is a mortal, the tattoo or piercing remains, but loses its vampire puissance.

Alternately, a vampire subject can choose to spend a point of permanent Willpower to make the modification relatively permanent, giving him access to the specific Presence effect as if he had learned the Discipline power

itself. However, another application of Apparitionem or severing of the body part will remove the body modification and the power from the vampire. Senya of both factions are fond of using this power on their ghouls - the Children of the Dark marking them as their own whilst applying Presence effects to make them more intimidating, and Children of the Light preferring to imbue Awe or Entrancement to facilitate their ghouls serving their domitors.

The artist applying the Devil's Mark must know the level of Presence being imbued, and may only grant access to powers up to Level Five. The body modification itself is the focal point of the Presence evocation, so must be visible to the target of any use of the Presence powers imbued. Also, the target can't use anything that would dull or neutralize the pain of the procedure.

This power costs 9 experience points to learn.

### **Elf Ears (Auspex •, Apparitionem •)**

In Scandinavian and Germanic mythology, Elves were renown for having long, pointed ears and sense of hearing far superior to that of humans. This combination Discipline has been around a long time and is believed to have possibly inspired (or been inspired by) tales of those mythical creatures. The Senya elongates their ears to be longer, pointed and shaped in a way to make them far more sensitive to vibrations. This makes her hearing so acute that she can "see" in pitch darkness, and the sense extends 360° around her, leaving no blind spots for would-be ambushers to exploit.

**System:** The player must spend a blood point and roll Intelligence + Medicine (difficulty 7). While manifesting the ears, the character gains -3 difficulty on all hearing rolls and is able to "see" around her and in total darkness as long as there is sufficient source of vibration - a non-moving piece of furniture would not be visible unless a loud sound is made in the vicinity, but a stealthy assassin could be pinpointed by the soft vibration of their movement. The player also suffers a +1 difficulty to all Social rolls with mortals unless she takes steps to hide her ears or is at a Cosplay convention or similar circumstance.

This power costs 6 experience points to learn.

### **Flesh Wound (Fortitude ••, Apparitionem or Obfuscate •••)**

True predators know when to rely on cunning and trickery to defeat enemies. Using this power, the Senya gives the appearance of taking no damage from attacks. In reality, the attacks hurt like hell, but the Senya maintains a facade of invulnerability in order to unnerve opponents. Particularly canny vampires may convince foes that they are, in fact, immune to assault.

**System:** The player spends one blood point to activate this power. For the duration of the scene, the Senya appears as she did upon activation of this power; any wounds or scars already present will remain visible. Further damage does not show on the Senya's form, nor do any logical results, such as limping or leaking blood. This power ends if the Senya reaches the incapacitated health level or is staked. Under no circumstances can the wounds be discerned by an outside source before the power ends.

This power costs 15 experience points to learn.

### **Form of Achilles/Hippolyta (Apparitionem ••••, Fortitude ••, Potence ••)**

Developed by Senya Knights during the Dark Ages, this power is named after the legendary Achilles who fought in the Trojan Wars. Just as Achilles was said to be stronger, faster and more resistant to injury than most human beings due to his semi-divine birth, the Senya is now able to enhance their body beyond their normal capability with a similar vitae-empowered touch of semi-divinity. Female Senya often prefer to name this power after the legendary Hippolyta, queen of the Amazons and daughter of Ares, the god of war. Other Senya have been known to refer to it as Form of the Valkyrie or similar variants to their cultures.

**System:** The vampire spends two blood points to activate this power, which requires a turn to activate. The vampire's form visibly changes as her muscles grow in size and her form hardens to make her more resistant. The character's appearance attribute and all physical attributes increase by two (this can take them above their trait maximum), and they gain one point of armour protection against bashing and lethal damage. This power lasts for one scene. Although the final form looks like semi-divine perfection, it does not endanger the masquerade - although witnessing the transformation may.

### **Retain the Quick Blood (Celerity •••, Apparitionem, Quietus or Protean •••)**

In the nights of the Anarch Revolt, the Assamites had an informal alliance with the antitribu who raged against their sires. Although few Anarchs possessed knowledge of the Assamite Discipline of Quietus, a few did, and they learned this blood-conserving technique to aid them. In the modern nights, this combination Discipline has spread quickly among the Anarchs, and has been adapted to the more-common Protean Discipline. Senya Phantoms acquired knowledge of this combination Discipline and further adapted it to their Apparitionem Discipline. Retain the Quick Blood allows a Kindred to call upon the preternatural gifts of vitae without expending them.

**System:** Any blood that the player spends on Celerity returns to her blood pool at the rate of one blood point per hour. Blood returned in this way will never exceed the character's maximum blood pool – if he's full at the time that another point of blood would return to his system, that blood point is lost (as are any others that would be returned from the use of Celerity).

This power costs 15 experience points to learn.

### **Sanguinary Expulsion (Apparitionem or Protean •••, Fortitude ••)**

Frequently used by phantoms and wraiths as a counter against the terrors (true and imagined) of the Vaulderie, this power allows a vampire to ingest small amounts of blood without absorbing them into her system. This not only prevents the formation of blood bonds and Vinculum, but also protects against blood-borne poisons, drugs and diseases. The unpleasant aftereffects of this power make most wraiths reluctant to utilize it, but it beats letting the Sabbat or some arrogant elder compromise your loyalties.

**System:** The player rolls Stamina + Fortitude, (difficulty 5 + the number of blood points consumed, maximum 9). If she fails, the blood is consumed normally and all effects occur as normal. If the roll succeeds, the character is able to hold the blood internally without absorbing it, and may vomit it back up later. This prevents any blood bonds, Vinculi, poisons or other abnormal properties of the blood from affecting the character. On the other hand, the character may not spend even a single blood point until the tainted blood is regurgitated; if she does so for any reason (including waking up in the evening), the power ends instantly and the blood is absorbed as normal. Although it doesn't cost a blood point to activate the power, an additional blood point (above and beyond the number consumed) is vomited back up and lost when the tainted blood is purged.

This power costs 15 experience points to learn.

### **Second Face (Auspex •, Apparitionem •••)**

Popular among those Senya who have a fixed alternate identity that they need to regularly retake, Senya trained in this power refine Alter Form and find it effortless to assume a single familiar form.

**System:** Choose a single visage. This can be a subjective face like “a frail old woman” or a “young lothario,” or a specific created identity, like “Maurice LaRoche, the tattooist.” The difficulty of the use of Alter Form to retake this form is decreased by 2 and only a single success is required to return to this chosen form. As a final benefit, this form can be returned to with a single turn and requires the expenditure of only one blood point, instead of one blood point and turn per body part affected. If the identity is no longer needed, the character can “retrain” the power by taking on the new form and spending a Willpower point to memorise it. Doing so reassigns this power to the new form.

This power costs 12 experience points to learn.

*Note: The is power may be purchased multiple times if required for different identities. Each time the player picks a new face, each new face after the first costs 6 xp.*

## Sense Transmutations (Auspex •, Apparitionem or Vicissitude •)

By combining enhanced senses with their understanding of forms, Senya are able to examine the forms of others and sense if they have had any body alterations done, e.g. cosmetic surgery, tattoos, piercings, and possible even sense the influence of shape-changing disciplines such as Protean, Vicissitude, or Apparitionem, potentially recognising shapeshifters such as Lupines.

**System:** The ability to sense body alterations requires staring at the subject for a few seconds and making a Perception+Medicine (difficulty 8) roll. Each success indicates how she sees and understands as indicated by the table below. This can be an extended action, taking more time to gain more successes. A failure yields no new information but can be continued for further information, whilst a botch provides false or erroneous information and ends the examination.

Successes	Result
1 success	Can sense the presence or absence of body alterations, and the general scope of change; e.g. identify that cosmetic surgery was done to a person's nose, lips or breasts.
2 successes	Can sense changes in detail as if able to visibly perceive them in the mind's eye; e.g. sense the location and type of specific cosmetic surgery, piercings or tattoos, such as a "Prince Albert piercing", "rose tattoo wrapped around navel" or "had a nose job and Botox injections".
3 successes	Can not only sense changes in precise detail, but also sense if the subject's changes were made by mundane or supernatural means, although not how they were made; e.g. identify a change was made by cosmetic surgery, or via a supernatural means but not identify if it was Mage magic, Tzimisce Vicissitude or some other method.
4 successes	Can also sense the means by which supernatural changes were made, including any ongoing body crafting capabilities; e.g. identify that they are capable of shape-shifting naturally (e.g. Lupines) or via a Discipline such as Protean not just that they are/have been shapeshifted; (i.e. "this person's face was fleshcrafted with Vicissitude.")
5 successes	Can additionally now identify how the form looked prior to the changes made. This allows Senya to be able to identify victims of scarification or changes (such as identifying burn victims), sense each other's forms at the time of the Embrace so as to identify each other when disguised. It also allows them to see what Nosferatu looked like before the Embrace. It can identify shapechangers such as Lupines or Gangrels by revealing their breed form when they are currently in a different form, as well as identify the mortal forms.

*Note: This ability cannot be used against those concealed with Obfuscate, such as to penetrate the Mask of a Thousand Faces Obfuscate power, as Obfuscate functions by clouding the mind and perceptions, whilst this power identifies only the metaphysical changes to the body. Therefore, a Senya affected by Obfuscate who uses this power would see what their mind believes they see – the effects of Obfuscate.*

This power costs 7 experience points to learn.

## Shatterproof (Apparitionem or Protean •••, Fortitude ••••)

A Senya with this power toughens his flesh and allows her body to absorb damage, spreading a blow's impact throughout her entire form to avoid significant injury.

**System:** The Senya may roll both Fortitude and Stamina together to soak aggravated damage. Each turn the Senya uses this ability requires the expenditure of one Willpower.

This power costs 21 experience points to learn.

### **Suck it Up ( Animalism •, Apparitionem or Protean ••)**

The sites of Paladin conflicts are often slick with spilled blood, and even the side that arguably wins the conflict is probably ravenous after calling upon the gifts of Caine. Still, conflict attracts attention, and the last thing Paladins want is to be caught hunched over, sucking the last draughts of vitae from the beaten bodies or lapping up blood from the ground. This power allows the Kindred to simply touch a pool of blood and draw it into herself. Of course, bodies left bloodless will still attract attention, regardless of whether it went into the vampire through her mouth or fingertips. Kindred are advised to use this power discreetly.

**System:** The Kindred touches a quantity of spilled blood and adds it to her blood pool, up to her maximum. This power will, in fact, “strip the ground clean,” and only if the Kindred chooses not to take every available drop will some amount remain to stain the ground afterward.

This power costs 9 experience points to learn.

### **Talons (Apparitionem ••••, Fortitude ••)**

Many Senya assassins and warriors have long coveted the Protean power of Feral Claws for fighting supernaturals or as use as an always-available weapon. Originally created by a Securitor, this power has spread in popularity amongst Paladins, Wraiths, and other militant Senya. With this power, the Senya can use Sculpt Body to lengthen and sharpen their fingernails and supernaturally harden them with Fortitude. These talons are wickedly sharp, able to rend flesh with ease and even carve stone and metal with little trouble. Unlike Feral Claws which look decidedly bestial, these talons are more easily mistaken as ceramic nails or exceedingly long – but not unnatural. Some Children of the Dark have modified this power to instead elongate all their teeth into a deadly and terrifying fanged maw.

**System:** The vampire transforms their nails into long, sharp talons, which can be done automatically in response to danger or the character’s desire. The transformation requires the expenditure of a blood point, takes a single turn to complete, and lasts for a scene. Attacks with these talons inflict Strength + 1 Aggravated damage. Other supernaturals cannot normally soak this damage, although a power such as Fortitude may be used.

Alternately, the power can be bought with the ability to develop the sharp maw instead. This also takes a blood point and single turn to activate and lasts for a scene. In this case, the attack does not do any extra damage, but allows the vampire to be able to make their bite attacks much like a lupine, without requiring the target to be grappled first. The terrifying maw also provides a +1 bonus to Intimidate checks.

This power costs 18 experience points to learn.

*Note: This power may be purchased twice. Purchasing the alternative version costs 9 experience points.*

## Level 5 Thaumaturgical Ritual: Ascisco Sanguis Senya (Adopt the Blood of Senya)

This dangerous ritual was originally discovered by accident in an attempt to save a Gangrel ally from a blood bond to a Succubus too powerful to be broken even by the stolen secrets of the Vaulderie. Senya Oracles adapted the ritual of the Vaulderie with the Dur-An-Ki Ritual "From Marduk's Throat" stolen from the Assamites, a ritual that allowed Assamites to be able to decrease her Generation, bypassing the Tremere Curse. Not only was the bond broken but an unintended side-effect occurred, the vampire who underwent the ritual found their blood changed to that of Clan Senya.

**System:** The intended adoptee must first be drained, or use up, of all the vitae in their system. As this would either cause the vampire to enter torpor or frenzy, the recipient is usually bound for the ritual for everyone's protection. The adoptee is then placed naked in a large container such as a bathtub, and a number of blood points of Senya blood equal to four times the trait maximum of the recipient's generation is poured into the container, along with a wide variety of chemicals, herbs, and other exotic materials. This blood must be of equal or greater generation to the recipient's. For example, an eighth or higher generation vampire would have a trait maximum of five, and so would require 20 points of blood of their generation or lower; whilst a seventh generation vampire would require 24 points of blood of seventh-generation or lower. Regardless of how much physical vitae that is, the result of the ritual alchemical process will evaporate down into a thick sludgy goo that will cling to the vampire's body.

The recipient then has to successfully roll Willpower (difficulty 9) to absorb the goo-blood through their skin. If that roll succeeds, the recipient must then successfully assimilate the blood into her body. This requires an extended Willpower roll (difficulty 9), seeking 10 successes. Failures don't stop the process, but they do deal six dice of lethal damage apiece (soaked normally). Assimilation is so painful and distracting that any attacks made against her during this time face a difficulty of only 2 (assuming the character is not bound and unable to defend anyhow). Once the 10 successes have been achieved, the recipient's blood changes to that of Senya, and she loses her old Clan Disciplines and Weaknesses (though retains any Disciplines she knows) and gains the Senya Clan weakness and Disciplines appropriate to either the Children of the Light or Children of the Dark, as chosen by the recipient's player.

## Merits and Flaws

### Altered or Notable Standard Merits & Flaws

#### Indelible (1pt. Merit) - LotC:Toreador

Because of how adept Senya become at altering their forms permanently with Apparitionem, the ability to prevent our bodies from naturally reverting to its Tabula Rasa form when making changes by other means is an extremely common one amongst our Clan.

*Storyteller note: Senya purchase this merit at half cost (meaning they get the full 2-pt Merit for only 1 point).*

#### Language (1pt. Merit) - V20

Since our Clan respects academia, history and tradition; and many of our eldest came from classical eras, it is expected that all *Parents* teach their childer both Latin and Classical Greek during their *adoption period* and remiss is the sire that does not – although many younger *Parents* state that they are dead languages unless the child intends on becoming a Lorekeeper or scholar of history. As such, most Senya have this merit. Both factions find it useful to learn modern languages – whether for better social use, or the better to be able to take on greater guises in their infiltrations.

*Storyteller Note: For game purposes learning either Latin or Greek infers knowledge in all forms of the language, whether Classical or Modern Greek, Archaic Latin, Classical Latin, Vulgar Latin, or Lingua Franca latin.*

#### Master of the Masquerade (1pt. Merit) - LotC:Toreador

Due to the influence of Apparitionem to alter their forms, it becomes a lot easier for Senya to learn how to manipulate the little things that feign mortality. This merit is especially popular amongst Children of the light and Shades.

**System:** You are a master at faking the many small tics, habits, autonomous and sexual functions of mortals that Kindred forget to do. Consequently, the difficulties of all Social rolls are lowered by one when interacting with mortals.

*Note: This merit was introduced in Lore of the Clans: Toreador as a 2pt Merit. Due to the influence of Apparitionem the cost of this merit is reduced to 1 for Senya.*

#### Personal Masquerade (2pt. Merit) - LotC:Caitiffs

Senya often have one or more established identities – and we had a long history of infiltrating other Clans and pretending to be of them. Even though the great deception has ended, Phantoms and Wraiths still go deep undercover into other sects and Clans. Senya with this merit usually attach it to the Alternate Identity background, as otherwise their true Clan is unaware of their true affiliation.

*Storyteller Note: This merit is 1 point less expensive than the 3pt. one presented in the Lore of the Clans for Caitiffs as there is no social stigma weakness to Senya to nullify.*

#### Promethean Clay (5pt. Merit) - LotC:Tzimisce

Some Senya become so proficient with Apparitionem that they can use the power with barely any effort.

**System:** Your flesh ripples and molds itself to your preternatural will, almost before you consciously invoke the change. The difficulty to use any Apparitionem power on yourself is two less than normal, and you may activate Apparitionem powers reflexively at your full dice pool while taking other actions. Powers that require multiple turns to activate still require the usual duration. The change simply occurs without conscious direction. As a final benefit, you need no physical sculpting to use the first three levels of Apparitionem on yourself, as your flesh undulates and extrudes to its desired shape. Only characters with at least one dot of Apparitionem may purchase this Merit.

### **Faceless (3pt. Flaw) - LotC:Tzimisce**

Many Senya have become such innate shapechangers that they develop this flaw, whereupon they no longer have a base identity, and in fact wake up each sunset to a new visage completely.

**System:** Every sunset, you awaken to a new visage, an amalgam pieced together from memory and dream. Your features, ethnicity, even gender become fluid things while you sleep. See LotC p239.

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## **New Merits & Flaws**

### **Blush of Life (2pt. Merit)**

Kindred who embrace a Path of Enlightenment lose the ability to use the Blush of Life when they abandon their Humanity. Although Apparitionem quickly allows this to be overcome, some Senya are cursed with the inability to use the Clan Discipline. These vampires often make the effort to re-learn how to use the Blush of Life to better aid their ability to operate within the kine without endangering the Masquerade.

**System:** Although you have forsaken your Humanity for a Path, you have forced yourself to learn how to use the Blush of Life for when there is need, and can use it as though you had Humanity equal to your Path rating.

*Note: Non-Senya on Paths of Enlightenment can also take this merit, though it is rarer.*

### **Doppelganger (2pt. Merit)**

Some of our number are especially skilled at using Apparitionem to imitate others. Whilst Apparitionem allows you to look like another, you still need to convince them that that you are that person and more than one inexperienced Senya has been caught out by improper mimicry. This merit is common amongst Phantoms.

**System:** You are naturally skilled at impersonating others. The difficulties of all rolls to mimic or impersonate others is decreased by two, to a minimum of difficulty four. This includes the use of Alter Form to physically mimic another's form.

### **Childe of Light and Shadow (3pt. Merit)**

Some of us feel the pull of both founders equally, and whilst they may still support one faction or another, are not blood-influenced to be so. It whilst infrequent, some find themselves receiving the benefits, and drawbacks, of both lines.

**System:** You gain both **Dominate** and **Presence** as Clan disciplines. However, this is offset by the fact that for purposes of the Clan weakness you are considered to be a member of both the Children of the Light and Children of the Dark. This applies conversely, meaning that you get the bonus blood-loyalty from both Clan factions.

*Note: This can only be taken at character creation, and the character cannot choose a path that has the virtue of Conviction.*

### **Painful Transformation (1/3/5pt. Flaw)**

A common flaw that seems to appear in various of our numbers is that their body does not take well to the process of shapeshifting. As a result, they suffer severe discomfort whilst using their powers. Such Kindred inevitably rely on their other powers and never truly master Apparitionem.

**System:**

**1pt. Flaw:** You suffer a +2 penalty to the difficulty of all Apparitionem rolls to change your form due to the distraction caused by the pain of shapeshifting.

**3pt. Flaw:** As above, but in addition you take a point of damage every time you make a change – if a minor change the damage is bashing, if major it is considered lethal.

**5pt. Flaw:** As the 3pt flaw but additionally the pain is so severe that you are unable to instinctively learn Apparitionem. You lose Apparitionem as a Clan discipline.

### **Reversion (2pt. Flaw)**

Another relatively common flaw is that many of our kind are unable to make permanent changes. Any change they make eventually revert to normal.

**System:** You are unable to add permanency to your Apparitionem, and as such the use of your powers revert to normal at the end of the scene. With effort, you can maintain your changes for the entire night with the expenditure of a willpower point (in addition to any normal willpower expenditure required).

### **Imperfect Transformation (3pt. Flaw)**

Some Senya find that whilst they can access the Apparitionem discipline, that they are unable to make deep changes; or simply suck at it.

**System:** Whenever using Apparitionem to alter an aspect of your form you are limited to a maximum result of 3 successes. Whilst this may suffice for general purposes, Senya with this flaw will often find themselves unable to mimic others or do similar infiltration work.

### **Non-Malleable (5pt. Flaw)**

It is rare and unfortunate, but a rare few of our number find that they cannot use the Clan's signature Discipline at all. This is both a personal loss, as well as a potential impediment for Clan status.

**System:** Something about you refuses to respond to Apparitionem. Shapechanging just doesn't work for you. You cannot take any ability in the Apparitionem Discipline, any related Combination Disciplines or Apparitionem-related merits, paying the cost for other merits regarding the kindred form and feigning mortality as though non-Senya. For a Senya this is doubly difficult, as skill in Apparitionem is often the key to various positions within the Clan, and so Senya with this flaw are often faced with sympathy or derision, and will need to prove themselves to the Clan in other ways to pass the Becoming.

*Note: Only Senya can take this Flaw.*



## Chapter Four: Codex of the Blood

The clan has a reputation for being a group of shift, deceptive kindred only interested in infiltrating and spying on the other clans, stealing their secrets to trade to the Nosferatu and usurping their power bases and influence.

They are wrong.

Even before the Embrace Senya are carefully considered. Rare is the Senya who embraces on a whim – even those Embraced at death’s door after a tragedy would likely have been monitored and considered beforehand. Each potential sire looks for something specific – someone that they can teach and develop to follow in their footsteps, encouraging the arts or sciences; or a potentially powerful resource the Clan can employ, strengthening the Clan with the fledgling’s abilities and potential.

Duty and loyalty to the Clan are heavily emphasised – the Clan nearly fell apart during the Schisms when it was divided. Only by uniting both factions together and embracing each side’s differences and uniqueness did the Clan survive the Anarch Revolt and the Jihad of its Founders. By banding together they hid in the shadows and grew in power and influence. Together, they are stronger.

But this does not mean that it is a Clan of oppressed neonates under the boot of haughty Elders, forced into compliance and servitude to their whims and begging for scraps like the Tremere. The Clan embraces the variety and potential each brings, and the unity of their blood encourages their growth. The Senya have their spies, and assassins, of course. Many of them. But they have their artists, musicians, journalists, lawyers, politicians, police officers, urban shaman and many more.

The following pages contain some of these promising adoptees.



## Sample Characters

### The Plastic Surgeon

**Quote:** "I'd rather be a good doctor who helps people, than a successful one who hurts them."

**Prelude:** You had a friend growing up who was beautiful and popular. All the girls wanted to be her, and the boys wanted to be in her. Until she was involved in a stupid car accident that tore off the skin on the right side of her face. Amazing how quickly people changed after that – sympathy lasted for a few weeks, then the taunts and bullying started. You fervently wished you could do something to help your friend, but you couldn't. At least, not yet.

You worked your ass off in school to get good grades, and go off to Medical School. It took a long time, but you became a plastic surgeon specialising in reconstructive surgery. And you were good at it – not just because of your skills, but because you cared. The money was a means to an end, allowing you to set up your own practice once you were able to afford it and had built up enough experience and reputation. Finally, you could do as much pro-bono reconstructive surgery work as you could afford, subsidised by the income from the cosmetic surgery jobs you did. Unbeknownst to you, however, all your pro-bono work had gained the attention of a

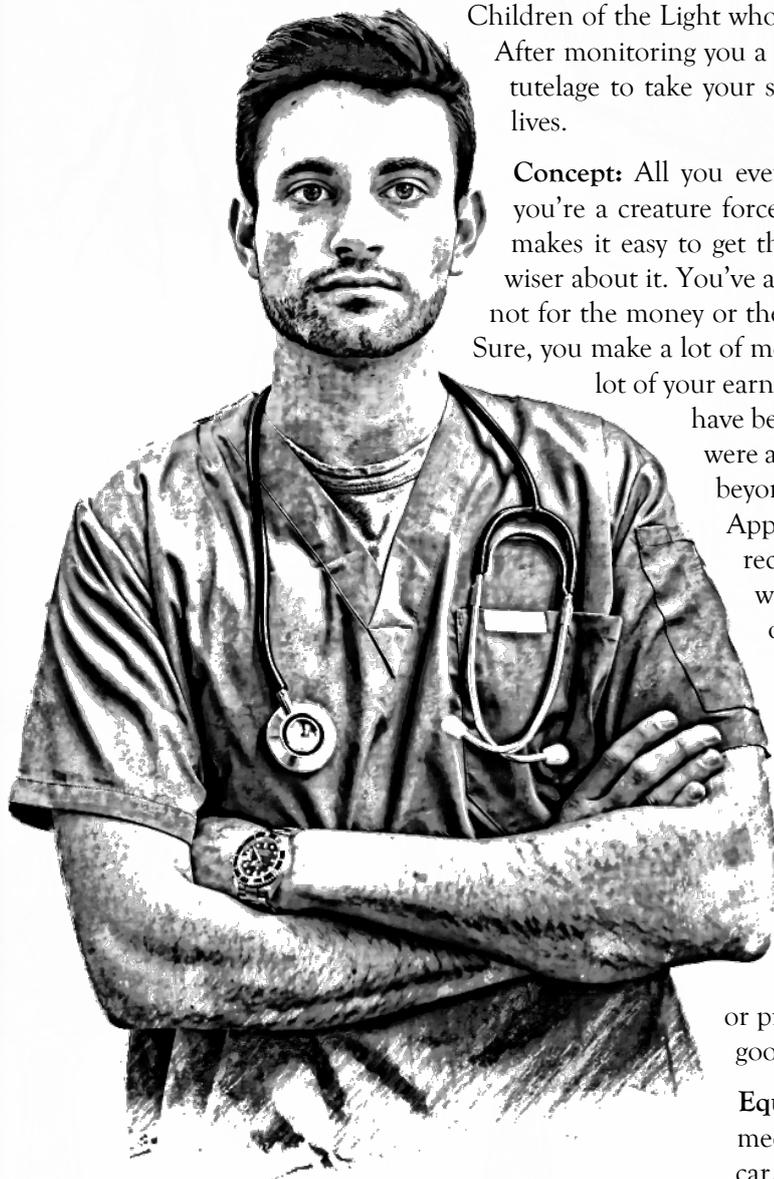
Children of the Light who was impressed by your compassion and skill. After monitoring you a while, she decided to give you the means and tutelage to take your skills to the next level and really help change lives.

**Concept:** All you ever wanted to do was help people. Sure, now you're a creature forced to prey on people to survive, but your job makes it easy to get that without anyone getting hurt or being the wiser about it. You've always worked hard to be the best you can be – not for the money or the fame, but to help those people who need it. Sure, you make a lot of money doing facelifts for the rich, but you use a

lot of your earnings to subsidise pro-bono work for those who have been burnt, scarred or disfigured somehow. You were always good, but your sire taught you how to go beyond cosmetic surgery and use the power of Apparitionem to perform miracles of reconstructive surgery. **Roleplaying Hints:** You

work to heal, not to make money. You care for others but know you have to be careful in how you use your powers – mundane surgery is advanced, but has its limitations. You would love to be able to do more than you do, but if you use your power too blatantly to do more to help people on your table then people will wonder how you do it, when the world's leading surgeons cannot. So you augment your surgical skills with a little selective application of Apparitionem – just enough to smooth things over, remove or prevent scars, and generally make sure you do a good job.

**Equipment:** Doctor's card, nice apartment, medical texts, medical tools, nice clothes, nice car.



# VAMPIRE

## THE MASQUERADE

**Name:**  
**Player:**  
**Chronicle:**

**Nature:** Caregiver  
**Demeanor:** Gallant  
**Concept:** Plastic Surgeon

**Clan:** Senya (Children of the Light)  
**Generation:** 10th  
**Sire:**

### Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●○○○	Manipulation	●●○○○	Intelligence	●●●○○
Stamina	●●○○○	Appearance	●●●○○	Wits	●●●○○

### Abilities

Talents		Skills		Knowledges	
Alertness	○○○○○	Animal Ken	○○○○○	Academics	●●○○○
Athletics	●○○○○	Crafts	●○○○○	Computer	●○○○○
Awareness	●○○○○	Drive	●○○○○	Finance	○○○○○
Brawl	○○○○○	Etiquette	●●○○○	Investigation	●○○○○
Empathy	●●○○○	Firearms	○○○○○	Law	●○○○○
Expression	●○○○○	Larceny	○○○○○	Medicine	●●●○○
Intimidation	○○○○○	Melee	○○○○○	Occult	●○○○○
Leadership	●○○○○	Performance	●○○○○	Politics	●○○○○
Streetwise	●○○○○	Stealth	○○○○○	Science	●●○○○
Subterfuge	●●○○○	Survival	○○○○○	Technology	●○○○○
	○○○○○		○○○○○		○○○○○

### Advantages

Disciplines		Backgrounds		Virtues	
Apparitionem	●●●○○	Contacts	●○○○○	Conscience/Conviction	●●●○○
Fortitude	○○○○○	Generation	●●○○○	Self-Control/Instinct	●●●○○
Presence	●○○○○	Herd	●○○○○	Courage	●●●○○
	○○○○○	Resources	●●●○○		
	○○○○○	Retainers	●○○○○		
	○○○○○		○○○○○		

### Merits & Flaws

Merit	Cost
Languages (Latin, Greek)	2
Impressive Restraint	2

Flaw	Cost
Prey Exclusion (Patients)	1

### Humanity/Path

Humanity  
●●●●●●○○○  
Bearing: \_\_\_\_\_ ( )

### Willpower

●●●○○○○○○○  
□□□□□□□□□□

### Blood Pool

□□□□□□□□□□  
□□■□■□■□■□■□  
Blood Per Turn: \_\_\_\_\_

### Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### Weakness

### Experience

Attributes: 7/5/3 • Abilities: 13/9/5 • Disciplines: 3 • Backgrounds: 5 • Virtues: 7 • Freebie Points: 15 (7/5/2/1)

## The Journalist

**Quote:** *"I can be loud. And at times, I digress I'm a little bossy. Maybe even a little crazy. But I get the stories that matter."*

**Prelude:** You were always nosy, you had to admit. And competitive. When something got your interest, you had to investigate it. It often got you into trouble or created problems, like the time when you began investigating your father's strange activities and ended up discovering that he was cheating on your mother. Your father was pissed, and your mother wasn't very happy either – but after the divorce your mother confessed you'd done the right thing in letting her know, as the truth was better than living a lie or not knowing what was going on.

That stuck with you – a desire to uncover the truth about things. You were sociable and good at poking around, so you knew where to look, who to talk to and, more importantly, how to talk to them to convince them to give you the information you needed. You'd put the pieces together, get proof of what was going on, and write an article for your High School's paper. So it cost a teacher her job? Well, that's what you get when you sleep with your pretty-boy students.

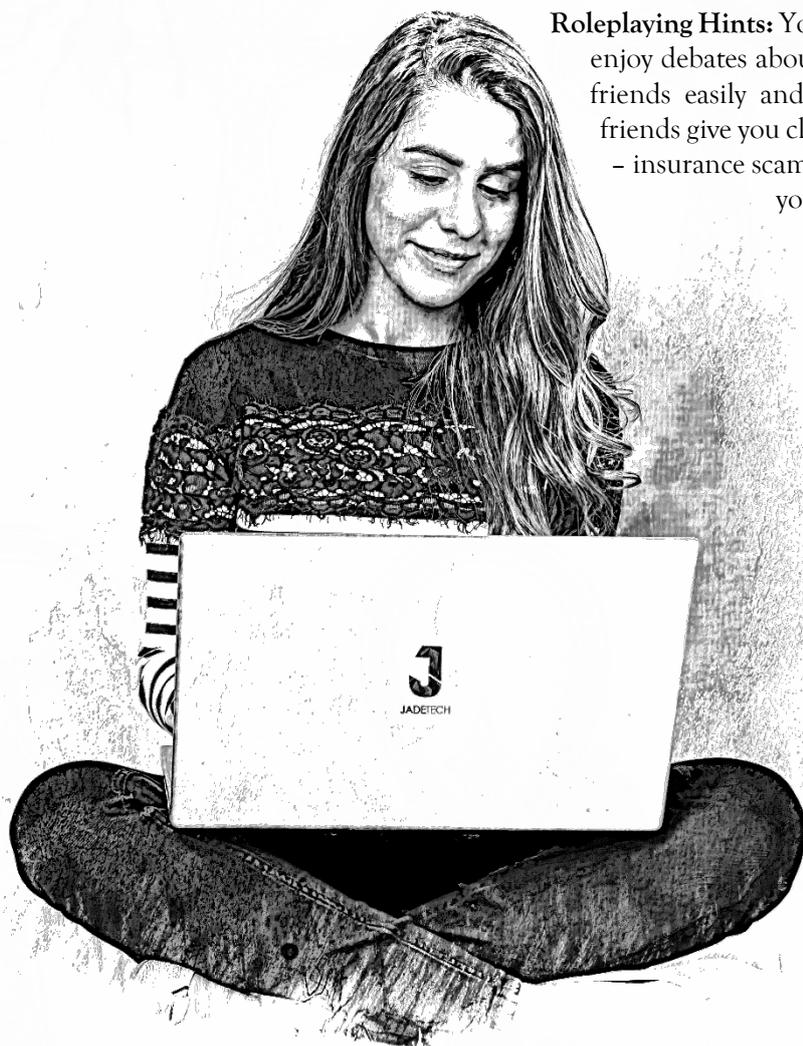
It was only natural that you would go on to journalism school and eventually become a reporter for a local newspaper that specialised in stories about corruption. As it turned out, the newspaper you worked for was owned by an Ascensionist, who thought you could bring your investigative skills to uncover dirty secrets to the benefit of the Clan.

**Concept:** There's nothing more you love than investigating leads about corrupt politicians, business moguls or other "respectable" people, then exposing their activities to the world. You're not a gossip columnist – you don't want to write salacious diatribes. You simply want to bring to light when people behave badly and show them that even a lowly nobody like you can take them down a peg or two with the power of a few hundred words.

**Roleplaying Hints:** You are friendly and polite to everyone and enjoy debates about politics and current affairs. You make friends easily and are good to them, and in turn your friends give you clues about things going on that shouldn't – insurance scams, possible corruption, and so on. When you have a story you think is worth

exposing, you then reach out to your network of contacts and dig around for more leads and clues – which you follow until you exhaust all your leads, or get the information you need. Then you publish it, and watch the corrupt get their just deserts. As a kindred, you apply this to finding out information about what other Clans are up to and, by exposing the truth, might cause changes that weakens the influence of rival clans.

**Equipment:** Smartphone, compact camera, audio recorder, small laptop.



# VAMPIRE

## THE MASQUERADE

**Name:**  
**Player:**  
**Chronicle:**

**Nature:** Celebrant  
**Demeanor:** Competitor  
**Concept:** Journalist

**Clan:** Senya (Children of the Light)  
**Generation:** 12th  
**Sire:**

### Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●●○	Perception	●●●○○
Dexterity	●●○○○	Manipulation	●●●●○	Intelligence	●●●○○
Stamina	●●○○○	Appearance	●●○○○	Wits	●●●○○

### Abilities

Talents		Skills		Knowledges	
Alertness	●○○○○	Animal Ken	○○○○○	Academics	●●○○○
Athletics	●○○○○	Crafts	●○○○○	Computer	●○○○○
Awareness	○○○○○	Drive	●○○○○	Finance	○○○○○
Brawl	○○○○○	Etiquette	●●○○○	Investigation	●●○○○
Empathy	●●○○○	Firearms	○○○○○	Law	●○○○○
Expression	●●●○○	Larceny	○○○○○	Medicine	●○○○○
Intimidation	●○○○○	Melee	○○○○○	Occult	○○○○○
Leadership	●○○○○	Performance	●○○○○	Politics	●●○○○
Streetwise	●●○○○	Stealth	○○○○○	Science	○○○○○
Subterfuge	●●○○○	Survival	○○○○○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

### Advantages

Disciplines		Backgrounds		Virtues	
Apparitionem	●○○○○	Allies	●○○○○	Conscience/Conviction	●●●○○
Fortitude	●○○○○	Contacts	●○○○○	Self-Control/Instinct	●●●●○
Presence	●●○○○	Generation	●○○○○	Courage	●●●○○
	○○○○○	Herd	●○○○○		
	○○○○○	Resources	●○○○○		
	○○○○○		○○○○○		

### Merits & Flaws

Merit	Cost
Languages (Latin, Greek)	2
Friendly Face	1
Flaw	Cost

### Humanity/Path

Humanity  
●●●●●●●○○○  
Bearing: \_\_\_\_\_ ( )

### Willpower

●●●○○○○○○○○  
□□□□□□□□□□

### Blood Pool

□□□□□□□□□□  
□□□□□□□□□□  
Blood Per Turn: \_\_\_\_\_

### Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### Weakness

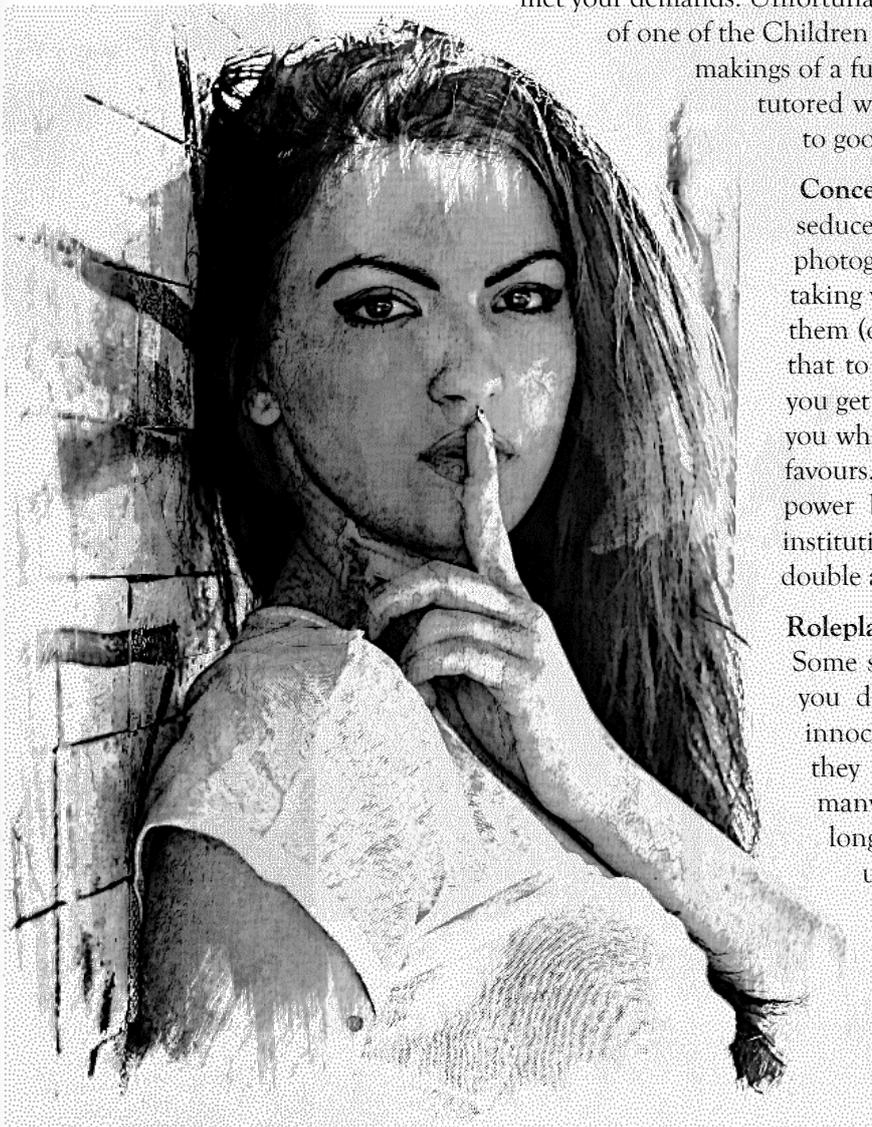
### Experience

Attributes: 7/5/3 • Abilities: 13/9/5 • Disciplines: 3 • Backgrounds: 5 • Virtues: 7 • Freebie Points: 15 (7/5/2/1)

## The Badger Racketeer

**Quote:** "If its danger you seek, come on over. I covet tranquillity but beget the tempest storm."

**Prelude:** You weren't the sharpest tool in the shed – but you were blessed with charm and good looks, and you learnt how to use these to your advantage very early on. You were popular in school, one of the cheerleading squad, dating the popular guys, and getting the nerds to do your homework for you with just a few bats of your eyelashes. You got used to always having your way and everyone had a purpose for you – either they were there for you to enjoy or exploit, or they were rivals to watch out for. The workplace was no different. People liked you because you were the fun, lively one always encouraging everyone to party and get alone. Except for your boss, however, who kept giving you grief because, despite your popularity, your productivity really was almost non-existent. But he kept giving you chances, and you knew why... you recognised that look behind his eyes. Saw the glances when he thought you weren't looking. Noticed his reactions whenever you wore that shorter skirt, or had that extra button undone and bent over his desk when you had to talk to him. It wasn't hard to make him forget about his wife and convince him to do some *overtime* activity with you after hours. He even enjoyed your kinky role-playing, pretending to be coerced to do the salacious things you'd said earlier you would do to him. Afterwards, he said no-one had to know about what happened, especially his wife and superior, and you agreed – no-one had to know about the camera you had secretly planted earlier. Or the video you recorded of him doing things to you that a married man and employer really should not. But no-one had to know about it – if you got that sweet promotion, of course. And so began your true career – using your charms to seduce men (or on occasion, women) and getting evidence of them in compromising positions which would remain secret, if they met your demands. Unfortunately, one of your victims was the ghoul of one of the Children of the Dark, who decided you had the makings of a future Phantom for the clan, if properly tutored with new abilities to really put yourself to good use for the Clan.



**Concept:** You use any means necessary to seduce others and get compromising photographs – whether seducing them and taking video, or using your powers to imitate them (or those they are attracted to) and use that to get dirt. Whatever works, as long as you get what you need to ensure they provide you what you want – information, money or favours. The rival Clans believe they have power because they control mortals in key institutions – you've made turning them into double agents through blackmail an art form.

**Roleplaying Hints:** You enjoy the chase. Some say you are cruel to prey on others as you do, but you argue that if they were innocent, then they wouldn't do they things they shouldn't with you. You've taken so many identities over the years that you have long forgotten who you once were, waking up each night to a new face in the mirror.

**Equipment:** Expensive dress, fluffy handcuffs, high-quality concealable wireless spy camera, subcompact pistol.

# VAMPIRE

## THE MASQUERADE

**Name:**  
**Player:**  
**Chronicle:**

**Nature:** Deviant  
**Demeanor:** Bon Vivant  
**Concept:** Badger Racketeer

**Clan:** Senya (Children of the Dark)  
**Generation:** 12th  
**Sire:**

### Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●○○	Perception	●●○○○
Dexterity	●●●○○	Manipulation	●●●○○	Intelligence	●●○○○
Stamina	●●●○○	Appearance	●●●○○	Wits	●●○○○

### Abilities

Talents		Skills		Knowledges	
Alertness	●○○○○	Animal Ken	○○○○○	Academics	●○○○○
Athletics	●○○○○	Crafts	●○○○○	Computer	○○○○○
Awareness	○○○○○	Drive	●○○○○	Finance	○○○○○
Brawl	●○○○○	Etiquette	●●○○○	Investigation	●○○○○
Empathy	●●○○○	Firearms	●○○○○	Law	○○○○○
Expression	●○○○○	Larceny	●●○○○	Medicine	○○○○○
Intimidation	●●○○○	Melee	○○○○○	Occult	○○○○○
Leadership	●○○○○	Performance	●○○○○	Politics	●○○○○
Streetwise	●●○○○	Stealth	●○○○○	Science	○○○○○
Subterfuge	●●●○○	Survival	○○○○○	Technology	○○○○○
	○○○○○		○○○○○	Body Crafts	●●○○○

### Advantages

Disciplines		Backgrounds		Virtues	
Apparitionem	●●●○○	Alternate Identity	●●○○○	Conscience/Conviction	●●○○○
Dominare	●○○○○	Contacts	●○○○○	Self-Control/Instinct	●●●○○
Fortitudo	○○○○○	Generation	●○○○○	Courage	●●●○○
	○○○○○	Resources	●○○○○		
	○○○○○		○○○○○		
	○○○○○		○○○○○		

### Merits & Flaws

Merit	Cost
Languages (Latin, Greek)	2
Doppelganger	2
Flaw	Cost
Faceless	3

### Humanity/Path

Humanity  
●●●●●○○○○○  
Bearing: \_\_\_\_\_ ( )

### Willpower

●●●●○○○○○○○  
□□□□□□□□□□

### Blood Pool

□□□□□□□□□□  
□□□□□□□□□□  
Blood Per Turn: \_\_\_\_\_

### Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### Weakness

### Experience

Attributes: 7/5/3 • Abilities: 13/9/5 • Disciplines: 3 • Backgrounds: 5 • Virtues: 7 • Freebie Points: 15 (7/5/2/1)

## The Cleaner

**Quote:** *"If I'm curt with you it's because time is a factor. I think fast, I talk fast and I need you guys to act fast if you wanna get out of this. So, pretty please... with sugar on top. Clean the fucking car."*

**Prelude:** You were born in a bad side of town that was a conflict zone between two rival mafias – and everything in the middle was fair game to them. You were smart, but from a poor background so the only way to get ahead was to be affiliated with one of the mafias, so you ended up working in a restaurant owned by one of them. You kept your head down and worked well, so you were quite well liked by your boss. Then one day a couple of guys were doing business with the boss when the next thing you knew, bullets began flying and suddenly your boss was wounded and his bodyguards lay next to him in pools of blood. You never did understand why people feel the need to make a last gloat before killing someone rather than just finish the damn job, but as he did that you managed to get to the shotgun under the bar counter, then emptied a couple of shots into him. Then you went over and put another in his face, just to be sure. As the backup security arrived, you told the boss you'd "clean up." It took you the better part of the night as dismembering the bodies with a hacksaw was harder than you thought it would be, but you managed to do it. Then with a few large refuse sacks, you used the restaurant's van to dump the body parts in various places along the river. After that you became your boss' go-to man whenever things turned sour, getting a reputation for "Cleaning up" whenever shit hit the fan. When someone got killed – you'd get rid of the body and clean the place to remove any forensic evidence. When people saw something they shouldn't, you'd find the witness and "persuade them" it was in their best interests to keep their mouths shut. And if they didn't, then you shut it for them – then cleaned up after yourself. Your work impressed your boss' girlfriend, a hot but pale-skinned woman who you soon discovered was a vampire, and the true boss of the

mafia, controlling it through her ghoul as an expendable flunky she could discard if desired. You didn't have a choice in it, but you were happy to be Embraced, have your humanity broken, and turned to the Path of Gehenna.

**Concept:** You still "clean" – except now you mostly cover your Clanmates' fuck-ups and Masquerade breaches, so the Camarilla doesn't find out things the Clan prefers they be kept in the dark about. You'll do anything that is required of you, even things that would make other Shadows pause. You remove and dispose of bodies, rewrite witness' memories, and sanitise the crime scenes. Your actions may seem simple, but they save Clanmates' lives.

**Roleplaying Hints:** Your entire reason for being is to serve your clan. You make sure you are as thorough as you can be, as a mistake can cost a Clanmate their unlife if the Sheriff gets evidence about what happened.

**Equipment:** Heavy pistol, industrial-strength cleaning materials, portable saw, heavy-duty plastic bags, minivan.



# VAMPIRE

## THE MASQUERADE

**Name:**  
**Player:**  
**Chronicle:**

**Nature:** Fanatic  
**Demeanor:** Perfectionist  
**Concept:** Cleaner

**Clan:** Senya (Children of the Dark)  
**Generation:** 11th  
**Sire:**

### Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●○○○	Perception	●●●○○
Dexterity	●●○○○	Manipulation	●●●●○	Intelligence	●●●○○
Stamina	●●○○○	Appearance	●●○○○	Wits	●●●●○

### Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	○○○○○
Athletics	●○○○○	Crafts	●●○○○	Computer	○○○○○
Awareness	○○○○○	Drive	●●○○○	Finance	○○○○○
Brawl	●○○○○	Etiquette	●○○○○	Investigation	●●○○○
Empathy	○○○○○	Firearms	●●○○○	Law	●○○○○
Expression	○○○○○	Larceny	●○○○○	Medicine	○○○○○
Intimidation	●●○○○	Melee	○○○○○	Occult	●○○○○
Leadership	●●○○○	Performance	○○○○○	Politics	○○○○○
Streetwise	●●○○○	Stealth	●○○○○	Science	●○○○○
Subterfuge	●●●○○	Survival	○○○○○	Technology	○○○○○
	○○○○○		○○○○○	Body Crafts	●○○○○

### Advantages

Disciplines		Backgrounds		Virtues	
Apparitionem	●○○○○	Alternate Identity	●○○○○	Conscience/Conviction	●●○○○
Dominate	●●●○○	Contacts	●○○○○	Self-Control/Instinct	●●●○○
Fortitude	○○○○○	Generation	●●○○○	Courage	●●●●○
	○○○○○	Resources	●○○○○		
	○○○○○		○○○○○		
	○○○○○		○○○○○		

### Merits & Flaws

Merit	Cost
Languages (Greek, Latin)	2
Underworld Ties	3

Flaw	Cost

### Humanity/Path

Path of Gehenna  
●●●●●○○○○○  
Bearing: \_\_\_\_\_ ( )

### Willpower

●●●●●○○○○○  
□□□□□□□□□□

### Blood Pool

□□□□□□□□□□  
□□■□■□■□■□■□  
Blood Per Turn: \_\_\_\_\_

### Health

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

### Weakness

### Experience

Attributes: 7/5/3 • Abilities: 13/9/5 • Disciplines: 3 • Backgrounds: 5 • Virtues: 7 • Freebie Points: 15 (7/5/2/1)

## The Archaeologist

**Quote:** "It belongs in a museum!"

**Prelude:** You've always been fascinated by the past, growing up on your grandfather's tales of the Great War and "the good old days" – and how much things have changed. Then you saw the Indiana Jones movies, and knew what you wanted to do with your life. Ok, so the movies didn't indicate that archaeology actually requires years of hard multidisciplinary study, but you were always smart, focused, and loved all the related aspects of researching, history and science, so you didn't mind. Although you trained in all the essentials, you focused your specialisation in Historical archaeology, a form of archaeology dealing with places, things, and issues from the past or present when written records and oral traditions could inform and contextualize cultural material. You also studied the classical languages, finding you had a natural aptitude for them, so you could do your own translations directly from the sources, rather than rely on others. You did a few years working for various institutions, building up experience and a network of allies and contacts you could rely on for information, support, financing and knowledge exchange, before getting employed at the University as a professor of Archaeology. It was a good life – you quite enjoyed teaching, analysing the latest findings in your field, and occasionally leading a team into the field. Then on one trip you uncovered a document far more ancient than any you'd ever seen. The language on it was so old, that they made your classical languages seem modern in comparison. You restored it as best you could, scanned the contents, and spent months translating it – casting a net out to your contacts for linguistic support. What you managed to translate was a revelation. It spoke of the

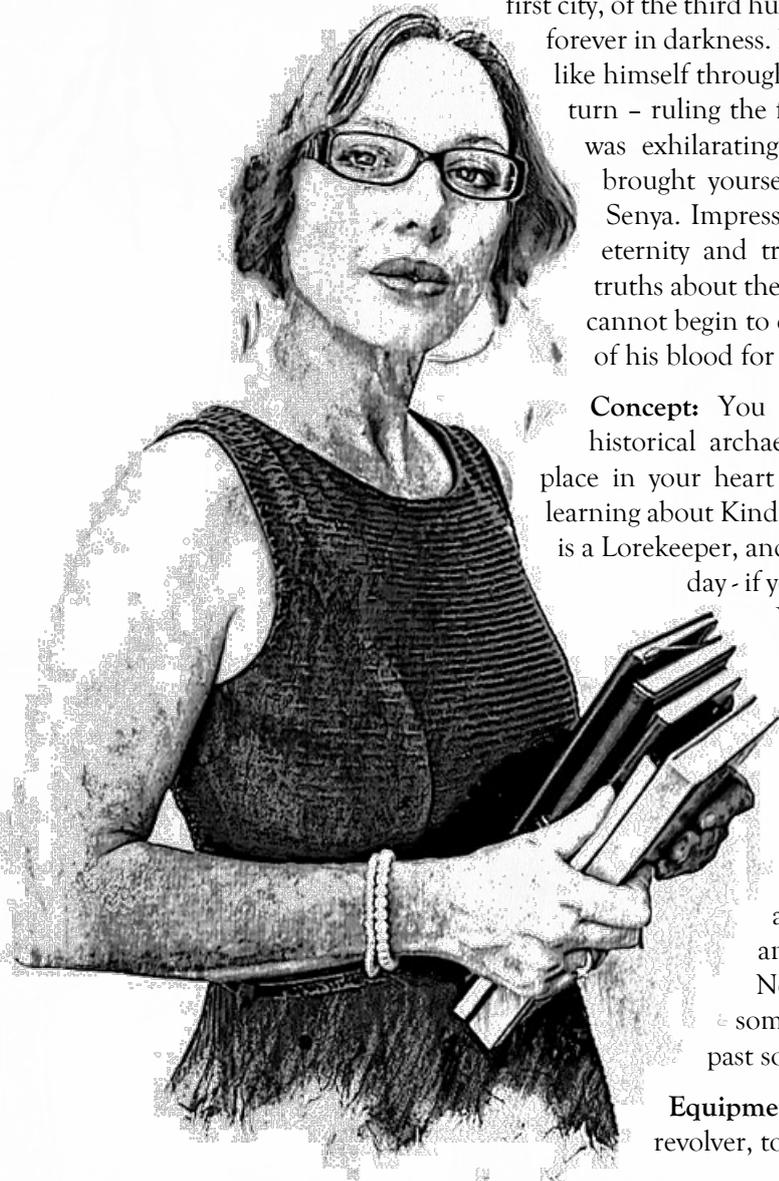
first city, of the third human, Caine, and how he was cursed to walk forever in darkness. It spoke of how he created childer immortal like himself through his blood, and how they created others in turn – ruling the first city like Gods. It was as terrifying as it was exhilarating. But in your search for assistance, you brought yourself to the attention of an Oracle of Clan Senya. Impressed by your ability and zeal, he offered you eternity and training, the ability and time to learn the truths about the world of darkness you inhabit that mortals cannot begin to comprehend – and how to wield the power of his blood for sorcerous aims. You never hesitated.

**Concept:** You love knowledge for its own sake with historical archaeology and anthropology having a special place in your heart – except now you put your skills to use learning about Kindred Lore. Although you are young, your sire is a Lorekeeper, and you aspire to join their vaunted ranks one day - if you can but prove yourself to your new Clan.

Your hope is that by uncovering as much about the past of the Kindred, you may yet find a way for your Clan to survive Gehenna.

**Roleplaying Hints:** You love telling others what you know (and you know a lot). Not because you like the sound of your own voice, but because you are passionate about sharing your love of what you know, and others come seeking your knowledge. Never turn down the chance to learn something new about Kindred Lore, history, past societies, blood sorcery, or the occult.

**Equipment:** Durable clothing, satellite phone, light revolver, toolkit, laptop, fragment of the book of nod.



20<sup>th</sup> ANNIVERSARY EDITION  
**VAMPIRE**  
 THE MASQUERADE

**Name:**  
**Player:**  
**Chronicle:**

**Nature:** Gueu  
**Demeanor:** Pedagogue  
**Concept:** Historical Archaeologist

**Clan:** Senya (Oracles)  
**Generation:** 13th  
**Sire:**

**Attributes**

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●○○○	Manipulation	●●●○○	Intelligence	●●●○○
Stamina	●●○○○	Appearance	●●○○○	Wits	●●●○○

**Abilities**

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●●●○○
Athletics	●○○○○	Crafts	●○○○○	Computer	●○○○○
Awareness	●●○○○	Drive	●○○○○	Finance	○○○○○
Brawl	○○○○○	Etiquette	●○○○○	Investigation	●●○○○
Empathy	○○○○○	Firearms	○○○○○	Law	●○○○○
Expression	●●●○○	Larceny	○○○○○	Medicine	●○○○○
Intimidation	○○○○○	Melee	○○○○○	Occult	●●○○○
Leadership	●○○○○	Performance	●○○○○	Politics	●○○○○
Streetwise	○○○○○	Stealth	○○○○○	Science	●●○○○
Subterfuge	●○○○○	Survival	●○○○○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

**Advantages**

Disciplines		Backgrounds		Virtues	
Apparitionem	●○○○○	Allies	●○○○○	Conscience/Conviction	●●●○○
Fortitude	●○○○○	Contacts	●○○○○	Self-Control/Instinct	●●●○○
Thaumaturgy	●○○○○	Herd	●○○○○	Courage	●●●○○
Auspex	●○○○○	Resources	●○○○○		
	○○○○○	Retainers	●○○○○		
	○○○○○		○○○○○		

**Merits & Flaws**

Merit	Cost
Languages	2
Natural Linguist	2
Flaw	Cost
Bad Sight (Correctible)	1
Reversion	2

**Humanity/Path**

Humanity  
 ●●●●●●○○○  
 Bearing: ( )

**Willpower**

●●●●●○○○○○  
 □□□□□□□□□□

**Blood Pool**

□□□□□□□□□□  
 ■■■■■■■■■■■■  
 Blood Per Turn: \_\_\_\_\_

**Health**

Bruised		<input type="checkbox"/>
Hurt	-1	<input type="checkbox"/>
Injured	-1	<input type="checkbox"/>
Wounded	-2	<input type="checkbox"/>
Mauled	-2	<input type="checkbox"/>
Crippled	-5	<input type="checkbox"/>
Incapacitated		<input type="checkbox"/>

**Weakness**

**Experience**

Attributes: 7/5/3 • Abilities: 13/9/5 • Disciplines: 3 • Backgrounds: 5 • Virtues: 7 • Freebie Points: 15 (7/5/2/1)

## Senya Luminaries

### Mariahanne

Embraced by the Clan founder shortly after the fall of the first city, Mariahanne is the person nearly three quarters of the Clan claim direct descent from. She is a wise, compassionate, but deadly Kindred who resorts to violence only when necessary, but is quick, efficient and often painfully brutal when she does. She guided the Clan for Millennia whilst Kaie'Mu and his split form Ore'Ton fought each other and succeeded, for the most part, in uniting both factions together as one Clan. She ascended to virtual Godhood in Kaie'Mu and Ore'Ton's final battle, when they merged and she diablerised them, gaining the power of both Antediluvians. Although she did as ordered and saved the Clan, rumour is that she never forgave herself for killing her ancient love.

She died preventing Gehenna several years ago, foiling an ancient Baali's plan to summon a powerful demon by sacrificing hundreds of Californians with a powerful bomb that would have caused the San Andreas fault line to shift, causing an earthquake that would claim many *Sacrifices*. Before her death she used her power to reverse-diablerise her childe Naimod, granting him her essence, so that the Clan would stay strong.

Jon De'Ath, a Magister Scholae of the Order of Hermes, attempted to resurrect Mariahanne, but as a portion of her essence was inside Naimod, things went wrong, and she was created amnesiac, the spell uncompleted. At the same time, Naimod, Kwang and Max Dermont attempted to invade some alternate timeline and bring back Mariahanne from it. Naimod died in the attempt, and De'Ath's spell suddenly finalised. Thus two Mariahanne's came into being – the alternate-timeline version that is as Mariahanne was around the time of the final battle; and the other (Amy-Jo) as she was just before she died. Both have relinquished any type of control over the Clan to the *Ekklesia*, and neither have been seen in decades.

### Luke

Embraced by Clan Gangrel, Luke became good friends with several of our Clan. A powerful warrior, Luke was duped by a Succubus and blood-bonded. In an attempt to break the diabolic bond, a ritual was performed by an elder Oracle based on the generation-raising ritual stolen from the Assamite Clan, and with obvious influence from the Sabbat's *Vaulderie* ritual. The attempt required Luke to be exsanguinated to remove all his tainted blood, and placed in a bath which would be filled with untainted blood. The ritual would make him absorb the supplied blood, cleansing and replacing his own and breaking the bond. However, as the majority of the blood used in the ritual were of elder Senya, an unexpected side-effect occurred, whereby after the ritual he was no longer of Clan Gangrel, but of Clan Senya.

*Note: Information and game details on the final version of the ritual are presented in Chapter 3: New Level 5 Thaumaturgical Ritual: Ascisco Sanguis Senya (Adopt the Blood of Senya)*

Since then Luke has risen in the Clan, eventually becoming the Clan's first Jihad Warrior. He was last seen travelling with Mariahanne, searching for Nod Fragments and fighting those that serve the Antediluvians, attempting to stave off Gehenna.

### Isabela (Bat-Zabbai)

Born Julia Aurelia Zenobia, and better known by history as Bat-Zabbai, the kindred now known simply as Isabela was once the legendary warrior-queen of Syria, and one of Egypt's most famed queens, changing her name and appearance to a more common Roman form after her Embrace to avoid her own fame (and enemies in Rome). Embraced by Mariahanne during the days of the Roman Empire, Isabela is the current Presider of the Inner Council and oldest active Kindred in the Clan. A great friend and dangerous enemy, she is highly intelligent, charismatic, resourceful and has many contacts, allies and retainers all over the world in both Kindred, Kine and (allegedly) even Lupine and Mage society. Whilst she is not the eldest of her generation, or the one with the most childer, she has possibly the most renowned bloodline. Isabela chose and guided all her progeny carefully, and they as well as most of her descendants are well renowned and respected for their great achievements or power. Notable amongst her brood are First Judges (Kiyeko and Pierce Morgan), various First Among Equals (Braxton Donahoe), many Patriarchs and Matriarchs (Lady Jane) and Paladins (Pierce Morgan, his childe Cassandra; Kristina and her childe Elodan), Phantoms (Kristina, Kisa) and multiple Lorekeepers (Lady Jane, Nastya Nikolaevna, Nicole Bourgoin [grandchilde]). Isabela is one of the Children of the Dark, despite her sire being the Ascensionist eldest, and a majority of her descendants being Ascensionists.

## **Braxton Donahoe**

Embraced after the American Revolutionary War, Braxton has only recently become prominent by establishing many power bases in the city of Ashford and around the Anarch-Camarilla-Cathayan contested state of California, leading him to become California's First Among Equals. He was in a long-term relationship with the Securitor Clarissa Jade, founder of JadeTech, a tech company that with Braxton's help formed JadeNET, an Internet Service Provider, but also a Dark Web node for the Clan to converse secretly. He is one of the Clan's acknowledged masters of Apparitionem and is known to have established good working relationships (and some alliances) with most of Ashford's Primogen. It is believed that he was once offered the chance to learn Thaumaturgy by Meerlinda, one of the seven founders and Inner Councilor of the Tremere, who masqueraded as Ashford's Tremere Primogen for a time, in return for being taught Apparitionem, but rejected the offer – proving to the Clan that his loyalty to the Clan is stronger than his ambition for personal power. Braxton is a firm Ascensionist, although many have noted his methodologies are closer to that of the Gray Childer, of which his own progeny Valerie Leigh is affiliated as.

## **Anastasia Nikolaevna**

Formally Grand Duchess Anastasia Nikolaevna Romanova, Nastya (as she is commonly known by her friends) is the last existing royal of the Romanov dynasty. Nastya was taken to be executed along with her father, the last Tsar of Russia, and her family, during the Russian revolution. Despite being shot various times, and then bayoneted as she refused to die, holding on to life with every fibre of her being, she cheated her fate when Isabela intervened to save her, snatching her from death's clutches with the Dark Kiss. Despite Nastya having been an impetuous child with a renown mischievous streak, the circumstances around her death and the embrace have changed her outlook. To a degree, anyhow.

Having had medical issues during her life, as well as many of her siblings, the dramatic effects of the Embrace, as well as her sire teaching her the Apparitionem Discipline to conceal her identity, fascinated Nastya into delving into the medical sciences and studying what she refers to as “the Kindred Condition”. A gifted intellect during her mortal life, she quickly became a Lorekeeper and is now possibly the most prominent Doctor and Scientist in the Clan. She understands the Clan discipline better than anyone; having been known to teach those of lower generation than herself how to unlock abilities that she herself is not capable of, simply by understanding how the discipline, and the kindred physiology, function – a blend of understanding both the science and the supernatural behind the kindred condition, and the Apparitionem Discipline..

With her good-hearted nature and willingness to help those in need, Nastya is usually erroneously assumed to be an Ascensionist, but in fact her childhood wicked streak (for which she was nicknamed “shvibzik”, the Russian word for Imp), and the burning anger over what she feels was a Brujah injustice against her family, has always remained a part of her, and she can be surprisingly ruthless or callous at times, especially with *ofte-inappropriate gallows humour*. Therefore, she associates as a Childe of Light and Shadow.

## **Tyler**

Tyler did not become famous for his ability as a spy, or his natural charisma, or would not have become famous even for being one of the Clan's Epitheorités (Enforcers/Securitors). Tyler's real legacy came about when he and Kassiopeia Grana, a powerful mage of the Order of Hermes were caught in a Temporal flux and sent into ancient Greece. There they lived for several decades and during that time, thanks to her magical abilities which were greatly bolstered by the more-natural magical strength of the era, they married, and *had five children!* Tyler was known to be a sworn Ascensionist but has not been seen in years. He was last known to be in the Deep Umbral realm of Kassiopeia's father, the Oracle Kwang, when the *Avatar Storm* severed the connection between the Deep Umbra and the Material realm, making it impossible for mages to cross over without being annihilated. It is assumed that Tyler and his family are either stuck on the other side of the storm, or have been destroyed. Tyler's daughter, Alexa Schofield, was marooned on the material plane (although her own son was in the Deep Umbral realm, and she is still trying to learn his fate). She resides in Vancouver, but is a known ally of the Clan, especially the neonate Valerie Leigh, and can be counted on to assist when the need arises.

## Non-Senya Allies of Note

### Maximillian Dermont

Actually embraced by Clan Toreador, Dermont has had a long relationship with several of the Clan's movers and shakers. He has helped us out many times, and even briefly held the position of Securitor before the most recent Grand Conclave, where he abdicated to allow Vinasetria to take the position, thus allowing for a Securitor from each of the two factions.

This Kindred has gone from being a powerful ally, to someone the Clan is unsure of. In a frenzy, he killed the mage Jon De'Ath, but failed to destroy him. De'Ath's essence transferred to a *spare body* and returned. Angry at Dermont, he said he had to "learn respect for the living" and cast a powerful spell which made Dermont mortal again.

Shortly after this, the embrace was offered by our Clansmen to him, but before the decision could be accepted, Dermont was forcibly embraced by the Tremere. His new intentions are unknown, but it is rumoured he now deals in the dark arts, trucking with demons, abominations and human experimentation. His business empire is growing in leaps and bounds, but is rumoured to have recently begun some working arrangements with the Senya First Among Equals Braxton Donahoe.

### Kwang (and his family)

Though not even Kindred, Kwang's long association with our Clan is worthy of mention. His real name is Kygma Grana, but as a mage of House Tremere of the Order of Hermes, has the shadow name Kygma Wynn Alma Nege Grana, which is shortened to Kwang as a familiar shortname. When House Tremere underwent the dark ritual that turned them into Kindred, and then begun forcibly converting the rest of the House mages to vampirism, Kwang was horrified and sided with the Order of Hermes against the nascent Clan Tremere in the war that followed. He was one of the few Tremere to escape conversion and was officially adopted by House Flambeau, as were the few other Tremere mages to escape conversion, he was proud of his former House and although admitted being a part of House Flambeau and loyal to them, always introduced himself formally as *bani* Tremere ("of House Tremere") rather than *bani* Flambeau. A promising apprentice to have escaped the Tremere during such a dangerous time despite his relative youth, Kwang impressed and was trained by the famed master Archmage Porthos Fitz-Empress *bani* Flambeau and eventually became, like his master, one of the most powerful Archmages in the world.

Kwang first met Mariahanne in a Spanish Inquisition cell, where he had allowed himself to be captured and tortured so that he could rescue his young Lupine friend, Jennifer Tresanto. Allying for a mutual purpose, they successfully escaped and begun a long friendship that survived through the ages.

Kwang's wife was murdered by Ore'Ton during their wedding (*apparently for amusement*) and this caused two cataclysmic reactions - Kwang quite literally went insane, and became what is known by Mages as a *Marauder*. Apparently quite "*normal*" for a Marauder, his hatred drove him to war against Ore'Ton. Since Ore'Ton's apparent destruction he has settled down and married Jennifer, and is dedicating himself to raising and educating his Grandchildren. Though a powerful Hermetic, his conversion to a Marauder resulted in him being officially exiled from the Order of Hermes. However their allies are few and their Ascension War grim, and so they fear and respect him, and many come to him for advice and tutorship anyhow. Those he teaches, apparently on a whim, are taught in a strict Hermetic manner, and claim to be Hermetics of house Grana. What the Order of Hermes says of this is as yet unknown...

Unfortunately, since the onset of the *Avatar Storm*, access to Kwang's Umbral domain has been impossible. Thus the fate of himself, Tyler, his daughter Kassiopeia, Kwang's wife Jennifer, and almost their entire family is unknown. They may be alive and safe in the Umbral realm, though trapped, or the Avatar Storm may have killed them all. Their only family connections, Diana (a temporal duplicate of Kassiopeia, created when Kassiopeia travelled back in time with Tyler, and having different experiences since then - who took a different name to differentiate herself from the "other her"), and Alexa (Kassiopeia and Tyler's eldest daughter), both mages, are also clueless. Indeed Alexa herself is greatly upset about this as her son was in Kwang's realm when the Avatar Storm struck, and she does not know his fate or situation. Alexa has become an accomplished Adept Majoris mage of the Order of Hermes, as well as a leading Neurologist in Vancouver General Hospital.

# CLANBOOK: ΣΕΠΥΛΑ

*“Shapeshifting requires the ability to transcend your attachments, in particular your ego attachments to identity who you are. If you can get over your attachment to labeling yourself and your cherishing of your identity, you can be virtually anybody.”*

— Zeena Schreck

## **Clanbook Senya includes:**

- A history of the Clan and its historical internal Jyhad;
- Information on the Clan’s structure and status titles;
- Information on the Clan’s two principal factions;
- A new Clan Senya Bloodline: The Oracles;
- A new Discipline: Apparitionem;
- Combination Disciplines;
- New Merits and Flaws; and
- Sample characters.



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