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Independent Alliance

Notes

Awareness of Status

All status traits associated with a vampire in your presence (or Alternate Identity, see Chapter Three: Character Creation, page 98) are innately known and understood by all Accepted members of that vampire's sect. For each dot of the Leadership skill a vampire possesses, she can learn the details of another vampire's specific status trait, once per night. The following information is learned via this method:

- Name of the patron who awarded the status trait
- Location where the status trait was earned
- The story of how and why the status trait was awarded

Status Caps

A vampire's status cap is the maximum number of status traits that vampire can carry into game. A vampire can carry the following into game:

- All status from one abiding status source
- All innate status
- Up to 5 fleeting status
- All negative status currently affecting the character; with no maximum number

Status Cap Modifications

- Lesser Ban Fleeting status limit = 3
- Greater Ban Fleeting status limit = 1
- Reputation Merit Fleeting status limit + 1

Status Jurisdiction

Unless otherwise stated, all uses of status (passive bonuses or active expenditures) must target characters who have been within the jurisdiction of the *individual expending the status* within the last 30 days.

A Prince, Archbishop, or Baron's jurisdiction is her physical territory or domain. A Toreador elder hosting a salon would consider the salon to be her jurisdiction, and a Black Hand member who has called for packs to help with a warehouse raid would consider that martial action to be her jurisdiction. Your Storyteller is the final authority regarding what constitutes a character's jurisdiction and whether another character is eligible to be targeted by your status expenditures.

- When you gain a new sect position, you gain that status at the beginning of the next game. (pg. 311)
- If a spent trait was *abiding* or *innate*, it will return at the beginning of the next game session. (pg. 311)

| <u>Position</u> | <u>Jurisdiction</u> | <u>Reference</u> |
|---|---|------------------|
| Inner Circle, Justicar, Alastor, Imperator, | Global | 370-373 |
| Archon | 'Directly related to her given task' | 373 |
| Alastor | Unspecified - implies while "in search of Anathema" | 374 |
| Prince | Domain | 375 |
| Seneschal | Prince's Physical Domain, temporarily Authority *only* at 'local gathering, if the Prince is not in attendance' | 376 |
| Primogen | Members of own Clan who have recently visited or dwell in Prince's Domain | 376 |
| Whip | Temporarily Noble *only* at 'local gathering, if the Primogen is not in attendance' | 377 |
| Master Harpy | Prince's Domain | 379 |
| Lesser Harpy | Temporarily Guardian *only* 'at local gathering, if the Master Harpy is not in attendance' | 379 |
| Keeper of Elysium | In Elysium's in Prince's Domain | 379 |
| Sheriff | Prince's physical Domain | 380 |
| Scourge | Prince's physical Domain | 380 |
| Elder | 'over any character they physically interact with' | BNS Addendum p9 |
| Ancilla | 'over any character they physically interact with' | BNS Addendum p9 |

How does Parting Gift work for our chronicle?

A character may affect someone who has been in their jurisdiction (but isn't currently in that jurisdiction) with expenditure of status within 30 days of their visit. The character may not affect that target again until the person is once more within the character's jurisdiction. **#ChronicleChange**

[More status in the FAQ](#)

Status Sources

Abiding Status

| <u>Source</u> | <u>Status</u> |
|---------------|---|
| Ancilla | Confirmed |
| Elder | Confirmed, Established, Privileged |
| Neonate | None |
| Prince | Authority, Commander, Sovereign |
| Seneschal | Noble, also Authority (when Prince is absent) |
| Primogen | Noble |
| Sheriff | Enforcer, Privileged |
| Scourge | Enforcer |
| Harpy | Prominent, Guardian, Noble |
| Keeper | Guardian, Enforcer |

Abiding Sources and Status Refresh

Every night a vampire wakes up a source of abiding status may be chosen. Once spent, it will not refresh until you appear at a game (or at the end of the month).

Use Parting Gift mechanics to use your Elder / Primogen / Sheriff / Harpy status that you don't come into game with!

Status Source

Ascendant

Authority Prince (in Prince's Absence)

Commander Prince

Confirmed Ancilla, Elder

Defender Authority (Passive)

Enforcer Sheriff, Scourge, Keeper

Established Elder, **Ambassador**¹

Guardian Harpy, Keeper, **Ambassador**

Honorable Authority (Passive)

Noble Seneschal, Primogen, Harpy

Privileged Elder, Sheriff

Prominent Harpy

Sovereign Prince

Innate

Architect Merit: Architect of the Camarilla

Authority Prince

Loyal Merit: Prestigious Sire

¹ Anarch guide: Ambassadors may punish someone who has been proven to have broken a legitimate boon, by spending the Established status trait and calling them "Boonbreaker."

Fleeting Status

| <u>Status</u> | <u>Source</u> |
|----------------------------|---|
| Acclaimed | Noble (Passive) |
| Courageous | Authority (Passive), Commander (Passive) |
| Courteous | Prominent (Passive) |
| Favored | Established (Spend) |
| Gallant | Social Nobility merit (Passive) , grant when someone repays a boon |
| Honorable | Prominent (Passive) |
| Loyal | Authority (Passive), Commander (Passive), Noble (Passive) |
| Sanctioned | Allow Camarilla agent conditional exception to one of the Traditions |

Negative Status

How it is received

| | |
|--------------------------|--|
| Disgraced ² | Prominent (Spend) |
| Forsaken ³ | Authority (spend) ⁴ |
| Vulgar | Noble (Spend), Privileged (Spend) |
| Warned | Authority (spend) ⁵ , Enforcer (spend), attack Established ⁶ , Victorious ⁷ |
| Bloodhunted ⁸ | Sovereign (Spend) |
| Boonbreaker | Guardian (Spend) *special, see section about Boons |

Bloodhunt

A Prince typically gives this punishment when a miscreant has committed a serious offense, such as kin-slaying, diablerie, breaching the Masquerade, or any other behavior that a Prince deems to be a sufficient threat to the safety of the Masquerade and the Kindred of the city as a whole.

- Other Princes may uphold this blood hunt by a simple announcement that they support the blood hunt within their domain, carrying all of the effects of the sentence in their domains.
- When blood hunted, you lose all abiding, innate, and fleeting status, gain [Forsaken](#), and cannot use boons (though you still hold them).

Laws of the Blood Hunt

- The Masquerade is sacrosanct.
- None shall aid the fugitive, lest he become a criminal.
- The blood hunt extends to the boundaries of the domain(s) it is called in.

² cannot spend either Passive or Spent Abiding Status, if violate the Censure, automatically upgraded to Forsaken

³ lose all Status and Positions in the Sect

⁴ give or remove

⁵ give or remove

⁶ 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.

⁷ Remove [Warned](#) from yourself or another character within the same jurisdiction where you gained Victorious

⁸ Page 389

Status Uses

| Status | Passive | Spend |
|-------------|---|---|
| Abiding | | |
| Ascendant | immune to/contradict orders of non-Ascendant | <u>Disgraced</u> or Global blood hunt ⁹ |
| Authority | <u>Courageous</u> , <u>Defender</u> , <u>Honorable</u> , <u>Loyal</u> ¹⁰ | <u>Warned</u> , <u>Forsaken</u> (give/remove) |
| Commander | <u>Enforcer</u> ¹¹ | <u>Courageous</u> , <u>Loyal</u> (up to 3 people) |
| Confirmed | approach Officer w/out introduction or penalty | order mortal servant of Sect member |
| Defender | *see fleeing | |
| Enforcer | <u>Defender</u> (up to two, same sect) | <u>Warned</u> (break sect/domain law) |
| Established | <u>Warned</u> (insulted, threatened, attacked) | <u>Favored</u> , *Anarchs see page 3 footnote |
| Guardian | <u>Warned</u> if inappropriate w/in jurisdiction | <u>Disgraced</u> (<u>Profane</u> , <u>Boonbreaker</u>) |
| Honorable | | |
| Noble | <u>Acclaimed</u> , <u>Loyal</u> ¹² | <u>Vulgar</u> for significant offense |
| Privileged | cannot openly accuse of lying ¹³ | <u>Vulgar</u> |
| Prominent | <u>Honorable</u> , <u>Courteous</u> ¹⁴ | Exile for 10 min or get <u>Disgraced</u> |
| Sovereign | <u>Courteous</u> , <u>Enforcer</u> , <u>Loyal</u> ¹⁵ | <u>Sanctioned</u> or initiate bloodhunt (<u>Forsaken</u>) |

Fleeing

| | | |
|------------|---|--|
| Acclaimed | 1 hour extend passive status to 1 person | request officer of sect share views/advice |
| Courteous | Cannot be targeted by Subterfuge special | 5 min grace for etiquette |
| Courageous | use combat maneuver w/o WP 1/game ¹⁶ | allow one other to use benefit ¹⁷ |
| Defender | carry weapons to any gathering | reduce Beast trait gain by 1 |
| Favored | auto- <u>Warn</u> if attacked, etc. | Remove negative status before applied |
| Gallant | N/A | overcome etiquette breach in last 5 min |
| Honorable | others spend 1 status to accuse of lying | Resist <u>Prominent</u> Spend |
| Loyal | auto-prevent <u>Warn</u> (removes the status) | equip or info on short notice (NPC) |
| Praised | N/A | claim small favor from <u>Accepted</u> of Sect ¹⁸ |
| Sanctioned | N/A | break specific Tradition without punishment |
| Triumphant | Special privilege, feeding restriction -1 | ignore censure of negative (you or other) |
| Victorious | (same night) other give you status for free | regain status after spent OR remove <u>Warn</u> |

⁹ If Ascendant is spent three times (all from different sources), the individual is Red Listed.

¹⁰ An individual can only hold the Courageous, Defender, Honorable or Loyal status from the same Person's use of Authority at a time, but can benefit from repeated uses of Authority, so long as they originate from separate sources.

¹¹ Up to three individuals for a single night.

¹² An individual can only hold a single status from each Noble source at a time.

¹³ unless the accuser possesses the status traits Privileged, Commander, Triumphant, or Authority

¹⁴ An individual can only hold a single status from each Prominent source at a time.

¹⁵ An individual can only hold a single status from each Sovereign source at a time.

¹⁶ You can only use this passive ability when following the directives of someone who possesses the Authority or Commander abiding status.

¹⁷ So long as you are not in the process of violating the laws of your sect

¹⁸ You cannot use this to gain a boon from a character who is already in your debt.

Negative

| | |
|-----------|---|
| Disgraced | Cannot carry weapons/use powers in the presence of an officer of your sect <u>Praised</u> : others insult you (1/game/PC) Lasts with 1/more <u>Warned</u> |
| Forsaken | No longer <u>Accepted</u> , no position/status |
| Vulgar | All <u>Fleeting Status</u> expended without effect, return at end of game session Lasts only for the night, 2nd = <u>Warned</u> |

Innate

| | |
|--------------------|--|
| Architect | Attend Judicial Conclaves, petition Justicar submit topic for discussion at Conclave |
| Primus Inter Pares | Authority outranks other Authority Expend other <u>Authority</u> , <u>Established</u> , <u>Privileged</u> or undo use of them within your domain |
| Loyal | ** benefits as per fleeing? |

Social Class Benefits

Elder

- Established Passive: Only a Prince, Sect Officers, and Blood Hunt victors can openly insult an Elder
- Privileged Passive: Elders cannot be openly or effectively accused of lying except by another Elder, a Prince, Sect Officer, and Blood Hunt victors.
- Established Spent: They can reward you with Favor, granting protection against negative status.
- Confirmed Passive: You can approach any officer of the Sect.
- Confirmed Spent: You can order any non-supernatural mortal who is 'owned' by the sect, if they disobey, they can be summarily executed.
- Privileged Spent: You may remove someone's Fleeting Status if they are Vulgar to/around you.

Ancilla

- Confirmed Passive: You can approach any officer of the Sect.
- Confirmed Spent: You can order any non-supernatural mortal who is 'owned' by the sect, if they disobey, they can be summarily executed.

Neonate

Nothing.

Boons and Redemption

All Sects have one who keeps records of debts owed within our society. The Camarilla has their harpies, the Independent Alliance their Viragos, the Anarch Movement their Ambassadors, and the Sabbat their Bishops. All of these Guardians of our societies may declare someone a Boonbreaker, which is one of the few negative statuses to cross sect lines!¹⁹

Should someone owe you a boon, they are in your debt and are thus referred to as the debtor, while the person who holds it is referred to as the Creditor.

“Boon Keeper” is defined as Harpies, Viragos, Anarch Ambassadors, Sabbat Bishops, and other Sect positions that have the authority to declare someone a “Boonbreaker”. The vampire who owes a boon to another vampire is called the “Debtor”. The vampire who holds the Debtor’s boon is the “Creditor”. For a Creditor to sell, trade, or gift a boon owned by the Creditor to another vampire is to “transfer” the boon. The vampire who is taking ownership of the transferred boon is the “Transferee”. For a Creditor to transfer a boon owed to them by a Debtor, the following rules apply:

- ❖ A transferred boon cannot be used until official IC records are updated.
- ❖ Boons cannot be transferred in secret.
 - Within seven (7) days from the IC transfer of the boon to the Transferee, the old Creditor must notify both the Debtor and the Boon Keeper that recorded the boon (or her successor) of the transfer. Once done, the old Creditor should inform the Transferee that the Transferee is now the new Creditor.
 - Failure of the old Creditor to notify both the Debtor **and** the Boon Keeper that recorded the boon (or her successor) within seven (7) days of the transfer of a boon violates the boon economy. This failure means that the Transferee does not take ownership of the boon and that the transfer has failed. Because the old Creditor failed to successfully transfer the boon, the Transferee can seek to have the old Creditor *Disgraced*. If the old Creditor is granted the negative status *Disgraced* for failing to transfer the boon, the boon itself is nullified and no longer owed by the Debtor to anyone.
- ❖ Boons cannot be created in secret and all boons must be recorded by a Boon Keeper to be enforceable;
- ❖ Boon Keepers can record boons for members of any Sect and for Unaligned vampires;
- ❖ All boons created after October 13, 2017, are subject to transfer unless specifically stated otherwise as a condition of the boon at the time the boon is recorded with a Boon Keeper;
- ❖ All boons in play prior to October 13, 2017 that were not transferred are deemed non-transferable unless the parties specifically agree otherwise;
- ❖ All boons that were transferred prior to October 13, 2017, are deemed to have been properly transferred regardless of whether the foregoing rules were followed; however, they cannot be transferred again and are now deemed non-transferable. The following boons are an exception to this rule and deemed inherently transferable: those acquired in a boon auction, lottery, or those granted by an NPC Debtor.
- ❖ The unlike all other Negative status (with the exception of *Profane*), the Negative mechanical status of “Boonbreaker” crosses all Sect lines.

¹⁹ https://docs.google.com/document/d/1fzSCO_f9D5K7q1oaQonQd8s2l6Ek5l5nn_gvdj9Y4D4/edit