

Camarilla Status Guide

Positions

- passive
- *spent*

Prince

- Authority
 - Courageous
 - Defender
 - Honorable
 - Loyal
 - *Warned* - Negative
 - *Forsaken* - Negative
- Commander
 - Enforcer x3
 - *Courageous*
 - *Loyal*
- Sovereign
 - Courteous
 - Enforcer
 - Loyal
 - *Sanctioned*
 - *Forsaken* - Negative

Seneschal

- Noble
 - Acclaimed
 - Loyal
 - *Vulgar* - Negative
- (Authority if Prince not in attendance)
 - Courageous
 - Defender
 - Honorable
 - Loyal
 - *Warned* - Negative
 - *Forsaken* - Negative

Harpy

- Prominent
 - Honorable
 - Courteous
 - *Disgraced* - Negative
- Guardian
 - *Warned* - Negative
 - *Disgraced* - Negative
- Noble
 - Acclaimed
 - Loyal
 - *Vulgar* - Negative

Lesser Harpy

- (Guardian if Harpy not in attendance)
 - *Warned* - Negative
 - *Disgraced* - Negative

Primogen

- Noble
 - Acclaimed
 - Loyal
 - *Vulgar* - Negative

Whip

- (Noble if Primogen not in attendance)
 - Acclaimed
 - Loyal
 - *Vulgar* - Negative

Keeper of Elysium

- Enforcer
 - Defender x2
 - *Warned* - Negative
- Guardian
 - *Warned* - Negative
 - *Disgraced* - Negative

Sheriff

- Enforcer
 - Defender x2
 - *Warned* - Negative
- Privileged
 - *Vulgar* - Negative

Scourge

- Enforcer
 - Defender x2
 - *Warned* - Negative

Elder

- Confirmed
- Established
 - *Warned* - Negative
 - *Favored*
- Privileged
 - *Vulgar* - Negative

Ancilla

- Confirmed

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*.

Commander

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

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

Confirmed

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

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

Enforcer

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.”

Noble

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

- **Passive:** While you possess Noble status, you may award any individual the fleeting status *Acclaimed* or *Loyal* without expending this status. An individual can only hold a single status from your *Noble* status at a time, but may benefit from repeated uses of *Noble* so long as they originate from separate sources.
- **Spent:** Expend *Noble* to award an individual who has caused significant offense the negative status *Vulgar*.

Privileged

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

- **Passive:** While you possess *Privileged*, you cannot be openly or effectively accused of lying unless the accuser possesses the status traits *Privileged*, *Commander*, *Triumphant*, or *Authority*. This does not mean other characters must believe what you say, only that they cannot publically challenge its veracity.
- **Spent:** You may expend *Privileged* status to give someone the *Vulgar* negative status trait.

Prominent

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

- **Passive:** While you possess *Prominent*, you may award any individual the fleeting status *Honorable* or *Courteous* without expending this status. An individual can only hold a single status from your *Prominent* at a time, but can benefit from repeated uses of *Prominent* so long as they originate from separate sources.
- **Spent:** If you expend *Prominent*, an individual you target must physically leave a scene (small area or single room) for the next 10 minutes, effectively exiling them from a social situation. If they do not do so, they gain the negative status *Disgraced*. *Prominent* cannot be expended in combat.

Sovereign

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

- **Passive:** While you possess *Sovereign* status, you control the praxis of a domain. You may award an individual the fleeting status *Courteous*, *Enforcer*, or *Loyal* without expending this status. An individual can only hold a single status from your use of *Sovereign* at a time, but may benefit from repeated uses of *Sovereign* so long as they originate from separate sources. Further, you cannot be openly contradicted within the domain where you hold praxis, unless the individual possesses either the status trait *Privileged* or the status trait *Authority*.
- **Spent:** Expend the status trait *Sovereign* to give your target the fleeting status *Sanctioned* or to initiate a blood hunt against your target. If you are blood hunted, you are considered to have the negative status *Forsaken* while in that Prince's city. This has no effect if you travel to a city where you are not blood hunted. If the wielder of this status dies or is removed from praxis, your blood hunt is also removed.

Fleeting Status Traits

Acclaimed (fleeting) (Camarilla)

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

- **Passive:** While you possess *Acclaimed*, you may extend the passive bonus of any one status you currently possess (which is not expended) to one individual per night. This bonus lasts for one hour, so long as they remain within 10 feet of you.
- **Spent:** You may expend *Acclaimed* to request that an officer of the sect share her views or offer advice, publicly or privately (as you wish), about a subject that is pertinent to the domain. This may be used to further political agendas or for personal gain, such as having the Prince speak about your party in order to encourage people to go or to maneuver a rival into saying something compromising.

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.

Courteous (fleeting)

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

- **Passive:** While you possess *Courteous*, you cannot be targeted by another character's use of the Subterfuge skill to redirect blame for the use of a supernatural power. For more information on the Subterfuge system mechanic, see Chapter Three: Character Creation, page 97.

- Spent: You can expend *Courteous* to overcome any political gaffe or etiquette-related error you have made in the last five minutes. The error did occur, but those who would be offended by it must accept your apology and cannot hold the error against you.

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.

Gallant (fleeting) (Camarilla)

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

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

Honorable (fleeting)

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

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

Loyal (fleeting)

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

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

Praised (fleeting)

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

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

Sanctioned (fleeting) (Camarilla)

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

- **Passive:** *Sanctioned* has no passive bonus.
- **Spent:** When granted, this status allows a specifically defined breach of one sect law. You can expend *Sanctioned* to break that law without incurring punishment. This action is an exception to the specific law, allowed by an *Authority* of a domain.

Triumphant (fleeting)

You have 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.

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.

Vulgar (negative) (Camarilla)

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

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

Warned (negative)

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

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

Disgraced (negative)

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

- Censure: While you carry the *Disgraced* status, the sect prohibits you from carrying weapons or actively using powers 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

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

Greater Status Bans

- Applies to known Caitiff
- Applies to members of the Camarilla who've committed diablerie
- Applies to members of the Camarilla who have joined within the last year