

Ventwe

THE CLAN OF KINGS

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“And on the pedestal, these words appear:
My name is Ozymandias, King of Kings,
Look on my Works, ye Mighty, and despair!
Nothing beside remains. Round the decay
Of that colossal Wreck, boundless and bare
The lone and level sands stretch far away.”
--Percy Bysshe Shelley, "Ozymandias"--



TABLE OF CONTENTS:

A GENERAL OVERVIEW OF THE CLAN	4
PRIOR TO EMBRACE.....	5
SELECTING THOSE ON WHOM YOU FEED	5
THE AGOGE (A VENTRUE’S ACCOUNTING).....	5
THE HIGHER ACCOUNTING	6
EMBRACE NIGHT CELEBRATIONS	7
LINEAGE – TRACING & VERIFYING THE NOBLE BLOOD	7
DIGNITAS – A BRIEF SUMMARY	8
ASSISTANCE & THE ETHIC OF SUCCOR.....	9
CLAN SECRETS	9
DECORUM & ETIQUETTE.....	9
CLOTHING – DRESS TO IMPRESS	11
THE DIRECTORATE.....	12
Ephors & the Ephorate	12
Strategoi (NPCs).....	12
Lictors	13
Tribunes.....	13
Regional Boards (Directorates) & Local Gerousia.....	14
Praetors	14
Aedile	15
Quaestor.....	15
Eiren	15
Ascending the Directorate Ranks	15
The Directorate Offices	16
The Directorate Resources and Gameplay	17
THE JUSTICARIATE	18
TRIBUNALS	19
RESOURCES & REFERENCES FOR VENTRUE PLAYERS	21
Ventrue Lore	21
Clan Justi-Coordinator & Sub-Coord Positions	23
E-mail Lists.....	23
National Ventrue Lists – Yahoo Groups	23

Internet Sites 24
Sub-Coord Contact 24

A GENERAL OVERVIEW OF THE CLAN

Clan Ventrue is known the world over for its influence among mortal men, more so than any other of the clans. The Clan of Kings, referred to as many others as, "the Blue-Bloods" are the embodiment of nobility, aristocracy and leadership. They consider themselves to be the leaders of the Camarilla, and even before the founding of that illustrious sect often held Praxis amongst the kindred.

The Kindred of Clan Ventrue have a reputation for being honorable, genteel, and of impeccable taste. From as long as anyone can remember, they have been the clan of leadership, enforcing the ancient traditions, and seeking to shape the destiny of the Kindred. In nights of old, Ventrue were chosen from nobles, merchant princes or other wielders of power. In modern times the clan recruits from wealthy families, ruthless corporate climbers, accountants, lawyers, and politicians. Whatever their origin, Ventrue are taught to preserve stability and maintain order for the Camarilla. Other clans mistake this for arrogance or avarice, but to the Ventrue, their role is more an honor than a burden.

The Ventrue see themselves as nobles in the classical sense of the word, fighting to uphold the station of those below them. Reputation and achievement can take kindred quite far in the Ventrue clan, but none of that counts if the vampire cannot maintain his influence and holdings.

The Ventrue are known for their ability to persuade and at this they excel. While their fighting abilities may not be up to par with all the clans, their ability to avoid a fight, and control their enemies makes them a more than formidable foe.

There is no realm of influence that they do not touch upon. In past nights, Ventrue dealt with the political and geographical, but today, the form of kingship differs as greatly as the methods of control remain the same. In recent nights, the Clan of Kings has turned to finance, industry and government, those tools which have become the trademarks of both leadership and power within the modern world.

While it can be said that many Ventrue have had as hard a time adapting to the fast growth of technology as any clan, they are no strangers to making money from investments into this new field of opportunity, even if they do not quite understand it. Ventrue are no strangers to manipulating the world to do what it's told and like it nor do they shirk at the thought of giving or taking those crafts necessary for adaptation into modern society.

Every Ventrue is expected to put the welfare of their clan above their own. However, most realize that by increasing and carefully protecting their influence and investments they help themselves, and thus the clan as well. When dealing with resources, they should always be looking to gain more, but should be careful not to take them from their clanmates.

Every Ventrue is also expected to assist their fellow clanmates in times of great need. Although this is mostly commonly thought of as providing safe haven when asked, it also consists of getting a fellow clanmate out of trouble and assisting in acquiring influence. Even so, the Ventrue do not tolerate fools, and one who acts stupidly may find themselves all alone without help.

What makes the Ventrue truly the Clan of Kings?

Ask any Ventrue player who has been around for a while and they can tell you a few million reasons why clan Ventrue should be known as the clan of Kings. But the true answer is right in the clan book, it lies within their Lineage.

According to White Wolf Mythology, the founder of the Ventrue Clan is said to have been the first amongst his brothers and sisters of the Third Generation and served as Caine's personal advisor and confidant. He was the right-hand man of Caine, therefore making him more important than any other Antediluvian out there and thus in turn making the Ventrue clan the most important of all of them.

Ventrue view themselves as the most important, respected, prestigious and honorable of the Clans. They are the Leaders, the Presidents, CEO's, Chairman of the Board. They were born to lead and lead they shall!

The Golden Rule: READ the 3rd Edition WW Ventrue Clan Book COVER TO COVER. Memorize it, love it, and turn it into your new favorite book.

PRIOR TO EMBRACE

Ventrue look for specific qualities in those people that they embrace. Such things as leadership, business savvy, intelligence, strong work ethics, and a drive to succeed, etc., are the qualities that Ventrue look for in prospective childer. There are also times that Ventrue embrace for a particular skill, such as expertise in Accounting, Real Estate, Legal matters, etc. But there is one thing that EVERY Ventrue has in common, it's the one particular skill that made you stick out from the crowd, the one thing that garnered the notice of your sire.

Prospective Ventrue are normally observed for a period of months prior to their sire-to-be approaching them. Once approached, they are normally persuaded into a business relationship so that they can be further monitored and the process to groom them judge for a possible embrace.

Ventrue embrace only those "worthy" of the honor. Nobles, religious leaders and great military men have all found their way into Clan Ventrue over the centuries. The Ventrue have high standards for admittance into their ultra-exclusive club of undead. The most common people that are selected for the embrace are from influential walks of life, yet normally not those in the public limelight. This is so that their disappearance or inability to work during the day isn't so easily noticed. The areas that Ventrue embrace from the most are Government, businesses of all shapes and sizes, and less often, though by no means unheard of: academia, clergy, labor unions, military, and organized crime. Of course, there are always exceptions to the rule.

While gender officially plays no noticeable role, it has traditionally mattered greatly. Women did not command the kind of influence that men had in Western society for not just centuries, but millennial. Exceptions arose, of course, but mostly of the sort that prove the rule. Likewise, some very ancient and potent female kindred have earned clan honors. However, the number of men far outweighs the number of women, especially among the older Kindred, even in the modern nights. As a result, unofficially at least, Clan Ventrue is very much an aged and malevolent "boy's club".

SELECTING THOSE ON WHOM YOU FEED

Shortly after a Ventrue is embraced and grown accustomed to their new existence, the time has come for them to choose their preferred blood type. Traditionally, the sire escorts the childe among the kine for an evening, although this tradition has become less prevalent in the modern nights. The childe looks over the massed humanity and listens to heart and palate. They eventually find a kine who calls to them, whose aroma they cannot resist. Sometimes with the sire's help, the childe feeds. In so doing, they choose the blood that will sustain them for all time.

Ventrue are very specific in their preference for feeding. While some kindred refuse to feed off of a certain type of mortal, such as police officers or those within the medical professions, Ventrue can only feed off of that specific type. Usually their preference is so specific that it can be narrowed down from just profession to a specific age range or appearance trait (such as hair color or glasses).

Ventrue do not share their exact preferences with one another. Questioning another clanmate about their feeding preference is considered strictly taboo. Many like to point to these limits as symbolic of their clan's rarefied tastes. Any vampire can go around draining the bums down by the wharf, as the Ventrue see it, they seek out those worthy enough to donate their blood. Other Ventrue believe their feeding habits developed as a safety mechanism. No Ventrue will admit that these restrictions are a curse or handicap.

No matter what the situation, Ventrue will not drink the vitae of mortals other than their chosen type. Indeed, they will reflexively refuse to swallow if such is force-fed to them. Ventrue can drink without problem from other vampire, and they can overcome their limits to drain a deserving mortal for the Embrace.

THE AGOGE (A VENTRUE'S ACCOUNTING)

Once someone is chosen to be embraced into the Ventrue Clan, the challenge to prove his or her worth has just begun. EVERY Ventrue goes through an Agoge. The Agoge is the period of time right after the embrace where the Sire teaches their childe what it is to be a Kindred and specifically what it is to be a Ventrue. It normally lasts years, however because of the condensed time-scale within OWbN it normally lasts 6 months to a year when done In-Character. If the Agoge is a background tool, PCs are encouraged to make it for a number of years, depending on the teaching and learning abilities.

The beginning of the Agoge is similar to the way that many of the clans perform the Accounting with the exception that the Ventrue sire repeatedly emphasizes to the childe that they have become part of a very exclusive, very noble, very responsible family. Great opportunities are available to them, but they come with important obligations. The new vampire embarks upon their journey into the world of the Kindred and Ventrue. For a minimum of a month and sometimes much longer, sire and childe closet themselves away from the world. The sire lectures, presents books to be read and trains the childe in all the basics of their new unlife, including how to use blood to heal or increase physical attributes, how to feed without leaving a mark, what the Traditions are, the history of the Camarilla, clan history and hierarchy and so on. The Agoge demands that the sire test their childe constantly, quizzing them on facts and challenging their understanding. Many sires prefer Socratic tests, as well, teaching their childer more as they assimilate previous knowledge. Failure or missteps result in withering insults and even physical pain. All told, this experience is not pleasant; a single omission in reciting one's ancestry may result in a week's denial of vitae.

The first phase of training ends when the sire feels that the childe has learned enough not to be an embarrassment to them in public. In accordance with Camarilla tradition, the sire presents the childe to the Prince of the Domain, formally inaugurating them into Kindred society. Every available Ventrue in the city attends the presentation ceremony and watches the neonate closely. Afterward, the Ventrue gather alone and praise or criticize the childe's performance. The neonate meets the rest of their clanmates here, most likely for the first time.

At this point, most sires would cut their childer loose, since they are no longer accountable for the neonate's actions, according to Camarilla traditions. But this is not so for the Ventrue. Instead, the process has just begun.

Even as the sire continues to test and train her childe, the other Ventrue in the city also have an opportunity to help mold the new vampiric mind. This helps the neonate learn about the value of the Clan and also helps put him/her in their place, not only in terms of their Sire, but also in terms of the Clan structure as a whole.

Each Ventrue lectures and then tests the neonate, who must receive that clanmate's approval before moving on to be taught by another. This process usually takes several months and sometimes years, but it gives the neonate a broad perspective of the clan and a basic understanding of the "corporation's" holdings and influence within the city.

The Agoge is capped by final task, similar to one's thesis, for the neonate to complete. This final task requires the setting up of holdings or influence of their own without the help of the other Ventrue, and without stepping on the toes of any other Ventrue as well. The primary question that hangs above one's head when choosing their task is "What are you going to offer Clan Ventrue that it doesn't have yet?" The task should benefit both the individual and the clan in expanding Ventrue control over a city or domain.

After this is successful, the neonate is brought before the local Board and presented at an Agoge celebration. The party is for Ventrue ONLY. It may be a small gather around a table or an all out celebration, depending on who attends and what the local Directorate has planned. During the event, the elders of the area are likely to test the subject's knowledge's, understanding of Ventrue and Camarilla society, etc., but this process is normally a formality, as the elders have had the opportunity to teach and work with the neonate already. After the subsequent party, the neonate is then on their own in the world (as much as any Ventrue is, at any rate).

THE HIGHER ACCOUNTING

While all vampires are supposed to follow that Fourth Tradition, the Ventrue believe it should continue to apply even after the childe has been introduced and become a part of kindred society. Ventrue sires always feel slighted if their childer act against the clan and will be the first to try to bring them to justice. Conversely, Ventrue sires also expect their childer's successes to elevate their own status and Dignitas. Following Tradition does not always mean unthinking adherence to senseless rules.

Ventrue strongly believe in reeducation of their fellow clanmates. If one within the clan errs on the side of caution and commits an act that is embarrassing, but not completely detrimental, it is not unknown for that particular Ventrue to find themselves back under a "Ventrue Accounting". In the absence of the sire or grandsire, an appropriate Ventrue substitute will be found. It is important to note this is not another Agoge.

EMBRACE NIGHT CELEBRATIONS

One of the less widely known, but more enjoyable customs of clan Ventrue is that of the Embrace Night Parties. Each year, Ventrue celebrate the anniversary of the night they were given the gift of undeath. These celebrations, reserved for the Ventrue and their closest allies, usually involve weeks or months of planning and lots of money. Some Ventrue rent parks, auditoriums, entire hotels or massive luxury liners to hold their parties.

The variety among these parties is truly astounding, given the clan's reputation. Some Ventrue do prefer subdued affairs where they recite their lineage for the benefit of all in attendance. Others, however, throw wild debauches where anything goes and blood flows like wine. The only constant with these parties is the gift-giving. As with mortals, all the guests try to surpass each other's gifts.

These parties are not supposed to be tied to Prestation, but the recipient cannot help but feel somewhat indebted to the giver of an exceptional present, just as guests feel beholden to hosts who throw especially successful parties

LINEAGE – TRACING & VERIFYING THE NOBLE BLOOD

The ability to recite one's lineage is an impressive feat. In many instances, kindred are hard pressed to recall the name of their great-grandsire. But in the case of the clan of kings, every Camarilla & Autarkis Ventrue can recite his or her lineage all the way back to Ventrue, himself. This is one factor that sets the Ventrue apart from the rest.

Lineages serve many purposes. They serve as a sort of living history of the world, the clan, and the Camarilla. They categorize their member's abilities and philosophies. The "proper" lineage can grant one entrance into circles considered taboo to others within the clan, as well as the Camarilla. One's lineage can also embroil one in alliances and feuds that may be centuries old or that started just last week.

The Ventrue have a very prestigious lineage all the way back to their progenitor. Because of this, each Ventrue has come to value their personal lineages as marks of prestige. Being prideful of their individual lineages, it is considered polite in most circles to recite or list the lineage when introducing yourself to another Ventrue for the first time. Some Ventrue take this so far as to list House, complete lineage, and embellishments of its more prominent members.

While lineages are widely known and displayed within the clan, they are kept a complete secret to outsiders. Many Elders will check with the Directorate Lineage Offices immediately upon receiving a new and unknown Ventrue into a city. If it is suspected that one claiming to be Ventrue is an infiltrator, again the first thing checked is their lineage. If a lineage proves even the slightest bit suspect, the "Ventrue" may find himself on the cold end of the scepter.

OOO: This check is usually done by PC asking the local ST, but can be done by the player contacting their local Sub-Coord or the Lineage Sub-Coord if they wish to roleplay the verification of a lineage out.

Every Ventrue is taught that when being embraced or performing the embrace on another, the name of the newly embraced is immediately registered with the Directorate. The Lineage Office has the name and lineage of every single Ventrue known to the Camarilla. In this, the clan advantage is enforced. Any Ventrue whom is registered with the Lineage Office can contact those same Offices with an inquiry of the legitimacy of another who claims to be Ventrue. The Offices will respond in turn with Verification or Denial.

Note: Anarch/Independent Ventrue do not take the time to register with the Directorate and thus, in turn, can not be verified, unless the Directorate is able to procure a "starting point" that they can use to trace the Lineage (sire's name, grandsire, etc.) and verify that the childe is indeed Ventrue, not that this will save the Anarch in question. Hence as far as the Clan is concerned there "are no Anarch or Sabbat Ventrue" at best there may be a Camarilla Ventrue who is cultivating resources among the Anarchs. As such any claims of being anarch are simply to assist in this task. Of course while Ventrue may tell this to others they will quickly move to educate the anarch Ventrue in question to their misstatement or if necessary remove such an embarrassment from the public eye. This is probably the reason that there are so few of these openly in kindred society, as Ventrue are known to show no mercy to those caught attempting to infiltrate into their clan. Camarilla Ventrue are encouraged to try to determine any part of a supposed Anarch or Sabbat Ventrue so the Directorate Lineage Office can track were various lineage have gone astray.

DIGNITAS – A BRIEF SUMMARY

Clan Ventrue uses a Dignitas system instead of a Prestige system. The system consists of Awards, Clan Positions, Societies, and Influence Achievements. The description and mechanics for each type of Dignitas are found within the Ventrue Dignitas packet and is available for download on the OWbN Ventrue website.

There is not an IC Numerical value to any Dignitas. Dignitas is not Status; it is not traits to bid. Instead the various awards represent what a Ventrue has and is capable of doing for the Clan.

For this reason, a Ventrue should take the time to list their individual Dignitas including their Influence Achievements. Each type of Dignitas is unique in what it reflects on both the Ventrue receiving it and those whom present it.

It should be remembered that Dignitas is the embodiment of the Ventrue both on how he is perceived by his peers, and how he envisions himself. As such, most Ventrue tend to specialize in a couple of areas. In practice, it means that most Ventrue would disregard those accomplished merely by martial means, instead focusing themselves in more Political, or Social facets of Dignitas, while those (theoretically) few “warriors” would focus in the martial-related Dignitas - and would refuse to earn (or claim) the others, since he does not want to show a “soft” side.

For example: Heinrich is a Lictor to Strategos Yoshikawa Ashikaga, former Archon to Justicar Robert Pedder, and has always been a defender of the clan (some call him a thug, but not on his face), his Dignitas mirror that, with his Membership as a full-fledged Knight of the Blood, his (somewhat) marred past as member of the Order of the Crescent Moon (as he is one of the “original” members that received such award after surviving a punishment ordeal), his ruthlessness in being awarded a Flamberge for crushing an anarch revolt in Germany. He does not try to join The Hague (even if he does meet the requisites) nor does he claim his Award for possessing high levels of Transportation Influence. Obviously, he is not a Lictor merely for having a strong arm (and his Peerage reflects that), but if he was not a Lictor, his opinion on anything unrelated to Martial Problems (as a Sabbat siege, anarch uprising, defense of havens) would be hardly taken into consideration.

On the other hand, let's consider two other Ventrue: Scatimburg, a Ventrue who claims four Influence Awards, and Thelonious, one that is a Squire of the Blood and claims the White-Cross. During the same meeting two topics arise: the Defense Efforts against the Sabbat in a domain and Influence attacks on Directorate holdings. While discussing the Sabbat threat Scatimburg's opinion should have much less “weight” than Thelonious' (even if Thelonious has “less Dignitas” than Scatimburg), while the opposite would happen during discussion on the Influence Attacks.

Obviously there's always going to be those that want to “Get them all”, those Ventrue that wants to be part of every Order, claim every Award and so on. Other Ventrue tend to regard them with pity, at best. They're seem as Ventrue who do not know what they want to do, and, in the end, does not help the Clan as much as they could if they focused their efforts. Others are seen even worse, as a kind of political “whore” who'd do anything for recognition instead of seeking to aid the clan.

There *are* exceptions to that last rule, but they're the people that are, simply put, exceptions. Lucinde for example is an exception. John Doe the Third, from the New World, is not Lucinde – and thus, is seem as a “Jack of all trades” (and master of none) by other Ventrue.

Stratego and others in every level of the Directorate keep a sharp eye out for individuals trading Dignitas and for individuals who perform tasks to win Dignitas instead of performing them for the betterment of the clan. Many young Ventrue have thought they won a new badge or membership, after kissing up to their Aedile, only to find it stripped from them and both the Aedile who awarded it to them as well as themselves losing additional Dignitas for the scandal a couple weeks later.

OOC: This takes the form of the sub-coord monitoring all awards of Dignitas and society membership in their area. As such the sub-coord must be notified of any Dignitas that is granted. This is usually done by the IC reports that are sent up by Praetors and Lictors to the Strategoi that including the awarding of Dignitas and the reason for the presenting of the Dignitas. It is recommended that any who wishes to induct someone into a society or award Dignitas to themselves or others first check with the sub-coord on an out of character level to represent asking around to ensure the elders agree with the award,. Oor by seeking verification IC by asking the opinion of the Strategoi or NPC elders of a society. Most Societies have NPC elders portrayed by various Sub-Coords that wish to know of new members being recommended for acceptance or applying for entry into a Society.

ASSISTANCE & THE ETHIC OF SUCCOR

A Ventrue can always rely on the clan to assist them in their endeavors, provided those activities are sensible and do not put those helping you at a great risk. There may be a strict hierarchy, all the rules of etiquette and conduct, a tough beginning, and high standards, but it all comes down to one thing: you're a Ventrue, part of the clan of kings, and they look out for one another. If you do your part to help your fellow clansmen, then there's a good chance they'll do the same for you in your time of need.

The most well-known custom and well-kept secret within the clan is the Ethic of Succor. As all are aware, during the Agoge, Ventrue are taught to be self-reliant and independent of outside assistance from all others. The Ethic of Succor is the one exception to this rule. It allows for any Ventrue that may make a call for assistance from the rest of the clan or demand safety in the haven of any other Ventrue and that call cannot be denied. This does not mean a Ventrue can send out a request for succor from the entire clan at once (such as over a list). The requests must be made in person if it is to a random group of Ventrue such as calling for aid of any Ventrue in the city, at a gathering, or at a meeting. Request can be made at a distant if truly need, but should be done by direct personal contact such as a letter or secure phone conversation. The request needs to be addressed to specific individuals by name or title. If a Ventrue needs help, but does not know who can help him he/she may be forced to invoke succor multiple times as he asks a Strategoi or some other well-connected Ventrue who he should request help with his main problem.

This call should only be made in the direst of circumstances and is considered the very last resort in a time of great need. Such requests cannot be refused. A false call can ensure the loss of Dignitas or worse punishments by annoyed Elders, but even a false call must be answered. Succor is also likely the main reason that Ventrue help each other so willingly, better to keep a clanmate out of trouble than to succor them when they are in trouble.

Ventrue who are blood hunted, banished, or shunned demonstrate a failure of both the individual and the Clan. Though even those most disgraced are given one last request, as it is required that no reasonable deathbed request of any Ventrue can be denied.

CLAN SECRETS

The two greatest secrets within clan Ventrue are the Directorate and the existence of the Lineage Offices. The Directorate is only known to those within the clan for many reasons. The structure and policy of such is never spoken of in any kind of mixed company and many times only whispered about if two Ventrue seem to be alone. The ability to trace one's self all the way back to the progenitor is just as, or more, highly guarded as it is generally felt that this ability is only for those whom are of such noble blood. After all, if the other clans were aware of the genealogy kept by the Ventrue they might attempt to get it for themselves.

It is a well known fact that if one was to share the secrets of the clan, they would suffer. During their Agoge, every Ventrue is taught a litany to remember:

Any Ventrue caught betraying Clan or Sect secrets to the Sabbat will suffer Final Death.

Any Ventrue accused of betraying Clan or Sect secrets to the Sabbat will suffer Fire and the Sword.

Any Ventrue caught betraying Clan secrets to other clans will suffer Pain.

Any Ventrue accused of betraying Clan secrets to other clans will suffer Shame.

Any Ventrue caught bearing false witness against his Clan will suffer the Fate of the Accused.

Any Ventrue accused of bearing false witness against his Clan will suffer Ordeal.

DECORUM & ETIQUETTE

Anger is impolitic. Impoliteness is a sin.

Ventrue have honor, dignity, and pride. They take exquisite pains to uphold manners and decorum. This is one of the biggest things that set Ventrue apart from the lesser clans.

The Ventrue take etiquette very seriously, especially when interacting with one another. Dealing with coarser Kindred sometimes requires less dignified speech patterns, but discourse with one's own esteemed colleagues should always be as respectful and elegant as possible. After all, you would expect nothing less from them.

Respect drives the myriad Ventrue protocols. A Ventrue's Dignitas demands that others accord it to him and that he, in turn, accord it to everyone else whose Dignitas demands it. A dignified, proper Ventrue would never dream of insulting openly or even snubbing a clan member in good standing. Those sentiments are best left deep in the discourse's subtext. Only when a Ventrue has shamed himself do his erstwhile peers unload their scathing comments and biting remarks in response, an act in which they take malicious glee, if only because of its rarity.

As a clan devoted to proud detail and tradition, the Ventrue have managed to accumulate a code of conduct large enough to fill several weighty tomes. "Suggestions" can be found that govern everything from what color clothing to wear at Board meetings (dark blue, gray or black) to what kinds of presents to give at death night celebrations. All together, these rules work remarkably well at making the clan seem very stodgy indeed, and making sure that the clan members don't let their egos embroil them into bloody, frenzied brawls with their clanmates. Presented here are some of the more important and commonly applicable rules by which Ventrue behave. The most important rule of all, though, is to make sure that one is never caught breaking one of these gentle suggestions openly.

For greetings and casual conversation:

- Ventrue should always refer to each other by their surname, unless of course they are important enough to hold a title, in which case, use their title. Just as in "mortal" Etiquette, when addressing someone by their Title, you'll use their first name. E.g.: Mr. Smith, Praetor John.
- In mixed company, defer to their Camarilla title. The revised Ventrue Clanbook lists the rules of etiquette for the Ventrue Clan.
- Shake a man's hand and kiss a woman's. Women should simply let their hands be kissed by men and kiss fellow women on the right cheek.
- Defer to your elders in all things. Wait for them to acknowledge you before speaking.
- Never interrupt a clan mate while he speaks, even if you are his elder.
- Never take offense when an elder interrupts you, even if it is rude.
- Always look into an elder's eyes when speaking or listening to him. Doing so shows not only interest, but also trust that he will not use the gifts of Caine upon you.
- Personal affairs and business interests are just that – personal – unless a Kindred opens the discussion himself.
- Other Kindred are not nearly as interested in your personal achievements as you think they should be. Crowing shows crassness.
- Do not raise your voice, use expletives or otherwise debase the discourse.
- That said; avoid conversation on the modern "Inter Net."
- A Ventrue's blood preferences are a private matter. One never asks.

For public appearances:

- Never EVER speak of clan business/the directorate to outsiders under ANY circumstances.
- Ventrue should always dress and comport themselves with the utmost dignity in public, no matter the time or situation.
- One should never disagree with one's elder in public, especially when lesser Kindred are about.
- Following that, one should never disagree with one's equals or juniors in public either.
- Always show the world a unified front.
- Treat the other Camarilla Kindred, no matter their clan, with as much respect as you would expect them to show you. Do not sink to their level, nor allow yourself to be baited into exchanging taunts with rascalion or anything else so unseemly.

Directorate Meetings:

- The highest-ranking Ventrue in the meeting presides over it; normally this is the Local Directorate's Praetor. If two attendees have the same title, the eldest Kindred takes precedence. If the eldest or highest-ranking chooses to defer, do not challenge them on their deference.
- A younger assistant, usually an Aedile, actually conducts the meeting, listing off the points on the agenda, recognizing speakers and otherwise taking care of the minutiae. This arrangement allows the presiding Ventrue to ignore the organizational details and concentrate on the greater issues at hand.
- The agenda is always set beforehand and made available to all attendees. The presiding Ventrue must approve any variations from that agenda.

- As each matter is brought before the body, the lowest-ranking Kindred always speak first on a matter. Elders or those of equal standing may interrupt the speaker politely to ask questions or make comments. Those of lower rank must wait until the speaker finishes and then address any questions not to the speaker but to the Ventrue conducting the meeting.
- If a vote is called for, the body votes as it spoke, from lowest to highest rank. Secret ballots may be cast, at the presiding, not the conducting, Ventrue's discretion.
- When the agenda is complete, attendees can suggest topics for the next meeting for the chair's consideration.
- Do not interrupt; do not joke at another's expense. No shouting and no base language is ever appropriate.
- Tempers will remain in complete control. Meetings are most solemn, and not a venue for levity.
- Directorate positions determine where a Ventrue will seat in a meeting. The highest ranking Ventrue sits on the right of the Presiding Ventrue, the second highest ranking sits on the Presiding Ventrue left, and it continues until the last Ventrue. Lictors are considered of higher rank than Praetors **solely** for this purpose. Visitors, e.g. a Lictor or Praetor from another Strategoi, count as "lower rank" than the locals of the same rank. The full order of precedence for seating is as follows:
 - Directorate Position (Ephors, Strategoi, Lictor, Praetor, Aedile, Quaestor, Eiren, those under the Agoge, and finally those that do not see themselves as part of the Directorate)
 - Local Vs Visitors within the same Position
 - Appropriate Dignitas (if the meeting is to discuss Martial matters then those with most of such Dignitas are seated with preference over social awards, if political then the reverse. IF it is a general meeting then treat all awards equally.)
 - Active Years (If the person is 500 years old but has only been active for 10 of those years then the 15 year old neonate who has been active the whole time takes precedence.)
 - Strength of Blood (Measured in Steps From Ventrue)

Assistance:

- Come to a Ventrue's aid when he asks. This Ethic of Succor is inviolable.
- Never begrudge or besmirch a clan mate who asks for aid. It is his right and your duty.
- Never call for aid unless you actually need it. Esteemed Kindred have little tolerance for wasting their time.
- One does not remind another of his previous requests for succor in casual conversation.
- Remember that you, too, might be in need of your clan's assistance one night, and act accordingly.
- The Strategoi may punish a Ventrue who asks for Succor for needless reasons.

Disciplines:

- Do not enforce your will or charm upon another member of Clan Ventrue unless absolutely necessary.
- If the fellow Ventrue in question is in good standing with his peers, it is hard to conceive of a time when it would be absolutely necessary.
- Eavesdropping upon another's thoughts, defiling their memories or toying with their emotions is all quite rude, but sometimes necessary if one's subject is not a Ventrue.
- Should an elder demand access to your mind and he is within his rights to do so, do not resist.
- Only a Prince, Justicar, Praetor, or Strategoi (or Ephor, should one such as you ever meet one) is ever within his rights to demand access to your mind. A Lictor may have such a power granted by the Strategos he serves.

CLOTHING – DRESS TO IMPRESS

Ventrue are not all substance, believe it or not. It's very true that the exterior is often as important as the interior, and in some cases, more important. Ventrue must appear to have not only a unified front while in public, but they must put forth the image of dignity and good taste. Some clothing styles are reserved for those who carry certain Dignitas (See the Dignitas Packet for more info). In the end, it comes down to looking good so the Clan looks good.

This doesn't mean wear a suit ALL the time. It means that every Ventrue (and player) really should take the time to make sure that they look good. Wearing clothing that shows you have taste earns the respect of those around you by showing that your good taste matches your skill with accounting and law. Don't wear ripped up jeans and a t-shirt. Get out the khaki's and the long-sleeve button down shirt. Be well groomed and make sure that your clothing isn't worn or wrinkled. Attitude and appearance go hand in hand, if you look good, people will pay attention and listen to you.

THE DIRECTORATE

The Directorate has gone through many changes over the centuries but it has been and always shall be a power-structure separate from the Camarilla. It began as a shadowy body of 12 or so elders who established all precedents in matters of clan, controlled wide range of national and international businesses and were the ones who choose the clan representatives for the inner council.

There is only a single overarching Directorate headed by the Ephorate. However, as Ventrue influence has grown the term has come to be used in identifying sections of the overall Directorate. Such as the European Directorate, the Brazilian Directorate, the American Directorate, the West Coast Directorate, the Ohio Directorate. This does not mean that these are Independent Directorates. Instead the terms are used for convenience to indicate an area a group of Strategoi control, an area a single Strategoi controls, or an area a Praetor controls. The term is never used to identify an area smaller than that controlled by a Praetor.

Not every Ventrue is active within the Directorate. However, if you are Camarilla, your Lineage has been recorded with the Directorate's Lineage Office, the Directorate acknowledges you exist. This is what officially makes you legitimately part of the Clan of Kings. You may claim that you're not part of the Directorate; however in the eyes of the Board you are still considered such. Ranked below even that of a mere Eiren, but part of the Directorate none the less, and are looked upon as any other Ventrue who does not hold a position of importance within the clan structure.

Ephors & the Ephorate

Even now, at the highest levels, the clan is run by a Board of Directors, called the Ephorate. The Ephors establish precedent in matters of "clan policy". They manage several clan-wide endeavors and clan holdings, and can act as a guiding council or lending institution. The Ephorate may also arbitrate intra-clan disputes, but only when a dispute can have far reaching complications or ramifications. The Ephorate also serves as guidance council or lending institution. The Ephorate appoints the Strategoi for each major Directorate, who in turn appoints their Lictors. Praetors and other local positions are either appointed by the Strategoi or decided on by the Regional Board.

The Ephorate's most important function is not so easily quantified; they set the tone for the entire clan. Their leadership styles, philosophies, and political stances are discussed and debated throughout the clan, influencing the majority of the Ventrue to some degree. They have influence and contacts everywhere and their combined power rivals that of major governments. This combined with the fact that very few Ventrue can even begin to guess who might sit on this board makes their power all the more fearsome. (Coord NPCs)

Strategoi (NPCs)

Strategoi are considered the Generals of the Ventrue clan and is the highest position that one can attain before becoming part of the Ephorate. They are primarily responsible for the administration of large regional areas. Strategoi have no legitimate Camarilla position, but within the clan they have the full backing of any Directorate. They carry out the policies that the secretive Ephors hand down, enforcing the will of the Board. For the most part, they are the only Ventrue to have direct contact with members of the Ephorate. Because of the large amount of duties set on these kindred, they rarely have any other position outside the clan, although some have been found at times to be Primogen, Seneschals and even Princes. (Coordinator NPCs)

Authority:

Absolute authority concerning Ventrue matters within the area given to them to watch over by the Ephorate. They are only answerable to the Ephorate which is more likely to cover up any miss steps they make then quietly replace them then allow anyone to act against the Strategoi and therefore the Ephorate. They have no official authority to act outside their area of control and any Strategoi that does so quickly finds their services needed in some quiet out of the way place and a new Strategoi appointed.

Duty:

They are the hand and mouth of the Ephorate for a given area It is their job to handle all issues that arise within the area they are charged with, unless that issue is selected by the Ephorate be dealt with at the higher level because it a) threatens the entire clan or b) it is part of some project they are working on or c) they feel like it. Strategoi are also responsible for working with other Strategoi should an issue need to be dealt with at the Strategoi level that involves areas under different Strategoi's control.

Note that they're called Strategos, with the plural being Strategoi.

Lictors

Lictors are appointed by and act as the direct aides to the Strategoi. There is no predetermined number of Lictors that a Strategoi may have active at one time and not all of them act in this capacity openly. They are the troubleshooters for the clan, each with their own distinct specializations. Since the Strategoi seldom get their hands dirty, they send these individuals out to address problems, enforce policy and procedure and administer judgment. Lictors are the eyes and ears for the Strategoi, reporting directly back to them about the various domains and directorate that they visit. Many Ventrue referred to Lictors as Judge, Jury and many times Executioner for the clan. (Coordinator Appointed, may be PC or NPC)

Authority:

Any and all authority delegated to them by the Strategoi. This normally entails authority almost equal to that of the Strategoi for some sub area of the Strategoi's domain. Lictors are expected to check with the Strategos before executing a Ventrue or taking action that would change the political climate of the area such as removing a Ventrue prince from power.

Duties:

Any and all delegated to them by the Strategos. However much of their duties do include watching for promising young Ventrue and ensuring Ventrue act appropriately both within the clan and in public.

Tribunes

The Ephorate maintains a loose network of contacts and field operatives around the world which are referred to as both tribunes and agents at large. Their duty is to serve as the Ephors' eyes and ears in the Camarilla. Tribunes have no official powers or duties and they do not acknowledge their title publicly while gathering information. They tend to be young Ventrue who the Lictors or Strategoi have decided show promise. They not only have a strong track record and reputable Dignitas, but also respect for their elders and the Ventrue traditions. (Coordinator Appointed, may be PC or NPC)

Dignitas**Authority:**

None; unless specifically granted additional authority for particular task. Though if the Tribune is publicly known few would dare to doubt their implied authority to ask questions and investigate.

Duties:

Normally tribunes have no official duties other than gathering information and reporting back. However, on occasion a situation must be dealt with but for whatever reason the Lictor, Strategoi, etc does not wish to get personally involved in. In these cases a public Tribune may be sent in, to resolve the situation. This may mean sitting in judgment during a tribunal, though in such cases a member of The Hague is normally sent or called upon, or simply to ask questions so as to remind the Ventrue populous they are being watched. Another possibility is that a combat orientated tribune is sent in as an expendable tool to eliminate (kill) a problem, such tribunes are almost always secret with few beyond the Ephorate knowing the rank they hold. Because of the vastly different skills needed for these two tasks there are two main types of Tribunes. Political, used for the political missions and are often available to help at the request of Strategoi, Lictors and even Praetors without being sent by the Ephorate. In other words they are tools the Ephorate makes available to those in positions of power within the directorate. Their tasks normally are to sit in judgment over a situation or a ventrue when a show of power is desired that simply calling in a member of The Hague would not demonstrate. The other type of Tribune not only never uses their title but as has been stated few if anyone outside the Ephorate know of the position the individual holds as their tasks are such that the action must be easily disavowed. There are rare exceptions where political Tribunes are secret (such as those that exist to watch the Clan) and Combat Tribunes are public but they are the exceptions to the general trend.

If the Tribune does well it is further proof they may serve well as a Lictor at some point in the future. If he/she does not, then the situation can be disavowed as the actions of a brash young neonate.

Regional Boards (Directorates) & Local Gerousia

OWbN runs the Directorate a little differently than the clan book. This is mainly because the number of Ventrue players just isn't enough to have a Praetor in every city with numerous Aediles and Quaestors working under them. Regional Boards are smaller entities within one of the major Directorate areas. Each Region, normally a state or district, is presided over by a single Praetor. The Ventrue that holds the Praetor position presides over their region with a strong hand, managing the regional affairs and appointing Aediles to manage the cities within their jurisdiction as well as 1 to 2 Quaestors for the Region. Normally one Aedile is appointed per city though in some circumstances, when cities are very close together, one Aedile is appointed to manage the affairs in both cities for the clan.

Regional Boards hold meetings far more frequently than the Directorates. Aediles are expected to maintain a meeting schedule of a minimum of one meeting per month for their Local Gerousia and a Praetor is expected to have a Regional Board meeting at least once every 4 to 6 months. The major Directorates (the regions controlled by Strategoi) choose to hold their meetings approximately once per year to discuss affairs and concerns that affect the entirety of the clan within that area.

The clan has a Local Gerousia in almost every major city within a Region as well as a few in less populated areas. These Gerousia may have as few as two or three members, but all serve the same purpose, ensuring that the clan's power and influence continue to spread. When a Regional Directorate or Board meeting is called, the various Gerousia gather to discuss matters of import.

Something such as the Board is not to be taken lightly. The Board deals directly with regional matters and it is a force to be reckoned with. The board usually consists of the eldest, most experienced in the local area (usually acting as Aediles in each city), but due to dwindling numbers they have been known to add younger Ventrue to its ranks. Those who sit on the Board are normally the Praetor for the region (who leads the Board), the elders of the area and the Aediles of each city. The board's primary purpose is something similar to a normal corporation's board, making decisions on regional policy, finances of holdings, etc. One of the most important duties of the board is voting on the awarding of Dignitas to clan members who have made outstanding achievements.

It is interesting to note that there is no title associated with being a member of the local Gerousia, though often members have the Peerage Dignitas. The board is not about titles, but about power and control of the local area and being accepted by those in control. Likewise, the more a member of the board controls the more likely they will be listed too, since even for Ventrue it is virtually impossible to excel in everything. Most wise Ventrue become masters of one or two areas thereby helping to ensure a place at the meetings.

Praetors

Praetors are the highest-ranking Ventrue within the Regional Board's hierarchy. Praetors are the "Managers" of the clan in their areas, and take care of many of the normal day to day events, such as Ventrue meeting locations, Board affairs, etc. The Praetor is the person at the center of all Ventrue affairs in the region, and has access to a higher level of information and resources than other Ventrue in the area, including closer contact with the higher ranking members of the Directorate. Many Ventrue often go to the Praetor for advice, instruction and leadership.

Authority:

They have managerial authority of the cities placed in their trust and the Ventrue within them. They decide who to promote, demote, honor or scorn, they may preside over a tribunal if those involved are under their managerial authority. They do not have the authority to execute a fellow Ventrue. Nor do they have the authority to torpor or stake someone for an extend period of time. All of these must be cleared through the Gerousia or the Lictor, if death is sought then the issue will be sent to the Strategoi for a decision.

Duties:

Praetors' primary duties are to prioritize and manage Ventrue resources in the city or cities. They are the ones that decide what projects the clan will work on and which will have little to no priority. They are also responsible for handling promotions within their area and validating many of the Dignitas awards. For these 2 reasons it is very unwise to upset your Praetor. They can all but permanently prevent you from ever gaining standing through the systematic delay of your projects and advancement within the Directorate.

Aedile

During the Roman Empire, an Aedile was a magistrate who was responsible maintenance of the temples, organization of the Roman Games and for the maintenance of the public buildings in Rome. Moreover, they served sometimes as administrators in mercantile affairs. The title of Aedile is still used by the Ventrue clan in the modern day to describe the supervisors that maintain the clan's business and financial affairs within each city. Normally appointed by the Praetor, the Aedile's duties are to assist both the Praetor and the Local Gerousia in their goals as well as keep tabs on other Ventrue within the city.

Authority:

They manage individual projects assigned to them by the Praetor. Once assigned it is up to the Aedile to decide the best course of action, within the Praetor's orders of course. It is also their responsibility to ensure the Praetor is aware of what is going in reference to the projects assigned to them as well as within the city as a whole. While it is possible for an Aedile to attempt to hold back a promising young Quaestor or Eiren. Aediles who openly lie to the Praetor soon find themselves among the Eiren. It is one thing to take credit for the completion of some project that you were in charge of, even if you did not actually do anything. It is another to claim credit for killing Sabbath you did not or having influence that is not actually yours.

Duties:

To manage any projects assigned to them and to keep the Praetor and Board informed

Quaestor

The word Quaestor literally means 'the man who asks questions'. Quaestors are expected to keep their eyes and ears open for any affairs that may be of interest to the Local Gerousia or Regional board and report these findings to the Praetor. Quaestors are normally Ventrue who have shown some achievement or drive to succeed and are earmarked for later advancement.

Authority:

Little to None

Duties:

To accomplish tasks given to them by the Aedile in support of a project. To coordinate any Eiren assigned to the task to ensure the tasks completion. Another duty – and as important – is that they should watch for news pertaining both to Directorate Businesses and the Camarilla Ventrue.

Eiren

The lowest level of employee amongst the Ventrue in the Directorate, also sometimes referred to as Associates.

Authority:

None

Duties:

Following the orders and counsels of those above them – proving themselves to be useful.

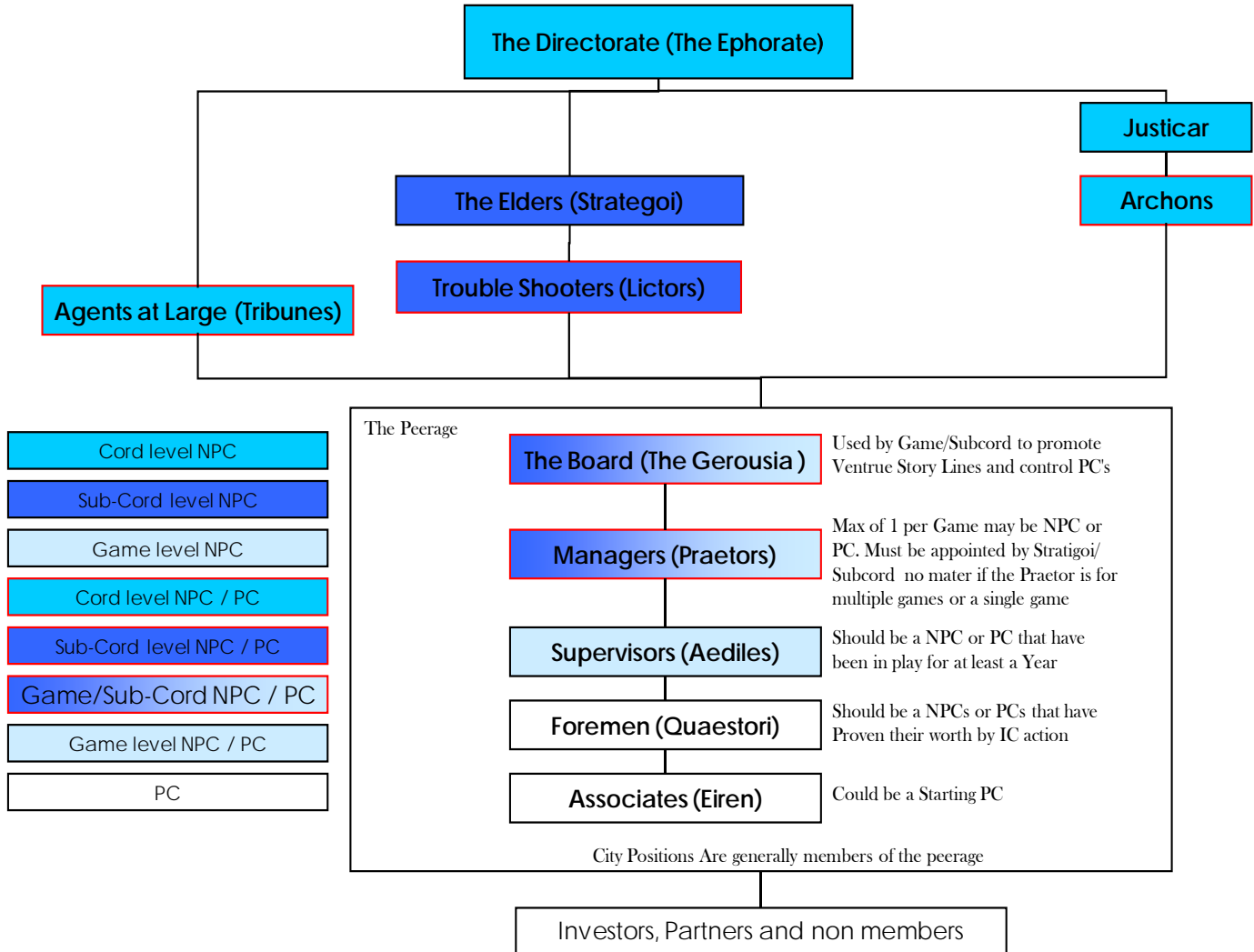
Ascending the Directorate Ranks

Moving up within the clan can be quite simple or extremely difficult. The best way to ascend the ranks is to do a good job at whatever it is you are already doing. Respect your Elders. Help them advance and they will support your advancement. Display competence and skill in a specific area and someone will eventually notice you. Loyalty to both the clan and the Camarilla is also important. Get involved in Kine society, make contacts and allies, gather competent retainers, and, above all, use these to benefit the Clan. The more visibly useful you are to the Clan, the faster you advance.

Loyalty to both the clan and the Camarilla is also important. You may be able to easily accomplish your goals, but if you make enemies of clanmates or if you don't follow the rules, you may be securing a place for yourself at the bottom of the barrel.

The last way to get promoted, and sometimes you will need this no matter how skilled and loyal you are, is to have allies in high places. An extremely diligent and hard-working Quaestor may very well have a hard time moving up the ranks if he can't catch the eye of the Praetor. Of course a necessary component to moving up is an opening, and creating these openings are the catalyst for many Ventruie vs. Ventruie disputes.

Ventruie Structure



The Directorate Offices

The Ventruie Directorate has developed a series of offices that are devoted to the many societies and branches within the clan. Only those who work within the offices know the actual location of the buildings, though it is rumored that they have moved from Europe to a more remote location in recent years. It is believed by many Ventruie that these offices are where the Board of Directors holds their annual meeting.

The Directorate Offices include the Awards Office, Business & Financial Office, and Lineage Office as well as offices for most, if not all, of the clan societies. The Offices also house the Hague Library, which contains a plenitude of information on legal affairs. Any Ventruie may request the assistance of these offices, though the information may take time to obtain as all requests are dependent upon the importance of the individual making the request and the urgency of the information that is needed. A Praetor has a far better chance of receiving information in a matter of days, where as a mere Eiren may wait months for someone to respond to their inquiries.

With the complexity of the Ventrue Dignitas system it is not expected that an individual will be able to learn every single detail about each of the awards, with the exception of the members of the Hawk. The Awards Office offers both assistance and reference materials in regards to the various Awards and Dignitas that the clan has created throughout the years. The office also tracks and maintains a cohesive list of the Dignitas that has been awarded to each member of the clan, working closely with the Lineage Offices to maintain accurate records of this information.

The Business & Financial Office of the Directorate maintains the records and holding of the clan's achievements within the mortal world. These offices maintain the national and international clan holdings within a multitude of countries. They quite frequently find their assistance requested by many a younger Ventrue seeking advice on matters of financial and business-related importance, as well as those who want to make sure a planned take over will not be stepping on any Ventrue toes

It is well known that the most important office within the Directorate is the Lineage Office. Without this office there would be no structure, no order, nor any ability to know one's history and ancestors. This Office, maintained by a small group of the clan, each of whom is individually ensured to be unswervingly loyal to the clan, maintains the names, lineages and histories of every single Ventrue known to the Camarilla. Any Ventrue whom is registered with the Lineage Office may contact those same Offices with an inquiry of the legitimacy of another who claims to be Ventrue. The Offices will respond in turn with Verification or Denial. The reply may take more than one evening, sometimes as long as a week, as the rapidity of the response normally depends on both the importance of the inquiry and the individual inquiring.

Clan Ventrue is noted for its ability to uphold the Traditions of the Camarilla and its extensive knowledge of the mortal legal world. While many Ventrue keep their own personal libraries consisting of legal documentation for the country or domain in which they reside, the Hague Library, maintained by the Directorate Offices, holds information that encompasses the laws, customs and society standards for almost every culture in both the modern and the ancient world. It also has, though carefully worded and edited by strict guidelines to preserve the Masquerade, a wealth of material on the Camarilla customs, traditions and legal systems. Access to this material is granted only to those who are members or endorsed affiliates of the Society of The Hague. Documentation is never loaned out from the Library, instead a small group of legal experts within the Society of The Hague has been appointed to assist individuals with their research and provide them with the information that they require.

The Directorate Resources and Gameplay

The Directorate is different than other "Clan Organizations", in the fact that it's not merely a "clan thing": it's a business company that *also* works as organizational tool for the Clan. The Directorate, by itself, is an enormous conglomerate, disguised as different companies, that reaches world-wide, and in nearly all influence areas. It's not merely an information network, as the Digital Network of the Toreador, the ShreckNet of the Nosferatu: it's an organization that makes money, and "money makes the world go 'round".

In order to make such an influence "felt" game-wise a Ventrue may assist another Ventrue's influence efforts via the directorate, even if he does not possess enough Fame. However, there's a "catch": It costs triple to do so. Thus, a Ventrue in Japan may be able to help a fellow blue-blood in Quantico, however, for every three levels of influence he "lends" this way, the other Ventrue only gets one level. If a Ventrue does not possess enough influence to help this way, he may pool with others, but he needs to gather five influence levels in total, for every one level that reaches the other Ventrue. Neither the influences contributing to the 3 nor the 1 influence that reaches the recipient are halved per normal combined rules as this is already taken into account as it moves through the Directorate. E.g.: John, a Ventrue, is using his Industrial Influence in London. James, in Buenos Aires, may use 3 levels of Industrial Influence to assist John, but John would only get one "extra" level of influence.

What happens with such assistance is that the Directorate guides the usage from a Ventrue in ways that the use in one city will generate "ripples" that end up helping in the other side of the globe.

It should be noted that, since this only happens via the directorate structure it only works when the "aided" Ventrue is in good standing in the directorate. If he claims to not be a member, or needs to atone for slights committed, the aid may never reach the intended destination. It's also bureaucratic, needing approval by all Directorates involved ICly and OOCly from all STs involved and the Ventrue Coord.

THE JUSTICARIATE

Lady Justicar Lucinde

A Justicar is the highest public appointed position for any Camarilla clan. Currently, Lady Lucinde sits on that throne. Justicars are the public figurehead of the clan to the rest of the Camarilla. The position is both important and prestigious. They do not just rule over the clan, but are forced into Camarilla politics as well. It is a position that gets hit from sect and clan at once.

Differently than her predecessor, Lady Justicar Lucinde requires no other "title" other than Justicar. It's expected that kindred follow proper protocols to address her, but no one is allowed to touch her.

Etiquette when meeting Lady Justicar Lucinde:

- No kindred of less than 9 Status is allowed to look the Justicar directly in the eye.
- No Caitiff may approach the Justicar.
- The Justicar does not shake hands.
- Kindred of 8 Status or higher may address the Justicar as "Lady Lucinde".
- Kindred of 2-7 status may address the Justicar as "Lady Justicar Lucinde".
- Kindred of 1 Status do not speak to the Justicar unless spoken to.
- Do not ever interrupt the Justicar.
- Any presents for the Justicar will be accepted by her Archons.
- The Justicar does not kiss a lady's cheek.

Archons, Servitors and other personal aides assist the Justicar with overt and covert matters of importance to both Camarilla and clan. Although the Justicar appoints the Archons, not all of them are of the clan of Kings. Archons have many duties and areas of expertise. They are not required to be in attendance on the Justicar all the times, however when called upon by his Eminence, the Archons are always quick to respond. Also, unlike the Strategoi, PCs can achieve Archon status, though it takes years of role-play and permission from the clan Justi-Coord. To understand the full capacity of an Archon it is recommended that you read the Archons & Templars book published by White Wolf. While the Position of Archon is not part of the Directorate structure it is respected just as the position of Justicar is. It is also important to remember that Archons may hold other directorate position, and that while there is not official confirmation or proof, few can think of a better cover story for a secret Tribune than that of an Archon since the Camarilla position would let them go anywhere and question anyone.

Archons of Note

- Archon Karina Schrieber, Malkavian, USA, "The Secretary"
- Archon Pao-Yu, Ventrue, Europe
- Archon Steven Taylor, Ventrue, Midwest
- Archon Pavel Nadolski, Ventrue, Midwest
- Archon Genevieve Tristan, Toreador, USA
- Archon Kathleen Kennedy, Ventrue, USA
- Archon Mun Jae Lee, Ventrue, South East Asia, Secretariat
- Archon Richard Nieman, Ventrue, South America, Secretariat
- Archon Charlize Lynn, Toreador, Brazil
- Archon Carlos Albuquerque Xavier, Malkavian, Brazil
- Archon Johnnen Matthias, Ventrue, Brazil
- Archon Arthur Livingston, Ventrue, Southeast
- Archon Raoul Moriarty, Malkavian, Southeast

Archons Serving Other Justicars

Being an Archon to a Justicar not of Clan Ventrue is not necessarily a bad thing. All Ventrue would not willingly give information about Clan Ventrue (nor act against it) just because they're serving another Justicar. Sense of preservation would prevent any Ventrue (Archon or not) from simply being "Dominated" into doing such (as penalty for that is death), and the love created by a bond would prevent a thrall to share such secrets with their Master (since it would most probably cause the death of his master, or similar results).

As such, they're not viewed as "lesser" or "traitors" – it is, however, advised to keep discussions discreet when the topic is their masters (but that is advised when discussing *any* Justicar to anyone).

Ventrue Archons serving other Justicars have a tough job, as they must juggle the necessities of their Masters, and those of Clan Ventrue: as they're still expected to fulfill the clan's goals – using their newfound connections to do so. However, considering that their Masters are not privy to their duties as Ventrue – and could not care less about them if they were – Archons serving other Justicars hardly ever hold any position within the Directorate.

TRIBUNALS

Tribunals are the Ventrue Court system of Clan Justice.

A Tribunal may be called and presided over by Praetors, Lictors, Strategoi or a Member of the Ephorate (should you draw so much attention to yourself) and the Tribunals. Though Tribunes may only call a tribunal after checking with his/her superiors. Aediles may also call for one but can not personally preside without permission from the Strategoi. Tribunals are most often presided over by a Member of The Hague. But The Hague member must be more respected than those involved (by holding a higher position on the Directorate or holding more Dignitas than any of the parties involved in the conflict) and other requirements are met (see society of the Hague and Hague Duty Structure).

The Hawks also have a semi official place in the convening of a tribunal. Hawks may call for a tribunal if the Hawk has more Dignitas than the individual they wish to see prosecuted (or more than all involved in a dispute). In addition all the individuals directorate positions must be Aedile or below. A Hawk First class may call for a tribunal of any one save the Justicar and the Ephorate. However, the Hawk is responsible for finding someone willing and capable of judging the issue. To call for such a tribunal and fail to find anyone willing to judge the situation brings the hawk under scrutiny of not only their superiors but of the other Hawks.

The procedure that the tribunal follows is determined entirely by the person presiding over it. The person in charge may choose to follow the legal proceedings of a modern judicial system or as antique as the judicial systems of old monarchical Europe.

The person presiding over the Tribunal may impose any penalty that they deem necessary to the offending party or parties. Final Death is warranted only for the most heinous crimes, that being Diablerie, or Amaranth of a Venture without approval from ones superiors in the Directorate, Patricide/Matricide, or the outright Murder of another Ventrue.

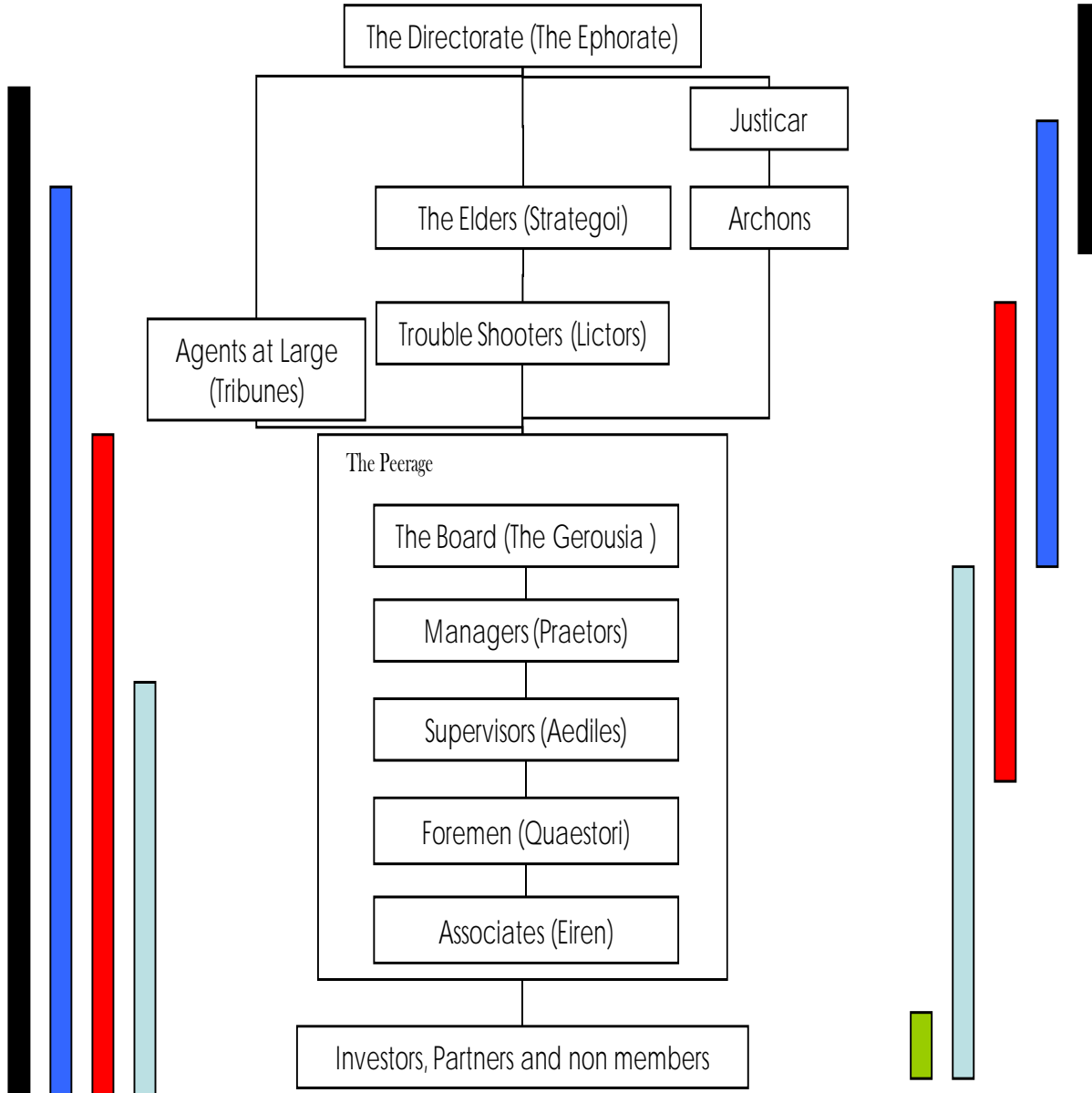
If one feels that their Tribunal has been misjudged, they must find someone to take up their cause who is of greater standing than the Ventrue that is presiding over the Tribunal. This is a dangerous risk and rarely will another agree to assist in the Appeal as in doing so, they place their own fate along side of the one accused. This requires them to ask for a Tribunal and stand along side the accused and accept any judgment that is given out.

Those facing a Tribunal may request that the person presiding over the tribunal be from a different city or even a different Directorate area. This circumstance is rare as travel is dangerous and one may not ingratiate oneself to the judge if they are from another area or city. As such someone that falls within the Midwest Directorate area may request that the person to preside over the Tribunal be from the West Coast Directorate, or at least from a Directorate area other than the Midwest.

Hague Duty Structure

Can preside over during a Tribunal

Normally Advises



Note:

To preside over a tribunal. The member, Advocate, etc, of the Hague must have more dignitas than any of the Ventruie being judged.

Example: A Judge advocate can preside over / pass judgment on a Lictor an advocate can not.

Example: An Adile ranks a member of the Hague as a legal advisor while the non Ventruie rate someone simply endorsed by the Hague

- Judge Advocate General of the Hague
- Judge Advocate of the Hague
- Advocate of the Hague
- Member of the Hague
- Endorsed by the Hague

RESOURCES & REFERENCES FOR VENTRUE PLAYERS

Ventrue Lore

The following Lore Breakdown is a good *guide* for players and ST to use for the Ventrue Clan. It represents what the average has learned at what age or position. Everything in here is at ST discretion, but highly encourage following this model closely. The Out of Clan lore represents those that learn Ventrue lore and are not Ventrue, it roughly follows 2 dots behind In Clan Ventrue Lore.

Lore x1- In Clan: Should know by end of Accounting/Agoge

- The primary Ventrue Disciplines are *Dominate*, *Fortitude*, and *Presence*.
- Able to recite your lineage.
- Able to do simple checks on other Ventrue lineage and dignitas
- Have basic understanding of Directorate.
- Aware of who the members of your *Gerousia* (Local and Regional Directorate) and understand their roles in directorate; *Eiren* (associates), *Aediles* (supervisors), *Quaestors* (foreman), and *Praetors* (managers).
- Familiar with the Ventrue concept of *dignitas*.
- Have basic understanding of Ventrue Etiquette and Decorum
- Clan Ventrue's Traditions are; Ethic of Succor, Agoge, and celebration of Embrace Night.
- Lucinde is the current Ventrue Justicar of the Camarilla
- The general history of who was Ventrue Justicar and their policies from current through beginning of 20th century
- Punishments for crimes against Camarilla or Clan:
 - Any Ventrue caught betraying Clan or Camarilla secrets to the Sabbat will suffer Final Death.
 - Any Ventrue accused of betraying Clan or Camarilla secrets to the Sabbat will suffer Fire and the Sword.
 - Any Ventrue caught betraying Clan secrets to other clans will suffer Pain.
 - Any Ventrue accused of betraying Clan secrets to other clans will suffer Shame.
 - Any Ventrue caught bearing false witness against his Clan will suffer the Fate of the Accused.
 - Any Ventrue accused of bearing false witness against his Clan will suffer Ordeal.

Lore x1 - Out of Clan:

- Ventrue have rarefied tastes for vitae, each member of the Clan has a different taste
- They are often very rich, in control of a lot of things, and are often called Blue Bloods
- Ventrue are the Clan of Kings and believe they are rightful rulers of the Camarilla.
- Ventrue disciplines are Dominate, Fortitude and Presence.

Lore x2 – In Clan: Should know to be Primogen or Aedile

- Heard of the Ventrue Antediluvian, often called Vedhartha, and know that the Clan claims that he was the eldest of the Third Generation, and was chosen by Caine to be his retainer and advisor, and to rule over his brethren.
- Know of the Ventrue Tradition of Courts, and know that any two Ventrue may request a Court of their superiors to convene and settle a dispute.
- Heard of legendary Ventrue, such as: Hardestadt, the founder of the Camarilla itself; and Mithras, the Methuselah upon whom the God of the same name is based.
- Heard of prominent Ventrue Societies, such as Order of the Hawk Royale, Knights of the Blood, Society of Hague and understand their purpose and requirements for membership.
- You have a strong understanding of Directorate and it's positions; *Lictors* (troubleshooters), *Stratego*i (elders), *Ephods* (generals)
- You can verify Ventrue Lineage and dignitas fairly well and might be able to pierce simple fake lineages or dignitas.
- The general history of who was Ventrue Justicar and their policies during 19th century.

Lore x2- Out of Clan:

- Heard Clan Ventrue has some highly centralized internal structure.
- Heard Clan Ventrue version of Clan Prestige follows some a different system which has some version of requirements to gain Clan Prestige.
- Heard that Ventrue have a strict etiquette and decorum when dealing with each other.
- Heard that Ventrue clan meetings are usually called business meetings.

Lore x3 – In Clan: Should know to be Praetor or consider Ancilla

- Heard of older famous Ventrue such as; Artemis and Lysander who led Peloponnesian War with Brujah-controlled Athens and great Roman Ventrue Camilla who launched the Punic Wars and formed the earliest *Ephorate*
- Have good understand of how the Court system works and know that there is actually know hard and fast obligation on the part of the defendant, the accuser or the arbiter to adhere to a Court judgment.
- You are aware of the various organizational methods that the Ventrue employed before settling on the model of the Directorate. These include a Venture "Senate"; dividing the Clan into smaller sub-Clans; and perpetuating the growth of numerous secret societies with the Clan.
- You have heard that Vedhartha left the Second City in search of Caine, and that it was after this that the other Antediluvians (Especially Lasombra, Tzimisce, Nosferatu and Setite Clans) rose up and plunged the city into chaos, perpetuating its fall. You know that Vedhartha has not been heard from since.
- Know the workings of most Houses and Societies and requirements for membership well.
- You can verify Ventrue Lineage and Dignitas easily and accurately and can pierce most fake lineages or dignitas.
- The general history of who was Ventrue Justicar and their policies during 18th century.

Lore x3 – Out of Clan:

- Heard words Directorate and Dignitas and suspect related to secret internal clan structure.
- Heard names of other groups that may not be directly part of directorate (i.e. Houses and Societies.)
- Can guess slightly accurately if a Ventrue tells you their lineage if it is real.
- Know the history of a few modern important Ventrue and their achievement.

Lore x4 – In Clan: Should know to be a Lictor or consider an Elder (Regional Ventrue Sub-Coordinator Approval required to learn.)

- You have heard that the uprising of the Third Generation against the Second was done at the suggestion of Vedhartha, who did so following Caine's own council and that after the revolt Vedhartha ruled over the Second City in peace.
- Heard, in passing, of famous Ventrue, such as: Fabrizio Ulfia, holds powerful sway over the Catholic Church; Jürgen of Magdeburg, a childe of Hardestadt was responsible for major onslaughts against the Tzimisce in the War of Omens; Jan Pieterzoon, another childe of Hardestadt who seeks to stamp out Noddist teaching from the Camarilla; and Kyle Strathcona, the *antitribu* Cardinal of Canada.
- You are aware that a great deal of the Ventrue history with Clan Lasombra is reactionary and their enmity has been exaggerated in the past due to the influence of the Anarch Revolt and the formation of the Sabbat.
- You know some of the major movers within the Directorate and are aware that it is the assembled *ephors* who select the candidate they wish to have as the Camarilla Justicar during each election by the Inner Council. You're aware that some of them probably have sat on the Inner Council, themselves
- You are familiar with the history behind the post-Roman Ventrue, and know of the Toreador/Ventrue alliances in Europe during the age of Charlemagne. You have heard a great deal about the courts of Alexander and Mithras.
- You are know the various splinter groups that formed in Clan Ventrue after the collapse of Rome, and that for a good time, the Clan, like the former Empire was divided between Western and Byzantine factions.
- Know the workings of all the House and Societies and requirements for membership very well.
- Know some of the dirty secrets of famous, powerful, or elder Ventrue.
- The general history of who was Ventrue Justicar and their policies during 17th century.
- You can verify Ventrue Lineage and Dignitas almost perfectly and only the best fake lineages or dignitas can fool you.

Lore x4 – Out of Clan: (Regional Ventrue Sub-Coordinator Approval required to learn.)

- Heard of some directorate title position and an idea of their relative importance, but not completely accurate.
- Have simple ideas about common House and Societies.

- Know the names of common dignitas and how Ventrue get them.
- Can be reasonable sure that if a Ventrue tells you their lineage if it is real.
- Know the history of important Ventrue and their achievements since Camarilla was formed.

Lore x5 – In Clan: (Ventrue Coordinator Approval required to learn.)

- Know many of the dirty secrets of the famous, powerful, or truly elder Ventrue. This information could be useful or dangerous for the right or wrong purposes.
- Know names and contact information for some of the Members of the *Ephorate*.
- The general history of who was Ventrue Justicar and their policies 16th and 15th century.

Lore x5 – Out of Clan: (Ventrue Coordinator Approval required to learn.)

- Have a good idea of directorate titles and position
- Have a good idea about the names of most dignitas and how Ventrue get earn them.
- Know Ventrue lineages better than most neonate Ventrue.
- Know the history of important Ventrue and their achievements from before the Camarilla was formed to the beginning of Roman Empire.

Clan Justi-Coordinator & Sub-Coord Positions

Most questions are easily enough answered by your Storytelling Staff, however there comes a time that someone gets stumped and can't answer a question or it's something that has to be taken to a higher level. This is where the Coordinator and Sub-Coordinators for OWbN come into play.

The Justi-Coord controls the high-level NPCs of the clan, such as the Justicar, Strategoi, etc. The Sub-Coords assist them in various areas of expertise.

Please check the OWbN Webpage for the most up-to-date contact information.

E-mail Lists

There are many e-mail lists out there that you can join to get more involved in the world-wide network of OWbN and clan Ventrue.

Most of these lists are found either on the OWbN Server or on Yahoo Groups (<http://groups.yahoo.com>)

You can get on the lists by logging onto Yahoo Groups or the OWbN webpage and requesting to be subscribed to the lists that appeal to you. Please note that many of the listserv moderators will require you to provide additional information before you are subscribed to the listserv. Check with your STs to see if there are any other local lists that you should be subscribed to.

National Ventrue Lists – Yahoo Groups

OWbN-Scepter	-- All Camarilla Ventrue (No Sabbat)
OWbN-Scepter-OOC	-- Out of Character List for all Camarilla Ventrue (No Sabbat)
OWbN-Directorate	-- All Ventrue active in the Directorate

Specific Directorate Lists – Yahoo Groups

Please contact your local Sub-coord.

National Lists - Yahoo Groups

OWbN-Cam	-- National Listserv, Camarilla PCs Only
OWbN-Cam-OOC	-- National Listserv, Out of Character for Camarilla PCs
OWbN-Players	-- National Listserv, OOC

National Lists – OWbN.org

OWbN	-- National Listserv
OWbN-OOC	-- National Listserv, OOC

Internet Sites

OWbN Main Site <http://www.OWbN.org>
OWbN Ventrue <http://www.owbventrue.com> and www.ventrue.org (not online yet)
Ventrue.com <http://www.ventrue.com/>
The Ventrue Network <http://www.ventrue.net/>

Sub-Coord Contact

General Contact see owbn webpage for the most updated contact list
Lineage lineage@ventrue.org

There are also many other websites that have been created by both Chronicles and players about Clan Ventrue. The best way to find them is to use Google (<http://www.google.com>) and enter in the word "Ventrue" and do a search.

Contributing Authors:

This revision was written (in a random order) by Lucas Delmont, Denis Brandão, Blair Boggs, Sean Carroll, and Chad Whitley. It was reviewed by the rest of the current Staff, a.k.a., Derek Howard, Amber Kendel, Kley Anderson, "Guga" and Morgan. It should be specially noted that Blair Boggs wrote the Lore breakdown, and that the charts were provided by Sean Carroll.

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