

E-Division

Overview

E-Division is dedicated to the study, documentation, and advice on supernatural creatures and phenomena encountered by Camarilla Kindred. While their expertise often proves critical in moments of crisis, their core mission remains investigation, research, and counsel—not enforcement.

Members of E-Division come from many walks of unlife: some are adventuring archaeologists, others reclusive scholars, sterile lab technicians, or enigmatic men in black. All share a singular goal—to illuminate the unknown and protect the Camarilla from that which lurks beyond the veil.

Supernatural threats under their purview include, but are not limited to: Lupines, Fae, Wraiths, Changelings, Mages, Hunters, spirits, Demons, and entities of Smoke and Shadow.

E-Division has recently expanded, drawing upon the full scope of knowledge and disciplines the Camarilla can offer. While many members are capable combatants, their true value lies in knowledge, analysis, and strategic advice. E-Division frequently operates alongside the Ivory Legion and the Josians.

Source Material: Archons & Templars, pg. 21

Nicknames: Enigmas, Agents

Role in the Camarilla: Investigative advisors on supernatural threats beyond Kindred society.

Authority: E-Division members do not hold inherent political authority but are respected for their knowledge and insight.

Structure & Ranks of Edivision

Advancement in E-Division is rooted in knowledge, discretion, cooperation, and a willingness to mentor others. Leadership closely regulates the dissemination of dangerous lore, discouraging casual sharing and encouraging mutually beneficial exchanges like boons or new knowledge that could enhance its libraries.

Meeting prerequisites does not guarantee promotion. Characters must prove themselves to the superiors through roleplay.

Upon reaching the rank of **Agent**, each member must choose **one** of four operational focuses:

- **Research & Development**
- **Operations**
- **Public Relations**
- **Internal Affairs**

Members are expected to fully disclose their Lore knowledge upon request. Failure to do so may result in demotion, expulsion, or the issuance of the Negative Status: *Admonished*.

Recruit

Description:

Those interested in joining E-Division.

Jr. Agent

Description:

Entry-level personnel undergoing orientation or evaluation.

Junior Agents are new initiates in the society, learning its protocols, mission, and culture. They operate under close supervision and are assigned basic tasks to assess reliability, potential, and alignment with organizational goals. Advancement depends on performance, discretion, and demonstrated aptitude.

Is eligible for possible promotion after 6 months

Prerequisites:

- | | |
|--------------------|---|
| • Academics x2 | • 6 points non related Kindred Lore |
| • Enigmas x2 | • Approved by a Deputy Director of higher |
| • Investigation x2 | • Notification to Camarilla Coord |

Agent

Description:

Field-ready operatives entrusted with standard assignments.

Agents are full members of the society, having completed initial training and evaluations. They handle routine missions independently or in teams, report findings, and uphold the society's

standards in all external engagements. Agents are expected to show initiative, sound judgment, and loyalty in service.

Is eligible for possible promotion after 1 year.

Prerequisites:

- Academics x3
- Enigmas x3
- Investigation x3
- 9 points non related Kindred Lore
- Approved by a Deputy Director of higher
- Notification to Camarilla Coord

Advantages:

- May claim the title "Agent"
- Gains honorary status: *Insightful*
- May teach non-Kindred Lore up to level 2 (Bylaws and ST approval apply)

Expectations:

- Must teach Lore up to level 2 if requested by Deputy Director or higher
- Must report to Deputy Director before teaching non-Kindred Lore above level 2 outside the Division

Senior Agent

Description:

Veteran operatives trusted with high-level tasks and mentorship.

Senior Agents have proven themselves through exemplary service and are often given sensitive or complex assignments. They may oversee teams of Agents or provide guidance to Junior Agents. Senior Agents are expected to act as exemplars of conduct and strategy, and often contribute to operational planning.

Is eligible for possible promotion after 2 years.

Prerequisites:

- Academics x4
- Enigmas x4
- Investigation x4
- 18 points non related Kindred Lore
- Approved by a Deputy Director of higher
- Notification to Camarilla Coord

Advantages:

- May teach up to level 3 non-Kindred Lore (ST/Bylaw restrictions apply)
- +1 bonus to any Investigation, Occult, or Lore challenge
- Eligible for Specialist Certifications

Expectations:

- May be assigned junior members to mentor or a small unit to oversee
- Must notify Deputy Director before teaching non-Kindred Lore above level 3 outside the Division

Deputy Director

Description:

Executive leadership supporting the Director and managing a division.

Deputy Directors coordinate the activities of multiple agents within their divisions and within the society. They are responsible for ensuring mission alignment, enforcing internal policy, performance evaluations and managing crisis response. Trusted with confidential intelligence and high-level decision-making, they serve as the Director's second-in-command.

Is eligible for possible promotion after 3 years. If the position becomes available.

Prerequisites:

- Academics x5
- Enigmas x5
- Investigation x5
- Note of recommendation on file from two Camarilla Princes
- 30 points non related Kindred Lore
- Approved by a Director or higher
- Notification to Camarilla Coord

Advantages:

- May teach two non-Kindred Lores up to level 5
- +1 bonus to Investigation, Occult, and Lore challenges
- Access to Occult Library 6 (for plot assistance only)

Expectations:

- May promote members within their Division
- Oversees departments or teams
- May issue Specialist Certifications

Director

Description:

Senior authority responsible for setting strategic vision and overseeing society operations.

There are two Directors within the society—one for North America and one for South America. Each Director is responsible for managing all regional operations, establishing long-term goals, and ensuring alignment with the society's overarching mission. They oversee high-level coordination, enforce protocol, and represent their region in matters of diplomacy and inter-organizational collaboration. While they share authority, each operates with autonomy within their respective territory.

Prerequisites:

- 45 points non related Kindred Lore
- Approved by a Overseer higher
- Notification to Camarilla Coord
- Note of recommendation on file from five Camarilla Princes

Advantages:

- Honorary Status: *Trusted* (increases Honorary Status cap by one)
- May assign missions, request reports, and issue certifications
- May reassign Agents to courts, Archons, or special projects

Expectations:

- Cannot simultaneously serve as Prince, Archon, or Fury
- Oversees and maintains the E-Division knowledge database

Global Overseer (NPC Only)

The Overseers are the overall head of E-Division. They are responsible for guiding the Directors' actions across the world and making sure E-Division operatives are always where they are needed. They possess all advantages and authority listed under the lower ranks, in addition to being able to overturn and decision made by lower ranking Agents

Divisions

Research & Development

Example Roles

Researcher, Lab Tech, Equipment Specialist

Mission Statement

For those who prefer a good book or a laboratory to being in the field, R&D researches, experiments or creates to assist the other Departments.

Responsibilities

Characters in R&D are responsible for creating items for requisition by Operations, enhancing facilities or creating dossiers for other agents.

Advantages

- Prototype Access – Once a quarter, may request a custom-use scientific or mystical gadget (subject to ST & Coord approval) that gives a one-time mechanical benefit (e.g., bypassing wards, resisting frenzy, detecting hidden creatures).
- Lore Accelerator – When teaching Lore to another character that would normally have a negative effect like flaws, derangements, etc, it could possibly be negated due to the teacher's vast knowledge of the topic. (ST permitting).
- Occult Forensics – Once per night may automatically identify the type of supernatural residue (Wyrms-taint, vitae signature, magical resonance, etc.) after examining a scene for one turn.
- Artifact Analysis – Once per game can ask STs for one hidden property or weakness of a supernatural item or ward if time is taken to study it in downtime.

Operations

Example Roles

Field Leaders, Tactical Planners, Logistics Experts

Mission Statement

Oversee mission execution, resource deployment, and strategic coordination..

Responsibilities

Field Operations is responsible for carrying out E-Division's missions in the field, securing targets, neutralizing threats, and gathering actionable intelligence. They coordinate with other departments to ensure safe retrieval of artifacts, capture of dangerous entities, and successful completion of objectives.

Advantages

- Combat Prep – Can request a specialized common item needed for a mission without resource cost, for a temporary amount of time. (e.g., silver bullets, forensic supplies, blood-analysis technologies)
- Field Assessment – After observing an NPC creature for one full round, Operations members may ask the ST for a single insight: combat tactic, discipline used, or notable weakness.
- Combat Briefing – Once per game, can deliver a strategy plan that allows the operation member to gain +1 Willpower recovery upon its successful execution.

Public Relations

Example Roles

Mission Coordination, Recruitment, Diplomatic Liaison

Mission Statement

The external face of E-Division, Public Relations protects our interests and represents our society.

Responsibilities

Public Relations is responsible for finding out what supernatural developments, political shifts, or social currents require the Society's attention, and getting Agents involved in situations where their presence can offer value or insight. They coordinate with the local Courts where E-Division operates, smooth over diplomatic incidents, build cross-societal relationships, and recruit promising individuals into the Society.

Advantages

- Public Relations can request loaned status for special circumstances. This requires supervisor and subcoord approval. In addition, for the purpose of expending non combat social abilities (etiquette, cam lore, politics) they have double the normal usage.
- Silver Tongue – Once per social encounter, may negate a failed Etiquette or Subterfuge check and immediately retry.
- Soft Leverage – Gain one bonus use of any Influence Background per game due to cultivated contacts.

- Media Manipulation – Once per game, may suppress public/masquerade-breaching reports or mortal attention at no resource cost if able to justify PR actions.

Internal Affairs

Example Roles

Mentor, Manager, Investigator

Mission Statement

Internal Affairs ensures the efficient operation of E-Division by taking an active role in internal operations such as mentoring new members, holding meetings or investigating internal issues.

Responsibilities

Will be assigned another PC to mentor. May be assigned general IC or OOC tasks to help with dealing with the bureaucracy inherent in a large organization.

Advantages

- They have increased access and thus have the general advantages as if they were one rank higher.
- Moral Compass - May issue a temporary commendation or warning to another E-Division member. This has no mechanical effect but carries narrative weight and may be referenced in promotions or investigations.
- Red Tape Mastery - May fast-track a request (e.g., lore access, equipment requisition, or status inquiry) that would normally take longer.

Additional Internal Titles

Specialist

Description:

Specialist Certificates are not part of the linear ranking of E-Division, but rather a recognition given to those that possess a certain skill set or knowledge. Once one has risen to Senior Agent they may submit themselves for a Specialist Certification to be recognized by a Deputy Director or higher. An Agent may claim the title “Special Agent” after achieving at least one Specialist Certification.

Prerequisites:

At least 15 points of Lore directly related to the area of non-vampiric expertise. For example, to get your Expert Certification in Mages, you may have the following Lores: Mage 5, Sphere 5, Order of Hermes 3, and Technocracy 2. Note that a Lore at 5 is preferred but not required.

Advantage:

With continued access to specialized resources, Special Agents with Expert Certification may spend a WP for a retest in any challenge to defend against a member of their specialization. They may only do this once per challenge but this retest may be used in addition to the retest gained by spending a WP to defend against any Mental or Social test.

Field Certification

Description:

Agents with this Certification are capable and willing to engage in physical conflicts

Prerequisites:

16 points from Archery, Blind Fighting, Brawl, Dodge, Firearms, Melee, Throwing or Tactics and 10 dots in any Physical Disciplines with at least one at Advanced

Advantage:

Provided with a custom master crafted weapon with a Ward chosen by the Agent. Stats are up to the local ST.

Note: this certification and its reward may be removed if the Agent is no longer seen as willing to assist in physical conflict for E-Division.

Erudite Certification

Description:

Agents with this Certification are considered to be Lore masters among Lore masters and have deep knowledge over a broad range of subjects.

Prerequisites:

80 or more total points in any Lore

Advantage:

Instruction in Merits: Eidetic Memory, Coldly Logical and Magic Sensitivity

Kindred Certification

Description:

While E-Division focuses on non-kindred phenomena, they recognize the importance of understanding the intricacies of the Vampiric world. Agents with this Certification are well-versed in Kindred Studies.

Prerequisites:

40 points in Vampire related Lores including: Sect, Clan, Bloodline, etc.

Advantage:

Instruction in the Advanced level of one of the common 8 Disciplines

Procedures and Punishments

E-Division has a hierarchical structure, with those of lower rank expected to defer to those above them in Society matters. Any disagreements can be appealed all the way up to the Global Overseer if necessary.

The Global Overseers and Director may demote lower ranked members, remove lower ranked members from E-Division, and grant or remove the Negative Status *Dismissed* or *Admonished*.

Society Specific Benefits

These benefits are available for any member of the society regardless of which Division they are a part of.

- Members of E-Division may call for a single free retest on any failed lore challenge.
- Consistent review within E-division allows its members to practically apply their academic prowess. Whenever a plan is made with Tactics involving a phenomenon the Agent is familiar with they may add “tactics retests” to the retest pool dependent on their levels of lore and E-division rank. The number of retests they may add is determined by two factors. One, they may add no more retests than their level of applicable lore expended (max 3). Two, they may add no more retests than their rank in E-division (1 for Agent, 2 for Supervising, 3 for Directing Agent or higher). No more than 3 total retests may be added by any member of E-division but they do not need Tactics themselves to contribute to the plan in this way.
- R&D can create an IC dossier for a creature type they specialize in. For each month a character works on it, the dossier provides a free retest against creatures of that type but

for only for a specified night/event. Only 1 retest can be granted to a single character during that time but the user of the dossier may spread out the retests as they see fit.