

Chapter 2 - The Rise To Power

Pre-Release Draft

This chapter will explain the 5 Methods and 8 Philosophies thoroughly enough for a new player to build a character off of them, as well as mention the Conspiracies for potential planning. Part of the strength of the splats in regards to the new format putting them before character creation is how they translate directly into character concepts, making them a good spark for players looking for inspiration.

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Nightmare on Main Street: Part 1

The Players are Seated

[IMAGE: Two guys talking as they walk down the street]

[Bit from those guys about how one might become a Dragon]

Inheritance

The Inheritor being given their Heart by a mentoring predecessor, including them thinking about why they're doing this.

[IMAGE]

The Dragon Slayer

The Slayer fighting the Dragon they usurped, including them thinking about why they're doing this.

[IMAGE]

It's Time

The Challenger's trial which lead to the Heart, including them thinking about why they're doing this.

[IMAGE]

The Trick

The Challenger's trial which lead to the Heart, including them thinking about why they're doing this.

[IMAGE]

The Scholar's Search

A series of short scenes about the Scholar searching for, and finding the Heart, including them thinking about why they're doing this.

[IMAGE]

...

[That's not all of them]

[dark haired man leading Isaac into a building]

[I M A G E]

Chapter 2 -

The Rise to Power

[IMAGE: USURPER]

*“We’re our own dragons as well as our own heroes,
and we have to rescue ourselves from ourselves”
–Tom Robbins*

[Should there be something here?]

Monarchs in the Sky

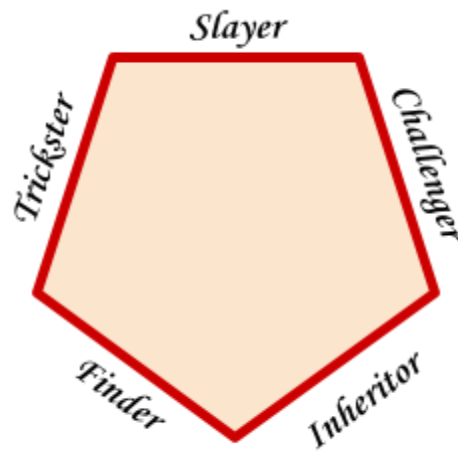
Everyone has a story. Everyone has a sin, and that Sin has marked their story for all of time. No one is innocent. For an Oroboros, the only difference is the clarity of that sin.

As Oroboroi, we have ascended in the sky, above mere mortals, because we dared put our hand in the furnace, to seize in it the power to reshape the world and its History to our whim.

However, that power reshape us as well, molding us into beings of scales and fire, more apt to fulfill our new role. And much like how a blade will change according to the metal used, the way we grab this power play a part in this Metamorphosis. The Method becomes a part of us, a part of our identity, our nature, and helps define how we will leave our clawmark in History. That said, drive and power are nothing without purpose and vision; which is why most of us follow ideals, Philosophies as we call them, which define what we have in mind for the world and the direction we want it to take.

We are Gods and Rulers. We roar, and humanity follows the sound of our voice.

Method - How Power is Taken



- Methods intro
 - Oroboroi can differ widely in aesthetics and ideals, but one central tenant remains: they all did something to get where they are today, that first original sin that made them powerful. The sin took root in them during their Metamorphosis, molding their nature into a being of power and the way they will reign. None of us get his Heart exactly the same way, obviously, but overall, every single one ends up reflecting one of the Dragon's five aspects. The soldier, the champion, the noble, the scholar, and the jester. Each of us has a role in our large court, each one his own methods to make his voice heard. For, regardless of how we chose to intrigue, in the end we all are made to rule.
 - [Symbols]
- What makes a method
 - A method says something about the inner truth of who a person is when they become an Oroboros: it's the fundamental means by which they go about things
 -
- The 5 Methods
 - Oroboroi scholars have distilled this concept to 5 methods: Slayers, Challengers, Inheritors, Finders, and Tricksters.
 - **Slayers** take their power through the death of another.
 - **Challengers** gain theirs through feats of skill and boldness.
 - **Inheritors** are given power by those who already possess it.
 - **Finders** gain their power through knowledge and persistence in its pursuit.
 - **Finally**, Tricksters take power through acts of deception and beguilement.
- What Methods do

- Increase an Attribute by 1 upon ascension.
- Provide easy access to an Ablution list.
- Cause Compulsions
- How Methods interact
 - Each method is centered around a set of skills which can complement the others.
- Choosing a method: not always clear or uniform.
 - You can find overlap in any origin story, meaning an origin story will likely have multiple possible methods
 - Intention and Style is more important than actual circumstances.

Methods Quick Reference Table

Method	Specialty	Attribute	Compulsion
Slayer	Killing / Melee Combat	Strength	Violence-prone
Challenger	Boldness / Skill	Resolve	Egomania
Inheritor	Leadership / Resources	Presence	Control Freak
Finder	Knowledge / Mobility	Intelligence	Obsession / Hoarding
Triskster	Deception / Flair	Manipulation	Calling Card

Slayer - The Rabid Monster, Those who take Power through violence

Also known as: Behemoths, Destroyers, Soldiers

[IMAGE:
LOGO]

Another creature rushes to attack Jean, screaming in fury. The giant smiled. Fool. With a single swing of his guillotine-sized axe, he beheaded the monster, the blood splatting on his face. More of them kept shooting, but the bullets kept bouncing off the thick, scarlet scales. Implacable, Jean kept walking toward them.

He was a machine for killing.

And they were the just the next thing on the disassembly line.

There is no denying Dragons are powerful engines of destruction, regardless of the myths; they breath fire, poisons or other deadly substances; they are often huge, with deadly claws and fangs; sometimes, they can cause hurricanes with just a flap of their wings. Many stories about them speak of terrifying, rampaging beasts, capable of destroying cities and obliterating entire armies of their own.

As a Slayer, you incarnate that aspect of the legend. You are the behemoth, the destroyer whose wrath terrorizes entire nations and causes entire empires to fall. You killed to acquire that power, and now it has made you into the perfect killer, capable of reducing even the mightiest opponent to ashes.

How they got it

Slayers literally killed someone for power. This does not necessarily mean they killed a Dragon, nor that it wasn't justified, only that they purposefully killed someone for power; they might have killed another human who had just stole the Heart, fight over it with another pretender to its ownership, or accepted it as payment in exchange of murdering someone (though these are just as likely to become Inheritors). A Slayer is always born through violence, blood and death.

What that says about them

The people who choose the path of the Slayer have a strong inclination toward solving their problem with violence. They are willing to take a fast but messy path, either out of naivete or apathy: violence is typically the easiest answer, not the best. Beyond that, however, Slayers are also known to be extremely pragmatic; when they fight, they do it to destroy their opponents rather than just best them, and they will resort to any means they believe is needed; in a fight to the death, you cannot afford the luxury of fair play. That is often why the Heart chose them in the first place: after all, most humans aren't actually willing to kill to accomplish a goal.

Note that this doesn't mean all of them are murderous psychopaths or serial killers, though some of them definitely are; it's entirely possible to kill with good intentions, after all. The Usurper might be a soldier fighting for his country, or a mother killing her abusive husband to protect her children. The real important part is that she must have had the will - and the skill - to take the life of another, to sign their Metamorphosis with someone else's blood.

What it did to them

Slayers are killers first and foremost; they prove their nature as such when they took their Heart, using their killing intent as the catalyst for their power. The Metamorphosis emphasized this aspect of their personality, including it in every part of their being to turn them into perfect killers. Because of this, they often are stronger, tougher, more brutal, and often more prone to violence than other Oroboroi. Their claws are sharper, their breath hotter or more corrosive even for Dragons, and they frequently find themselves covered with additional natural weaponry, such as caudal spikes or organic blades.

Beyond these physical capabilities, the attitude of a Slayer makes them exceptionally dangerous. If Slayers were violent before the Metamorphosis, they won't be any less afterwards. The fact that they were rewarded so handsomely has only reinforced whatever justification they've made for their violence: might really *does* make right! And as an oroboros, they now embody the killing form, and, when at high hubris, are prone to devastating rages. This brings with it a form of paranoia, however: if they killed for the heart, others could kill for

their heart, and to a Slayer, “being able to” is often the same as “will”, meaning a Slayer must never be truly at ease...

Stereotypes

Common Occupations - Mercenary, Assassin, Bodyguard, Monster Hunter, Cage Fighter.

Why you would respect them - Slayers are simple and straightforward; after all, few ways to deal with a problem are easier or more direct than just obliterating it. Sooner or later, you will find yourself confronted with a threat you cannot outsmart or reason with, and when that happens, they can step in and put a quick but permanent end to it. This isn't always the best option, obviously, but sometimes it's the only one, and they are not afraid to get their claws dirty where you might hesitate.

Moreover, they make a spectacular weapon of persuasion: they are powerful, scary, and will fight with no hesitation, sometimes even eagerly. If you got yourself a Slayer as a friend or protector, you can be damn sure people will think twice before picking on you, and the ones stupid enough to do it anyway won't live to do it again.

Why you would scorn them- Violence is a double-edged claw. Yes, it tends to solve problems very effectively when the problem has a heartbeat, but when the problem is more cerebral in nature, or when the problem is not also a mortal enemy, violence tends to exacerbate it. Slayers have a fairly deserved reputation for being reckless and prone to flashy (ie, gory) solutions over slower, effective ones. More than that, however, is their rage. A Slayer, especially a Hubristic Slayer, is what could be *politely* described as "volatile", and many are actively looking for excuses to vent their own insecurities and paranoia in a spectacular (and often painful) fashion.

Feelings on Other Methods

Challenger "Too flashy to be efficient, but effective in what few things they're good at."

Inheritor "Self-Entitled and can't back it up: power isn't given, it's earned."

Finder "Is all that knowledge really necessary? Learn to throw a good claw or fireball, will ya'?"

Trickster "Can't stand up in a *real* fight, but whatever gets the job done."

Feelings on Other Monsters

Beasts "I don't play with my food."

Hunters “It’s kill or be killed, and I’m the best at killing.”

Vampires “All those conspiracies, all those mind games, and I could literally kill them with my breath.”

Sin-Eaters “WHY WON’T YOU FUCKING DIE?!”

Werewolves “Now *that’s* what *I’m* talking about!” *rolls up sleeves*

Princesses “For something so frilly, they sure can take a punch...”

Mages “They’re easy, if you strike first. Otherwise, they cheat.”

Making a Slayer

What it gives them

Attribute - Strength

Ablutions - Slayers have warlike ablutions, which make them more effective fighters and killers.

Compulsion - Violence Prone

Whenever faced with a situation where an object, character, or other obstacle is directly preventing them from furthering their Undertaking, a Slayer must roll **Resolve+Composure-Hubris**, or spend a point of Willpower, to not immediately resort to violence by intimidating and/or attacking them.

Character Questions

- ☐ Who did they Kill?
- ☐ How did they kill them?
- ☐ Why did they do it?
- ☐ Did they know about the Heart?
- ☐ How do they feel about their First Sin?



Challenger - The Devoted Monster, Those who Conquer through Skill

Also known as: Rampagers, Bastards, Champions

[IMAGE:
LOGO]

- [Quote]

The monsters of legend, dragons included, were more than just brutish creatures out to kill heroes; they were a trial, an obstacle to test these heroes' skills and valor. They were often stronger, smarter and craftier than anyone, so they would give champions a challenge to overcome. They tested the ones facing them with riddles, physical or mental games, giving them a winning chance to prove who was the best between the two of them.

As a Challenger, you reflect that aspect of the legend; you are the creature who welcomes champions to its lair, confronting them in competitions with your superior skills to prove who is the best. You are proud of your power, for you acquired it by overcoming such a challenge yourself, and you are confident you can similarly overcome the ones to come.

How they got it

Challengers, as suggested by their name, earned their power through overcoming some form of contest or challenge. This could be anything, be it physical, mental or even sometimes abstract; he might have defeated the previous owner in a formal duel, solved a series of riddles or complex puzzles, or escaped a life-and-death situation. The previous owner needs not to be involved, though it's pretty commonly the case; after all, any Oroboros in his right mind will go to great length to protect his Heart, meaning managing to bypass all the securities placed around it often becomes a challenge in itself. Some Dragons looking for a successor even willingly hide theirs in hideouts filled with tests and riddle, in the hope whoever succeeds will get this Method. Regardless, the one defining factor with a Challenger is that getting the Heart was grueling, and their will to succeed was what got them through.

What that says about them

Overcoming a challenge requires determination and focus; people who become Challengers often are confident, steadfast and dedicated. They tend to be challenge seekers or over-achievers, people trying to test their limits. Quite often, they did it not for the price, but for the competition itself; they needed to prove themselves something, to accomplish a feat they could be proud of. As a result, while they pursue their goals with determination and focus, to them it is less about reaching that goal and more about earning it. Whereas a Slayer will try to kill his opponent as fast and effectively as possible with little concern for a fair fight, and a Trickster will actively use every underhanded method and shortcut to ensure his victory, a Challenger will always act honorably, give his opponent a fair chance at victory, and might even give himself additional restrictions if he thinks this can make the confrontation more interesting. It doesn't matter if the enemy refuses to play by these rules; in fact, that actually makes it even better, for an opponent who cheats is harder to defeat, and that just makes him a bigger challenge. There's nothing glorious about two cheaters trying to prove who's the most servile of the two, but if you act honorable against someone who isn't and *still* manage to come out on top, you have really proved your worth.

This, as a whole, means Challengers are very varied; there are many forms of challenges to take, after all. One can be a brilliant chess player, another a talented martial artist or athlete.

What it did to them

Challengers aspires to become the best, to have their determination and prowess succeed in the face of hardship. The Metamorphosis grants them this wish, and reshapes them in the image of their ideal; mighty creatures built to be smarter, stronger, faster and

- Bigger Challenge Seekers
- Ego mania on steroids
- New heights of prowess through determination
- Sheer force of will
- Stereotypes
 - Type of Person
 - Usually very competitive; they do usually like to fight, but unlike Slayers (who fight to win and defeat their opponents), they usually tend to follow rules and a code honor. To them, it's less about defeating the opponent and more about besting them, showing their worth.
 - Tend to be self-righteous
 - Occupations
 - Star Athlete

- Motivational Speaker
- Media Personality
- Chess Player
- Ruthless Businessman
- Liked For - Being reliable, (usually) playing by the rules, competent, steadfast, inspirational.
- Disliked For - Constant boasting, being too competitive, often full of themselves



Feelings on Other Methods

Slayer “All power, no style. You may be tough, but you lack discipline!”

Inheritor “Spoiled: you gotta to learn to earn!”

Finder “I can respect the accomplishment of learning, but you need to get away from those dusty books and really challenge yourself!”

Trickster “Your acting is impressive, but there is no glory in winning through cheating!”

- Beasts - “How DARE you scare people away from challenging themselves!”
- Vampires - “Having an eternity really raises your potential, but some of you are pathetic.”
- Geniuses - “in striving to make the most of themselves, they challenge the very laws of physics: you have to admire that.”
- Princesses - “”
- Paladin - “Your feats of devotion are truly impressive, but I bet you can’t hold a candle to what I do on a daily basis!”
- Mortals - “They could be like me, if they just tried harder!”
- Hunters - “It is always an honor to kill someone striving so hard for what is so far beyond their capability...”
- Werewolves
- Mages
- Prometheans
- Changelings
- Sin-Eaters
- Mummies

- Beasts
- Demons
- Leviathans
- Princesses
- Mortals

Making a Challenger

- Character Questions
 - Who or what did they Challenge?
 - How did they Challenge them and win?
 - Why did they do it?
 - Did they know about the Heart?
 - How do they feel about their First Sin?
- What it gives them
 - Attribute - Resolve
 - Ablutions - Pump up their predisposition for impressive feats of determination and prowess.
 - Compulsion - Ego mania
 - When faced with a situation where their self-importance is challenged, they must roll **Resolve + Composure - Hubris** or spend a point of Willpower to resist doing something that proves their greatness.

Inheritors - The Entitled Monsters, Those who are Given by Favor

Also known as: Tyrants, Nobles

[IMAGE:
LOGO]

- [Quote]

Not all myths describe dragons as violent, destructive beasts to be slain. In some part of the world, Asia in particular, they were actually much closer to what is seen in tales about the Dominion: benevolent, wise, god-like rulers, a symbol of power. They advised, or even ruled over monarch and emperors, dominating mortals by their majesty and might.

As an Inheritor, you incarnate that aspect of the legend. You are the godly ruler, the *lung* whose image ornate the throne rooms of emperors, last vestige of the authority once hold by the ancient dragon gods, back in the times of the Dominion. You got your power handed to you willingly, because you were considered a worthy heir, now it's your responsibility to live up to this by being a proper ruler... and enforcing your authority if necessary.

How they got it

- Someone handed it to them willingly. It was often their predecessor, but is often someone who stole it from them, such as a rival Oroboroi. Usually, they're chosen based on merit and groomed, but it could be a spur-of-the-moment thing, though it's questionable as to WHY something as valuable as a Heart would be given away freely...
- What that says about them
 - They have some likable quality which made an Oroboros (or someone who'd stolen their heart without eating it) say "Gee, this person should definitely have access to godlike powers and be set off to rule over Humanity."
 - Maybe charismatic

- Maybe beautiful
- Probably have some level of determination
- Probably shrewd and effective
- Probably willing to go to insane lengths
- What it did to them
 - Re-affirmed their sense of entitlement: unlike others, they were CHOSEN for power, and had to steal nothing for it.
 - Made them into natural rulers and pleasers of the people
 - Gave their ambitions new heights, as even the sky is no longer the limit to them

- Stereotypes



- Type of Person
 - Proud, sometimes haughty, Inheritors tend to be sure of their right; they believe they received their Heart because they were worthy of it, and as such they expect to be treated with respect and obedience. Of all the Oroboroi, they are the most likely to aspire to ruling mortals, and the most prone to thinking of others like property.
- Occupations
 - Politician
 - Military Leader
 - CEO
 - Cult Leader
 - TV Star
- Liked For - Being polite, socially adept, courteous, politics-savvy and good at leadership
- Disliked For - being haughty and kinda snobbish. Nobody likes being looked down on and told what to do.
- Feelings on other Methods (Nouveau Riche)
 - Slayer
 - “Brutish and often psychotic, but they make for good enforcers”
 - Challenger
 - Full of themselves
 - Finder
 - Less aggressive towards Finders
 - Good scribes and advisors
 - But aren’t good on TV
 - Trickster - “Not someone to turn your back to, but a king needs his heralds, jesters, and spies.”

Slayer

Challenger

Inheritor

Finder

Trickster

- Beasts - “Self-determination? Humility? More like rebellion! Get the fuck out of my way!!”
 - Vampires - “Secret conspiracies? Control of the people? Now these guys are speaking my language!”
 - Changelings - “Faeries you say? I wonder if I can make a deal with your master...”
 - Leviathans - “A cult? I have one of those too. You should be more ambitious with your birthright...”
 - Alternatively: “I want a cult toooooo!”
 - Demons - “Yes yes, this ‘God Machine’ sounds dangerous and powerful, but how can I use it to my advantage?”
 - Princesses - “I respect your kind as fellow nobles, but you really are putting more effort into helping your serfs than you should. Don’t let them forget who the masters are.”
 - Mortals - “Know your place, Peasant!”
 - Hunters- “Sounds like a peasant revolt to me! Let me show you some *real* ‘pitchforks’ and ‘torches’...”
-
- Werewolves
 - Mages
 - Prometheans
 - Changelings
 - Sin-Eaters
 - Mummies
 - Beasts
 - Demons
 - Mad Scientists
 - Leviathans
 - Princesses
 - Hunters
 - Mortals

Making an Inheritor

- Character Questions
 - Who did they Inherit from?
 - How did they inherit?
 - Why did they go through with it?
 - Why did their predecessor give it to them?
 - Did they know about the Heart?
 - How do they feel about their First Sin?
- What it gives them
 - Attribute - Presence
 - Ablutions enhance their abilities to become effective movers and shakers, giving them bonuses for decisive leadership, garnering resources, and controlling others.
 - Compulsion - Control Freak
 - Whenever someone publicly challenges an Inheritor's authority or right to rule (by denying their right to give commands, for example), they have to either roll **Resolve + Composure - Hubris** or spend 1 point of Willpower to not try to reinforce their authority and put the dissident in their place at any cost (including resorting to intimidation, blackmails, or even violence...)

Finders- The Inquisitive Monster, Those who Find through Curiosity

Also known as: Wyrms (?), Scholars

[IMAGE:
LOGO]

- [Quote]

Everybody is familiar with the stories about dragons hoarding; how they collect and keep in their lair insanely large amounts of treasures, often gold, which they then jealously guard against intruders. The reasons for this vary, when they are even known, but in all these stories, dragons are defined by their precious, difficult to obtain possessions.

As a Finder, you incarnate that aspect of the legend. You are the Knucker, the monster who collects rarities and secrets to keep them as a personal treasure. Just like your hoard, you acquired your power by finding it after a long search, using your smart and knowledge, and your trophies, be they material or intellectual, are a testament to this will to learn and discover.

How they got it

- They searched for power, probably delving into occult secrets. This usually implies hours spent searching through ancient tomes, long expeditions in the jungle, or even infiltration of a larger organization. No matter what though, Finders found what they did because the trail of discovery lead them to it.
- What that says about them
 - They usually are curious, smart, wise and with a strong thirst for knowledge, but also very capable of applying that knowledge: they have to be to have found the heart through this method.
 - May have had a thirst to explore
- What it did to them

- Better at gaining knowledge, but also more obsessed
- Better at getting into places they weren't otherwise
- Stereotypes
 - Type of Person
 - Very intellectual, obviously intelligent
 - Often a bit relaxed and aloof from it
 - Ivory tower
 - Have a tendency to collect trophies, material possessions or pieces of information and hoarding them. Frequently well-versed in occult.
 - Occupations
 -
 - Liked For - Intelligent, well-versed in many disciplines, wise and willing to provide advices.
 - Disliked For - Insulting the intelligence of others, putting their nose into others' business
 - Feelings on other Methods
 - Slayer - "Yes yes, we know you have a thick skull, but have you ever tried *thinking* your way through a problem?"
 - Challenger - "Oh, so you can smash the statue, *very* impressive. Do you know how much it was worth?"
 - Inheritor - "Sure, keep playing king all you want if that amuses you. I will be busy actually *learning* about our people, and knowledge is the true power..."
 - Trickster - "Your illusions are intriguing... What are you hiding from me?"
 - Beasts - "The fear of the unknown is the great enemy... and you are it's avatar."
 - Vampires - "So, what have you learned in your long life?"
 - Mages - "So, you like exploring mysteries, you say? I think we are going to get along just fine..."
 - Changelings - "Tell me of the world beyond the Hedge..."
 - Mummies - "The secrets you must know..."
 - Sin-Eaters - "...You've been to the other side? How was it?"
 - Geniuses - "You are either brilliant or completely insane. Probably a bit of both..."
 - Princesses - ""
 - DO they have something to say?
 - Hunters - "Yes, yes, I know who you are. I've been watching you for days, and I already know how this is going to end..."



- Werewolves
- Prometheans- “So mortals stole some kind of divine fire and used it to create life. Flawed, yet fascinating...”
- Demons- “Frustrating to no end. They know so much, but you can never tell the bullshit apart from what is worth listening.”
- Leviathans
- Mortals

Making a Finder

- Character Questions
 - What made them a knowledge Finder?
 - Whose heart did they find?
 - How did they find it?
 - What were they looking for and why?
 - Did they know about the Heart?
 - How do they feel about their First Sin?
- What it gives them
 - Attribute - Intelligence
 - Finder Ablutions favor intelligence and other mental oriented abilities.
 - Compulsion - Obsession / Hoarding
 - Finders have an intense desire to find and collect objects or knowledge into a personal hoard. Upon taking a Finder, pick a vague obsession. (it can be valuable objects just as much as artwork, a rock collection, or obscure facts) Whenever the Finder has an opportunity to accumulate for their hoard, they have to roll **Resolve + Composure - Hubris** or spend a point of Willpower to not pursue it.

Tricksters - The Mischievous Monster, Those who Acquire through Deceit

Also known as: Serpents, , Jesters

[IMAGE:
LOGO]

- [Quote]

For all the talk about the destructive power, people frequently forget that myths sometimes have dragons shine by their smart and wits. Many of them were cunning shapeshifters and illusionists, resorting to a variety of tricks; they would assume different forms to lure their preys to them, seduce them with beautiful voices and sweet-talk, or just create labyrinths and decoys to lose their opponents.

As a Trickster, you incarnate this aspect of the legend. You are the Serpent, the stealthy reptile who sneaks behind his opponents or lure them with smoke and mirrors or trick the into doing the job for you. It was by deception that you managed to take your power away from its previous owner, and by deception now you get to your ends.

How they got it

- The Tricksters gain their Hearts through some form of deception or subtlety. Perhaps it was an assassin slipping their way into a lair, perhaps it was a grand heist by a mastermind, or perhaps they were an actor or musician who beguiled their way into the right circle. Whatever it was, they got that Heart using their ability to play out ulterior motives.
- What that says about them
 - They are incredibly good actors or thieves to manage this
 - They probably like to take the indirect path
 - They may be very nosey
 - Probably have little respect for rules: the kind of person who ends up where they aren't supposed to be.

- Spunk: Might actually be very fun to be around if they're not trying to trick you (they are)
- What it did to them
 - Enforced that deception IS the way, as long as they don't get caught... and no one is going to catch them.
 - Made them into perfected actors, sneak thieves, and spies
 - Only drove their need to see what they can get away with to new heights...

Stereotypes

- Type of Person
 - Sneaking and cunning, prefer to get what they want through wits, manipulation and deception. Tricksters frequently like to operate unseen, slipping between small spaces or shapeshifting into various animals so they can observe mortals and guide or manipulate them without revealing themselves.
 - At their best, Tricksters are entertainers and charismatic leaders, at their worst, they are thieves and assassins.
- Occupations
 - Actor
 - Thief
 - Spy
 - Comedian
 - Con Artist
 - Stage Magician
- Liked For - Being quiet, discreet, often with a good sense of humor
- Disliked For - Being untrustworthy. Tricksters have a not entirely justified reputation as liars and deceivers, and as such other Dragons are never sure if they can trust them.
- Feelings on other Methods
 - Slayer - "I bet I can trick you into punching a cactus..."
 - Challenger - "They are very skilled and imposing... until you hit their ego. Then they're just as easy to dupe as all the others."
 - Inheritor - "The best trick is to make them believe they really are in charge."
 - Finder - "You wanna sneak into the museum? I hear it's reeeaaal quiet after dark..."



- Beasts - “Did you just make that rapist eat his own eyeballs? YOU’RE HILARIOUS!”
- Vampires - “Their entire society is based on lies and trickery? Sounds like I’d fit right in!”
- Werewolves - “You may be able to turn into a wolf, but can you turn into a TEAPOT?”
- Changelings - “”
- Demons - “And they call *me* a liar...”
- Princesses - “HAY, HAY, watch what I can do!! ...Not amused? Well excuuuuse me princess!”
- Hunters - “Oh, they’re not hunting *me*: they think I’m one of them!”

- Werewolves
- Mages
- Prometheans
- Sin-Eaters
- Mummies
- Mad Scientists
- Leviathans
- Mortals

Making a Trickster

- Character Questions
 - Who did they Trick?
 - How did they “Trick” them? (was it a direct trick?)
 - Why did they do it?
 - Did they know about the Heart?
 - How do they feel about their First Sin?
- What it gives them
 - Attribute - Manipulation
 - Ablutions give them powerful illusions, think deception, and deadly poison
 - Compulsion - Calling Card
 - Tricksters are deceptive, but they are also showboats in their own way, always wanting to prove to the world that they are the best at what they do. It’s not enough to simply get what they want, you have to KNOW that they were the one who bested you in cunning.
 - Every time they engage in some form of deception, the Trickster is compelled to leave some sort of “signature twist” on it which allows it to be traced back to their other tricks after it is discovered, and must either roll **Resolve + Composure - Hubris** or spend 1 Willpower to not do it.

Philosophy - Why they wanted it

- If Methods are formed from Truth, Philosophies are formed from Ideals.
- Explain what they are
 - Beliefs about how the world functions: the truest form of power
 - Because they believe this is true power, it becomes a fixation
 - Because it becomes a fixation, the heart gives them control over it
- What Philosophies give
 - Sense - Oroboroi can sense essential traits to their philosophies
 - Social - Backed by the power of their Heart, Oroboroi add their Heartstring to specific rolls
 - Purview List - Most importantly, Philosophies give easy access to Purviews which relate to that form of power
- The philosophies can be seen as part of a cycle, where a society grows, flourishes, crumbles, and falls. In the order of that cycle, they are...
 - Sweat - Creation
 - Blood - Honor and Justice
 - Coin - Physical Wealth
 - Tome - Knowledge
 - Bone - Stability
 - Tears - Emotion
 - Ash - Destruction
 - Void - Nothing

PURVIEWS BY PHILOSOPHY

- **Ash** - *Ruin*, *Assembly*, *Agriculture*, *Sleuth*
- **Blood** - *Oath*, *Justice*, *Polygraph*, *Sleuth*
- **Sweat** - *Industry*, *Property*, *Agriculture*, *Metal*
- **Bone** - *Hippocratic*, *Assembly*, *Agriculture*, *Husbandry*
- **Tears** - *Passion*, *Assembly*, *Trance*, *Husbandry*
- **Tome** - *Knowledge*, *Polygraph*, *Trance*, *Sleuth*
- **Coin** - *Currency*, *Justice*, *Property*, *Metal*

Sweat - The Builders

[IMAGE:
LOGO]

- “[Quote]”
- What they hold dear: hard work, investment, creation.
- What that can mean: they believe in building, that power is in what you can create.
- What that says about them: they are self-made men, builders. In old times, they were artists and artisans. In modern days, they tend to work in industry and build on a larger scale.

Stereotypes

- Origins
- Occupations
- Examples
- Opinion of others
 - Blood - “”
 - Coin - “”
 - Time - “”
 - Bone - “”
 - Tears - “”
 - Ash - “Just don’t break anything *I* made and make sure you leave me room to rebuild, and maybe we can work together”
 - Void - “”

Making a __

- Character questions
 - What about this interests them?
 - Why does it?
 - What are their past experiences with it?
- Powers
 - Power Over...
 - Sense: the specialization of a character
 - Social: work that needs to be done
 - Purview list
 - *Industry*, *Property*, *Agriculture*, *Metal*

[Image:
Human]

Blood - The Judges

[IMAGE:
LOGO]

- “[Quote]”
- What they hold dear
- What that can mean
- What that says about them

Stereotypes

- Origins
- Occupations
- Examples
- Opinion of others
 - Sweat
 - Coin
 - Time
 - Bone
 - Tears
 - Ash
 - Void

 - Vampires
 - Werewolves
 - Mages
 - Prometheans
 - Changelings
 - Sin-Eaters
 - Mummies
 - Beasts
 - Demons
 - Mad Scientists
 - Leviathans
 - Princesses
 - Hunters
 - Mortals

Making a __

- Character questions
 - What about this interests them?
 - Why does it?
 - What are their past experiences with it?
- Powers
 - Power Over...
 - Sense: the deceptive nature or moral weakness of a character
 - Social: Morals and Honor
 - Purview list
 - *Oath*, *Justice*, *Polygraph*, *Sleuth*

[Image:
Human]

Coin - The Movers

- “[Quote]”
- What they hold dear
- What that can mean
- What that says about them

Stereotypes

- Origins
- Occupations
- Examples
- Opinion of others
 - Blood
 - Coin
 - Time
 - Bone
 - Tears
 - Ash
 - Void

Making a __

- Character questions
 - What about this interests them?
 - Why does it?
 - What are their past experiences with it?
- Powers
 - Power Over...
 - Sense: the dot value of an object
 - Social: Monetary / Resource allocation / policy
 - Purview List
 - *Currency*, *Justice*, *Property*, Metal

Tome - The Scholars

- “[Quote]”
- What they hold dear
- What that can mean
- What that says about them

Stereotypes

- Origins
- Occupations
- Examples
- Opinion of others
 - Blood
 - Coin
 - Time
 - Bone
 - Tears
 - Ash
 - Void

Making a ____

- Character questions
 - What about this interests them?
 - Why does it?
 - What are their past experiences with it?
- Powers
 - Power Over...
 - Sense: Vague idea of where information can be found
 - Social: Teaching?
 - Purview List
 - *Knowledge*, *Polygraph*, *Trance*, *Sleuth*

Bone - The Steadfast

- “[Quote]”
- What they hold dear
- What that can mean
- What that says about them

Stereotypes

- Origins
- Occupations
- Examples
- Opinion of others
 - Blood
 - Coin
 - Time
 - Bone
 - Tears
 - Ash
 - Void

Making a __

- Character questions
 - What about this interests them?
 - Why does it?
 - What are their past experiences with it?
- Powers
 - Power Over...
 - Sense: the health or structure in dots
 - Social: Getting people to work together towards stability
 - Purview List
 - *Hippocratic*, *Assembly*, *Agriculture*, *Husbandry*

Tears - The Emotional

- “[Quote]”
- What they hold dear
- What that can mean
- What that says about them

Stereotypes

- Origins
- Occupations
- Examples
- Opinion of others
 - Blood
 - Coin
 - Time
 - Bone
 - Tears
 - Ash
 - Void

Making a ____

- Character questions
 - What about this interests them?
 - Why does it?
 - What are their past experiences with it?
- Powers
 - Power Over...
 - Sense: the emotional state of a character
 - Social: Feelings
 - Purview List
 - *Passion*, *Assembly*, *Trance*, *Husbandry*

Ash - The Destroyers

- “[Quote]”
- What they hold dear
- What that can mean
- What that says about them

Stereotypes

- Origins
- Occupations
- Examples
- Opinion of others
 - Blood
 - Coin
 - Time
 - Bone
 - Tears
 - Ash
 - Void

Making a ____

- Character questions
 - What about this interests them?
 - Why does it?
 - What are their past experiences with it?
- Powers
 - Power Over...
 - Sense: weak points
 - Social: Things that need to be destroyed (“What grinds your gears”)
 - Purview List
 - *Ruin*, *Assembly*, *Agriculture*, *Sleuth*

Void - The Misguided

- “[Quote]”
- What they hold dear
- What that can mean
- What that says about them

Stereotypes

- Origins
- Occupations
 - Corrupt Politicians
 - Terrorist Leaders
 - Repo Men
 - Cult Leaders
 -
- Examples
- Opinion of others
 - Blood - “Honor? I spit on your honor. Let’s see your honor save this hospital...”
 - Coin - “”
 - Tome - “No one gives a shit about knowledge, they only believe what’s convenient. Let me prove that to you...”
 - Bone - “”
 - Tears - “”
 - Ash - “You think you’re helping? You’re not going to rebuild it better, because everything is shit.”

Making a __

- Character questions
 - What about this interests them?
 - Why does it?
 - What are their past experiences with it?
- Powers
 - Power Over...
 - Sense: an attribution of value to an object
 - Social: Inducing existential dread, depression, hopelessness, and nihilism
 - Purview: Apathy

Dragon conclaves -

Structures of Power

If an Oroboros defines their approach by their Method, and their belief by their philosophy, how do they define their interaction with the world at large? Often, Oroboroi who have come into their own will end up joining conclaves, large networks of Oroboroi which work to influence the world on a global scale. Of these, five are truly major players on the world stage. In chronological order of their formation, they are:

The Dominion

The oldest conclaves in history, the Dominion traces its structure back to the Dragons themselves. Their goal is simple: to impose order upon humanity as the Dragons once did. The Dominion is known for being cold, calculating, and ruthless in its goal to control the world governments, and its leaders often see all other ends as futile: a world without the Dominion is a world in chaos. The Dominion is the largest of the conclaves, but despite its stated dedication to order, it is plagued by infighting, as individual members range from bright eyed young drakes looking to make a positive impact in the world, to corrupt power-mongers looking to lord over humanity with an iron talon...

The Collapsers

Ever since the final days of the Dominion, the Collapse has been a thorn in the side of anyone who wants to control large groups of people. Despite not having the structure for any real historical records, they claim to trace their ideological roots back to the first Oroboroi who caused the collapse. The Collapsers are a network of libertines, minarchists, and outright anarchists who form cells of rebellion, and work tirelessly prevent hegemonies like the Dominion from forming again, no matter who's in charge. In the eyes of a Collapser, it is better to struggle in chaos than to live under the tyranny of another's will...

The Naga

Founded by an oroboros named Kadru in the chaos after the collapse, the Naga are as mystical and mysterious as they are ancient. The exact goals and workings of their leadership are shrouded in mystery, but their stated goal is to return the harmony between the Dreamtide and the Waking which was lost as the Dominion fell apart. They believe that, if they can bring peace to the World of Darkness, that they can end the cycle of violence which plagues it on all levels. How they go about this is a matter of debate however, as the machinations are often

complex and magical, and sometimes involve violence without much explanation other than “it was what the cycle needed.” Naga leaders tend to be mystics, sorcerers, and spiritualists, but will welcome any being who wishes to bring peace to the cycle, and even count non-Oroboroi among their ranks...

The Order of St George

The Order of St. George is unique in many ways. For one, the most famous deed of their titular founder, a Roman Legionary of the pre-catholic era, who became an Oroboroi after slaying a mad plague bearing dragon at the behest of his remorseful peer. This founding act has echoed throughout their history; the Order is a conspiracy of draconic dragonslayers, dedicated to protecting the world from the excesses of their kin, in particular Religious institutions who would be perverted into mockeries by literal Serpents of Eden. While they are the least numerous conspiracy, they more than make up for their low numbers in both zeal and their connections to the human world; the ideal Oroboroi of St. George is a general who leads from the front, eager to suffer and die for the sake of her men and her cause, accepting any personal loss to see that justice is done. Their membership ranges from young warriors filled with idealistic fervor to guilt-ridden ancients who have seen and done too much to do anything but atone. They will save the world, or die trying-and there is few more unpredictable things than a would-be hero with godlike powers...

The Delvers

It's hard to say when the group now known as the Delvers first formed, as they have records of groups meeting to discuss science and philosophy dating back to ancient Greece, and a structure dating back to record-keepers in the fall of the Roman Empire, but the group didn't rise to prominence until the mass-discovery of the ancient records of the Dragons during the Renaissance. Soon after that though, the Delver's discoveries lead them to become a player on par with the other 4 conclaves, and today they are an occult information network which spans the globe. The Delvers have been known to consort with many otherworldly beings, including Fae, Mages, Spirits, and *especially* the Deep Ones, and believe that only through knowledge can they achieve their many goals. They have a sort of hierarchy system, in which new initiates must prove themselves worthy to be taught the secrets which the higher members know, and considering who their leaders are talking to...