

# Anarch Status Guide

## Positions

- o *passive*
- o *spent*

### Baron

- Authority
  - o *Courageous*
  - o *Defender*
  - o *Honorable*
  - o *Loyal*
  - o *Warned - Negative*
  - o *Forsaken - Negative*
- Mandate
  - o *Connected*
  - o *Preacher*
  - o *Remove (Loser, Marked, Warned)*
  - o *Cherry - Negative*

### Constable

- Enforcer
  - o *Defender x2*
  - o *Warned - Negative*
- Warrant
  - o *Thug*
  - o *Veteran*
  - o *Cherry - Negative*
  - o *-Disgraced - Negative*
  - o *-Loser - Negative*

### Ambassador

- Established
  - o *Warned - Negative*
  - o *Favored*
- Guardian
  - o *Warned - Negative*
  - o *Disgraced*

### Architect

- Enforcer
  - o *Defender x2*
  - o *Warned - Negative*

## Abiding Status Traits

### Authority

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

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

### Enforcer

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

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

- Spent: You can expend *Enforcer* to issue the negative status *Warned* to an individual whom you legitimately believe has broken the law of your sect or local domain.

## Established

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

- Passive: While you possess *Established*, an individual who openly insults, threatens, or attacks you automatically receives the negative status *Warned*. Offenses made entirely in private, or which are subtle enough to be obscured, do not trigger this passive effect. Characters that currently possess the *Authority*, *Commander*, or *Triumphant* status traits are immune to this passive effect.
- Spent: You can expend *Established* to award an individual the fleeting status *Favored*.

## Guardian

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

- Passive: While you possess *Guardian*, you may award the negative status *Warned* to anyone who behaves inappropriately within your jurisdiction or does not respect the authority of your proclamations.
- Spent: You may expend the status trait *Guardian* to award someone the negative status *Disgraced*. Keepers of Elysium may thus punish defilers of Elysium, calling them “Profane,” while Harpies may punish someone who has been proven to have broken a legitimate boon, calling them “Boonbreaker.”

## Mandate (abiding)

As a leader among the Anarchs, you have been given power by a popular mandate. You are supported by the will of the people.

- Passive: While you possess *Mandate*, you can command the exile of another Anarch, forcing her to leave your territory. So long as you hold this status, that individual may not enter your territory (or a specific location within that territory, as you choose) until you relent and allow the incursion. If the exiled character enters that location, she immediately gains the negative status *Loser*.
- Spent: You can expend this status trait to give another Anarch the fleeting status *Connected* or *Preacher*; to give or remove the negative status *Loser*, *Marked*, or *Warned*; or to give (but not remove) the negative status *Cherry*. You can also expend *Mandate* to issue a *Call to Arms* against a specific individual or group.

## Moniker (abiding)

You are a member of a famous Anarch gang. Moreover, you are commonly attributed to be one of the most important members of that gang, responsible for its fame (or infamy). Other members of the gang may be proud of the group’s renown, but your name is synonymous with its moniker.

- Passive: You receive a +1 bonus to your defensive test pools versus uses of *Intimidation* and *Leadership*, including supernatural power pools based on those skills. While you are within 10 steps of another vampire who possesses the *Moniker* merit (and status) for your gang, you gain an additional +1. This benefit is cumulative to a maximum of 5.
- Spent: This status has no spend bonus and cannot be expended.

## Warrant (abiding)

You are granted the solemn duty to render punishment to those Anarchs who break the law of the territory or who violate the Masquerade.

- **Passive:** While you possess Warrant, you may issue orders in combat to any Anarch currently within your territory (including the Baron) and expect to have those orders obeyed. Those Anarchs who disobey your direct order in combat automatically gain the negative status Loser.
- **Spent:** You can expend this status trait to give another Anarch the fleeting status Thug or Veteran, to give (but not remove) the negative status Cherry, or to order the punishment of an Anarch according to the law of your territory. Those individuals who do not accept punishment in this manner receive the negative status Disgraced and the negative status Loser.

## Fleeting Status Traits

### Connected (fleeting)

You are well known as a trusted asset, capable of providing necessary resources, be it money, equipment, information, or influence-based favors.

- **Passive:** While you possess Connected, you can call upon one of the following backgrounds once per game without expending that background: Allies, Contacts, Herd, or Resources.
- **Spent:** If you expend Connected, you can add 2 levels to an influence you possess, for the purpose of a single use of that influence.

### Courageous (fleeting)

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

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

### Defender (fleeting)

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

- **Passive:** While you possess *Defender*, you may carry weapons to any gathering, including restricted locations. Vampiric authorities must allow you to go armed. (Note that mortal authorities, and individuals not of your sect, are under no such agreement.)
- **Spent:** You may expend *Defender* when you perform an action that would cause you to gain Beast traits to reduce the number of Beast traits gained by 1. You cannot use more than one *Defender* status on a single sin.

### Favored (fleeting)

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

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

### Hardcore (fleeting)

You have gone above and beyond the call of duty, placing yourself directly in harm's way and even risking Final Death in order to complete a mission of great importance or to defend another Anarch.

- **Passive:** While you possess *Hardcore*, you gain a +1 bonus to your test pool when comparing to see if you have achieved an exceptional success. This bonus is not cumulative, even if you possess more than one *Hardcore* status trait.
- **Spent:** You can expend *Hardcore* to perform a combat maneuver, rather than expending a Willpower. You cannot apply both a combat maneuver purchased with Willpower and one purchased with *Hardcore* to the same action. This bonus is not cumulative, even if you possess more than one status trait of *Hardcore*.

### Honorable (fleeting)

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

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

### Loyal (fleeting)

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

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

### **Praised (fleeting)**

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

- **Passive:** The *Praised* status has no passive benefit.
- **Spent:** You can expend *Praised* to claim a small favor (the level of assistance required from a trivial boon) from any other Accepted member of your sect. You cannot use this to gain a boon from a character who is already in your debt.

### **Preacher (fleeting)**

You are recognized for teaching other vampires about libertas and the ideals of the Anarch Revolt, gathering recruits or defusing tensions within the sect and with those outside it.

- **Passive:** While you possess Preacher, your words cannot break the Masquerade. If a common mortal overhears you talking, she will assume you are speaking in code or that she simply misunderstood what you said. This effect will not help you cover for such verbal breaches if the mortal already knows about vampires.
- **Spent:** If you expend Preacher while inspiring another individual about the Anarch cause, that character resists the effects of any currently active emotion-based power, or any form of blood bond, for the next five minutes.

### **Thug (fleeting)**

You are known for being a strong-arm for the sect. Your area of expertise may be physical, or it may be a less tangible form of expression.

- **Passive:** While you possess Thug, your Intimidate skill affects Stock NPCs with a rating of up to 3, rather than 2.
- **Spent:** You can expend Thug to sneak a onehanded weapon past detection (even supernatural or technological means).

### **Triumphant (fleeting)**

You have publically defeated an impressive enemy of the sect without aid or otherwise performed a critical and life-risking service to your sect. When this event occurs, you gain the status trait of Triumphant. The status trait Triumphant can only be given by NPCs. For more information on gaining this status, check the setting guide for your chronicle or speak with your Storyteller.

- **Passive:** While you possess *Triumphant*, you are granted special privileges at important gatherings of your sect: the best seating, advance notice of important attendees, and other advantages. You are granted the right to feed in any domain controlled by your sect. The number of downtime actions required for you to feed is reduced by 1, to a minimum of 0.
- **Spent:** You can expend *Triumphant* to ignore the censure of all negative status possessed by you or another character for one hour. You gain this benefit even if you have negative status that would otherwise prevent you from using status traits.

### **Veteran (fleeting)**

You have entered a conflict on behalf of the sect (a siege, pitched battle, or similar major undertaking, not just a raid or a minor brawl), and comported yourself well on behalf of the Anarch Movement.

- **Passive:** While you possess Veteran, Stock NPCs who are following your character's instruction gain an additional simple action per turn. Stock NPCs can gain benefit from only one Veteran status per turn.
- **Spent:** You can expend Veteran to receive an additional downtime action between game sessions.

## Victorious (fleeting)

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

- **Passive:** On the night you gain the *Victorious* status trait, other characters capable of giving positive status can give you such status without expenditure.
- **Spent:** You can expend *Victorious* when you expend any other status to immediately regain the spent trait. Alternately, you can expend the *Victorious* status to remove *Warned* from yourself or another character within the same jurisdiction where you gained the *Victorious* trait.

## Negative Status Traits

Each negative status trait has a censure, a prohibition placed upon the holder's activities. These prohibitions are not magical or supernaturally enforced; they are social restrictions that the character is expected to obey for the period she holds this negative status. If a sect officer discovers that a character is in violation of a censure, the censured character suffers the penalties assigned by the trait's mechanical systems.

### Cherry (negative)

You exhibit a dangerous naiveté about the Movement, Kindred society, goals, or unlife in general. Your inexperience has caused serious problems or harm to your fellow Anarchs.

- **Censure:** While you carry the Cherry negative status, you are the low rung on the ladder of the Anarch Movement social order. You may not speak at gang or territory meetings unless first spoken to, and you do not get a vote on topics being discussed by the gathered Anarchs of your territory. Further, a character who possesses the Cherry trait suffers the lesser status ban. Once applied to a character, this negative status lasts for six games or three months, whichever is longer. It cannot be removed by other uses of status.
- **Punishment:** If a character with the Cherry negative status is found to break the censure of this status, she gains the additional negative status trait *Warned*, and the three month/six game duration of Cherry is reset.

### Marked (negative)

Through your action or inaction, the entire Anarch Movement has suffered. Perhaps you have been hunted by another sect, perhaps you defected and committed treason, or perhaps you attempted to infiltrate the Anarchs on behalf of an outside organization. In any case, this censure is never given lightly.

- **Censure:** As an exception to the rule that status cannot cross sects, characters who are not Committed can receive the Marked negative status, so long as they were Committed at some point within the last year and a day. You are not welcome in Anarch lands. If you cross into territory controlled by Anarchs, you will be harassed, taunted, and even outright attacked. Any Anarch who publicly insults a Marked character gains the fleeting status trait *Praised*. Multiple characters can gain status for insulting a Marked individual, but no character can benefit from a single individual's Marked censure than once per game. The Marked status lasts until removed by a unanimous vote of Anarchs who live in the territory where the character was originally given the negative status.
- **Punishment:** While you carry the Marked status, you are a target for Anarch rage. If you enter any Anarch territory, your car may be stolen, your mortal acquaintances attacked, and your resources purloined. When in Anarch territory, you do not have access to your backgrounds or influences. If you haven in Anarch territory, that haven will be discovered by local Anarchs within two nights. If you bring Retainers into Anarch territory, they will be destroyed the minute they leave your side.

## Loser (negative)

The Anarch Movement considers you a failure, someone who cannot be trusted to live up to her word and cannot be relied upon when trouble comes knocking.

- **Censure:** While you carry the Loser (occasionally called Mongo or Gonk) negative status, you are barely considered a member of the Anarch sect. You suffer the greater status ban and must wear a visible sign of your failure at all times. This badge of dishonor is chosen by the person punishing you with this status and may range from wearing a specific item, to maintaining a physical alteration such as the loss of a finger, or having the word “failure” tattooed across your forehead. This status lasts for two games or one month, whichever is longer.
- **Punishment:** If a character with the Loser status is discovered by another Anarch to have broken the censure of this status, the holder of this status suffers a -3 penalty to her defense test pools against any Committed Anarch for the rest of the night. Further, she automatically gains the Disgraced status.

## Warned (negative)

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

- **Censure:** While you carry the *Warned* status, you may not speak to any officer of your sect in public unless that officer first speaks to you; further, you may not contradict an officer of your sect. If you speak inappropriately, or contradict an officer, you can avoid breaking this censure by apologizing and offering the officer a minor boon. Creative officers may impose alternate restrictions. These might include cutting off the offender’s finger and ordering the *Warned* character not to regrow it until this status is removed or forcing the offender to bear a visible mark of failure for the duration of the status *Warned*. These alternate restrictions cannot be used to significantly handicap a character or to force a character into a dangerous situation. If the Storyteller believes this status is being abused, she may overrule the alternate restriction and impose the default censure instead. The *Warned* negative status lasts for two games or one month, whichever is longer. If a character receives another *Warned* status while she already possesses *Warned*, the total duration is increased by two games or one month, whichever is longer. This continues with every further application of *Warned*.
- **Punishment:** If a character with the *Warned* status is found to break the censure of this status, she gains the additional status trait *Disgraced*. A character does not lose the negative status *Warned* when she receives *Disgraced*.

## Disgraced (negative)

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

- **Censure:** While you carry the *Disgraced* status, the sect prohibits you from carrying weapons or actively using powers in the presence of an officer of your sect, unless you receive the officer’s express permission. Further, you may not feed within your sect’s territories, but must seek scraps elsewhere. A character cannot spend or gain status while she possesses the *Disgraced* status trait. Other characters are not required to repay boons owed to a character possessing this status. If you are found in violation of this censure by a sect officer, you can avoid punishment by apologizing and offering the officer a major boon.  
Anyone who publicly insults a *Disgraced* character gains the fleeting status trait *Praised*. Multiple characters can gain status for insulting a *Disgraced* individual, but no character can benefit from a single individual’s *Disgraced* censure more than once per game.  
The *Disgraced* status lasts as long as you hold one or more *Warned* negative status traits. If you do not possess a

Warned negative status when you are awarded *Disgraced*, then the negative status lasts for two games or one month, whichever is longer.

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

### Forsaken (negative)

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

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

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

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

### Lesser Status Bans

- Members of the Anarch Movement who have evercommitted diablerie
- Members of the Anarch Movement who are known to blood bond others (including enslaving ghouls) — this ban lasts while the blood bond exists, plus an additional three months. If this ban is enacted against a specific character twice, it becomes permanent for that character.
- Members of the Anarch Movement who were members of the Camarilla or the Sabbat within the past 10 year

### Greater Status Bans

- Members of the Anarch Movement on a Path of Enlightenment
- Members of the Anarch Movement who have refused to participate in a local Call to Arms within the past five years
- Members of the Anarch Movement who are responsible for large-scale (and unrepaired) breaches of the Masquerade