

Unlike the Camarilla the Sabbat is overtly a Noddist cult. They most assuredly believe in Antideluvians, and for the most part considers them the greatest threat the world has ever known. This is unsurprising, especially considering that the Sabbat was formed in the wake of the Anarch Revolt, and both of the core clans, the Tzimisce and Abyssal, claim that they killed their clan founders during this period of upheaval. All Sabbat adhere to a code of conduct called "The Code of Milan", which preaches loyalty to sect and packmates, and to one's own freedom within the sect, as long as one's own good is never placed above the good of the Sabbat itself.

In addition to a very firm "if you're not with us, you're against us" mentality, the sect considers vampires to be a higher form of life than humanity. Loyalty to the sect and to one's comrades is one of the most important aspects of the sect, and the Sabbat vampires maintain this loyalty through a ritual called Vaulderie, a group Blood-bond that breaks any singular blood-bonds held by a participant, where strong emotional bonds are created between members of the Sabbat. The Sabbat do not maintain the Camarilla's

Masquerade, instead indulging in their most inhuman natures (though being overly public can make it hard to function in cities). The Sabbat do not follow any Prince, and instead hash out uneasy coexistences between their war packs. Finally, and most distinctively, to the Sabbat, Diablerie is a way of Unlife- Diablerie is the reward for victory; Diablerie is the righteous end that the Sabbat brings to the Ancients.

Independant

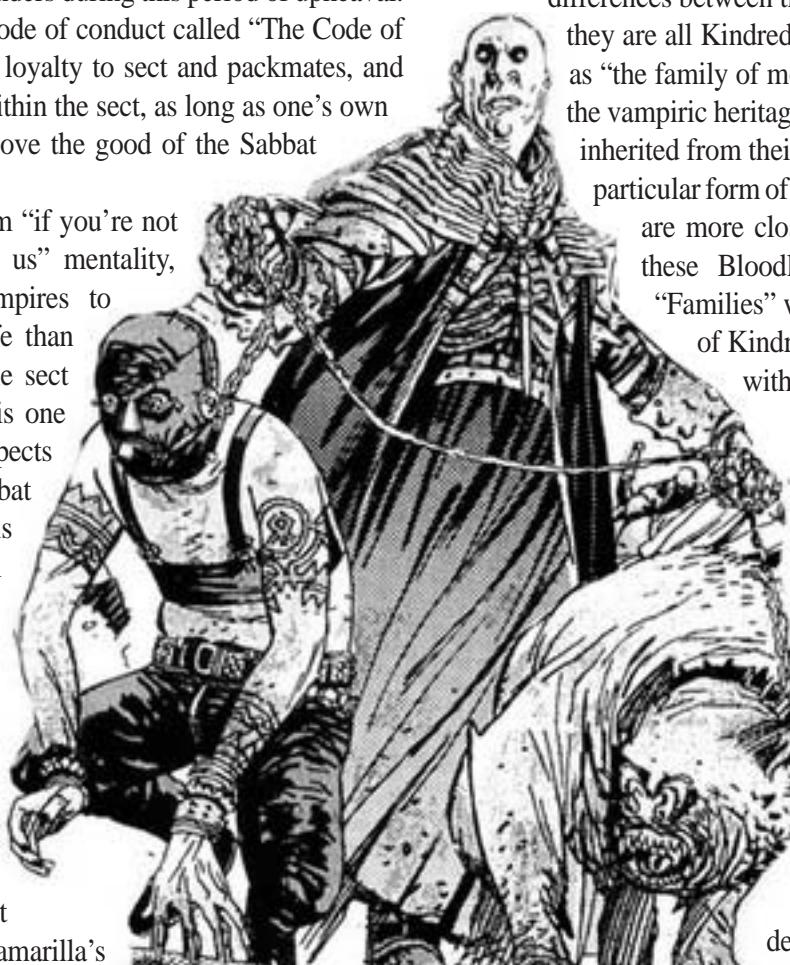
There are many Kindred whose loyalties and interrests have kept them out of the great Sects of the modern nights. Such creatures usually belong to Bloodlines who can be called Sects onto themselves; Setites, Assamites, Giovanni, all have agendas that are no part of the Camarilla or Sabbat.

Eastern Courts

The eastern Kindred have maintained their ancient poitical structure of Courts since time out of mind. Each court is a regional counsile, one part ceremonial center, one part diplomatic hall. The Eastern Courts are in many ways much like the Camarilla elysiums but bear the cultic religious air of the Sabbat.

Bloodlines

"Kindred" is the term many vampires use to refer to themselves and their kind, because, despite the significant differences between the many kinds of vampirism, they are all Kindred Creatures (rarely referred to as "the family of monsters"). Bloodline refers to the vampiric heritage of a Kindred, the traits they inherited from their maker, and that Bloodline's particular form of vampirism. Some Bloodlines are more closely related than others, and these Bloodlines can be grouped into "Families" which often describe the kind of Kindred Creature a Bloodline falls within.



What's in a name?

"Vampire" is a fairly modern term that's really only become popular in the 20th century. There are many Kindred Creatures that are far from the classic image of white-skinned fanged corpses. *Salubri* are psychic vampires that never even develop fangs, while *Succubae*

are filled with vital energy, hardly qualifying as “undead.” While in modern day, the term “vampire” is used by most Kindred to refer to all Kindred Creatures, in the long nights of the past, and in the courts and heavens of Elders still, *Vampire* only referred to one specific Family of Kindred and was/is not used to refer to all Kindred kind, though younger more modern Kindred have really taken to the catch-all term.



futility to the other Kindred, often these *Vampires* see it as a source of comfort and a sign of endurance and strength of character.



Vampires

The classic vampires of Western Europe, the Brujah and Ventre have alabaster skin, darkened hair, ferocious striking eyes, and reveal long pointed fangs. From the days of Rome and on through the course of the western world, Vampires have ravaged human battle fields and rulled from the shadows. These Kindred have been more stagnant and more statuesque than the rest their cousins. Their bodies are classically Undead, reconstituting rather than regenerating, undoing any changes made to their form; Every night they rise, their bodies' return to being as they were on the first night they rose- tattoos rise to the surface, piercing push their way out, unshaven beards and hair returns to its original length. When a Vampire meets the final death, their corpse quickly dries and ages to its natural state, usually turning to dust within minutes for all but the youngest neonates.

-*Vampires* do not dream in their daily slumber, during which they are inert, senseless, unfeeling and unthinking. They are notoriously spiritually blind; their unchanging Immortality not only removes them from life-&-death, but it also locks them into the physical world. [The Gauntlet/Shroud rating is always 2 higher when in the presence of a *Vampire*]

-The stagnant Immortality of *Vampires* makes them detached, and the fleeting emotions of others are difficult for *Vampires* to understand. [Any Empathy rolls they make are made at a +2 Difficulty].

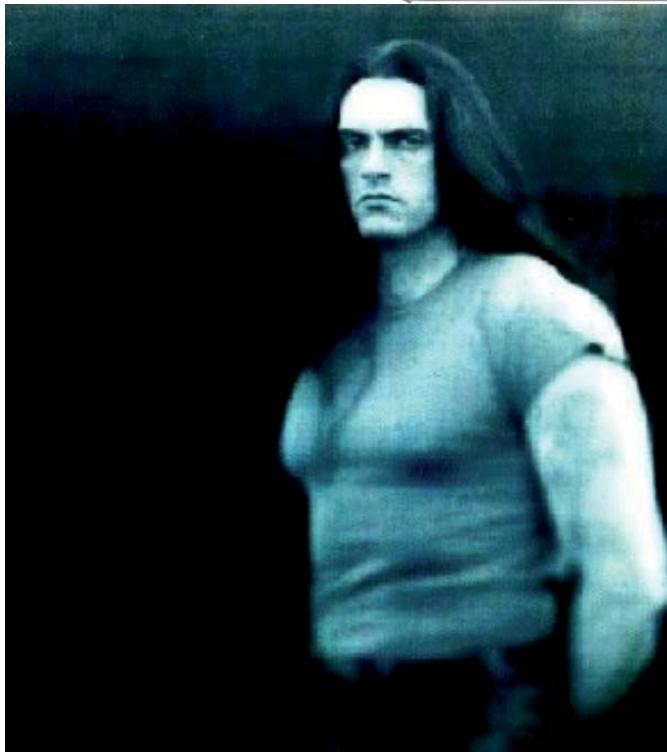
-Moreover, they are never able to change their persona, seeming to possess the same personality century after century after century. While this can seem to be a tragic

Brujah

In the Ancient world, the Brujah were known as demons of battle-frenzy and bloodlust. The Brujah would choose their *Childe* from the bravest most ferocious fallen warriors of the bloodied battlefields and let them rise again to fight forever as immortals. The Brujah are warriors—but always warriors for a cause. The fierce heat of passion burns within their cold, dead breasts and it drives them to champion causes that they believe can set the world right.

Each member of the clan has her own vision of the way the world should be, and he or she strives to make that vision become a reality through argument, manipulation and force of arms. In the ancient days, the Brujah were warrior-scholars, who were subjugated to serve the Ventre. Throughout their history, they have tried to escape the hypnotic gaze and iron command of the Ventre. When they left Rome and the Ventre throne for Carthage, the Ventre's political manipulations lead to the burning of Carthage and the salting





of its soil. In the fall of Rome, the Brujah migrated north to Germania, until the early dark ages and the Vantrue return to northern Europe reclaiming their old servants once again. Modernity has been a double-edged sword for the Brujah. While modern man is a rebellious creature, the loss of an educated Warrior-cast meant the Brujah started *Embracing* their *Childe* from the ranks of soldiers and mercenaries; even in modern day, when education is no luxury, scholarship and philosophy are just not valued like they were among the knights and warlords of Europe. Since the dark ages, the Brujah have fallen from the respect most other Kindred gave them; no longer Warrior-Scholars, the Brujah are now simply known as Rabble and Brutes. Though the Brujah claim to have escaped the leash of the Ventrue, in the modern day, most of the Brujah are members of the *Camarilla*, ruled by Venture Princes and bound to uphold the Masquerade.

for flinging themselves in acrobatic flight-like-leaps.

Presence

Brujah's ferocious bloodthirsty spirit emanates from them, surrounding them in an aura of Terrible Presence that both attracts and repels those around them.

Celerity

Often referred to as the "Black Wind," Brujah are able to move at superhuman speeds.

Brujah Curse

All difficulties to resist frenzy increase by two for Brujah characters, to a maximum of 10.



Disciplines

Potence

Brujah are known for their inhuman strength, and



and in all their relationships.

Ventrule



The Ventrule are monstrous ancestral lords, dominating through their iron will and aristocratic Majesty. Like the rulers and ancestral patriarchs

of Rome, the Ventrule have been deified by death, transforming them into the Immortals. Their Immortal magical state demands the sacrifice of blood! The Ventrule tend to Embrace great rulers, the aristocracy and the highest class of society, but what really calls them to pass on their Immortality, what they're really looking for is a human with the ambition and strength of will to dominate and control, to manage and rule. Since ancient times, the Ventrule have ruled Western Europe as Vampiric Princes. The Judeo-Christian Noddists (believers in Caine as the progenitor of Kindred kind) hold the Ventrule to be one of the "13 Great Clans" and call them the Clan of Rulership.

The Ventrule are regal vampires who value power and dominion to the point of obsession, self-styled "lords of the night" they're vampirism is a hunger for maddening power. Obsessed with control and hierarchy, the Ventrule tend to seek dominion over others with all their actions



Disciplines

Domination

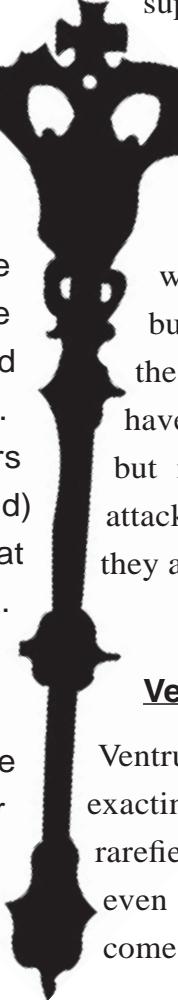
Though the Ventrule often sit on their throne, unmoving and statuesque, no one would willingly stand in their gaze. Their piercing eyes project their monstrous will, and those who make eye-contact with them find themselves entranced and under the Ventrule's control.

Presence

The Ventrule are lords among demons, and their supernatural Majesty surrounds them in an aura of awe and power.

Fortitude

Enduring and immune to harm, the Ventrule can even withstand the sun, being weekend rather than simply burning in its light. Further, the Ventrule may have porcelain skin, but many a foolish attacker has found that they are as hard as marble.



Ventrule Curse

Ventrule have exacting and rarefied tastes, even when it comes to blood.





The player must pick a restriction on the type of blood her character can feed upon, e.g. only babies, only virgins, only women, only men, only vampires, only the willing, etc. Usually this feeding restriction is inherited from their Sire, and the Ventre often identify their own lineage by their feeding restrictions. Ventre cannot draw any power from other types of blood.

Succubae [Daeva]

Stalking mortal dreams and desires through out the Middle East and the Mediterranean world, Succubae have been worshiped as demigods, angels of Ishtar and Aphrodite, and despised as the whores of Satan. The Succubae are not just Unliving Immortals, they are embodiments of vitality and virility. Hale and flush, a Succubus is often warm to the touch and has life within her flesh. They dream in slumber and can make their hearts beat, their lungs breath, and their eyes water. They heal wounds at an accelerated rate through the power of their Blood, rather than just reconstituting a corpse shell like their Undead cousins. Each Succubae

Childer was in such a state of bliss during their Embrace that they can hardly be said to have died. Instead, the Succubus transcends this mortal coil and becomes a being of raw, concentrated Life-force, a creature of magic.

The Succubae evoke the image of vampires as seductive, decadent, sexually transgressive predators who blur lust and hunger together, equating the act of feeding with sensual pleasure. Unrivaled in their grace and passion, the Succubae attract worship and jealousy from Kindred and mortals alike.

When a Succubus meets the final death, their corpse quickly rots to its natural state of decay, usually turning to dust within minutes for all but the youngest neonates.

-The Kiss of a Succubus is orgasmic and they are able to draw Animae (life-force) directly from a mortal's sexual climax, as well as from Blood (though some are even said to feed on tears).

