

ASSEMBLY OF COLORS

A real diplomat is one who can cut his neighbor's throat without having his neighbor notice it. ~Trygve Lie

Overview/History: Ventrue who excel in diplomacy may be admitted into a group of specialists in the field known as the Assembly of Colors; each color representative of a strategic alliance and relation with an individual Clan. Formerly referred to as the Court of Many Colors, this group is more than just a consortium of silver-tongued Blue-Bloods; the Assembly of Colors are an elite cadre of diplomatic specialists.

Each Consul of the Assembly of Colors has, over years of focused effort (and likely, favor-trading), developed a significant amount of contacts, connections, and favors with various Clans; connections that are sufficient to withstand the rigors of time. Whether serving as a calming voice asking for the unlife of a clan-mate to be spared, or as a crucial mediator to defuse or avoid hostilities before they begin, members of this group are viewed as the best and last chance for a diplomatic solution and are a resource utilized by the entire Clan.

In the modern nights especially, as the Camarilla faces more perilous enemies, Ventrue diplomats are called to quiet vocal opponents of public policy or to make deals which solidify the Clan's, and thus the Camarilla's future. More than simply amassing boons, contacts, and leverage of all kinds, Members are employed to build - and often mend - bridges for the clan.

Address/Presentation: Member of the Assembly of Colors or, less formal: Member of the Assembly

For those who sit as Consul, they additionally identify their membership as follows: Consul of [Color], where the Color represents the Clan for which their membership applies; see below:

- Consul of Black (Assamite / Children of Haquim)
- Consul of Yellow (Brujah)
- Consul of Brown (Followers of Set)
- Consul of Green (Gangrel)
- Consul of Grey (Giovanni)
- Consul of Violet (Malkavian)
- Consul of Orange (Nosferatu)
- Consul of Red (Ravnos)
- Consul of Gold (Toreador)
- Consul of Blue (Tremere)
- Consul of Jade (Kindred of the East)

There are no Consuls for the Lasombra or Tzimisce. With the Anarch Revolt and the formation of the Sabbat, relationships with these two clans are no longer publicly claimed to be represented by the Assembly; their corresponding colors have fallen into obscurity from all but the Eldest Ventrue. Likewise, other "bloodlines" and illegitimate lines of Kindred undeserving of attention are denied such acknowledgement, but not completely forgotten by the Clan's vigilance.

Role Within the Clan: Members of the Assembly are sought for their skill at diplomacy, for their panache for negotiating, or for their unique insight when a particularly volatile situation arises. When the need arises for specialized connections within a specific "field of expertise" (read: Clan), Consuls are brought in to advise and

possibly even assist.

Prerequisites to Join: This Society is open to Ventrue who are members of the Camarilla and have a verifiable Lineage. All appointments, replacements, and removals of Members and Consuls are made by the Consul-General. Applications and nomination-packages for appointments or replacements are usually brought to the Executive Assistant's attention. This compilation of documented diplomatic achievements are submitted by Clan Elders, Princes, Primogen, or the highest-level Directorate member in the candidate's region; they are then reviewed based on the strength of candidate and his diplomatic accomplishments.

Benefits of Membership: As diplomats, Members of the Assembly often have unique insight into gaining advantage for the Clan through tested and proven diplomatic "methods." The cornerstone of this insight is knowledge and the collected members of the Assembly possess a wealth of such knowledge. Members are usually willing to share (read: trade) their knowledge with other Members. This allows Members to enjoy access to Lores and information on other Clans that may have been otherwise unavailable to them.

Additionally, the Members of the Assembly of Colors are free to ask for recompense for their unique services, unlike The Hague. The Assembly has a limited number of Members, so it is important for those seeking assistance to understand that their services are not to be utilized for trivial matters and that the time, resources and favors expended in pursuit of a goal must be replenished.

Access to: *court-of-many-colors@googlegroups.com*

Detriments of Membership: For those Ventrue who claim membership in the Knights of the Blood, they may see their future in this group to be "extremely limited" - for if they must swing a sword, they have failed shamefully at diplomacy.

Additionally, to the higher-ups of The Hague, Members of the Assembly are viewed less than favorably. Like their legal counterparts, Members are often called in to deal with situations as a final measure, usually after many other methods and individuals have failed. At times, a Member may resort to methods of negotiation and resolution that are not strictly legal, or that could be seen as threatening to the integrity of the Camarilla and its laws. Hague members who also claim Membership in the Assembly of Colors may have their chances of promotion significantly diminished.

Prerequisites to Advance (Consul): Promotion from Member to Consul is a right enjoyed by the Consul-General and Vice-Consul-General, though rumor has it that the Executive Assistant's recommendations are always strongly considered. When a Member has displayed significant ties to a specific Clan and has proven his or her expertise over all others, that Member is advanced to one of the Consul positions.

Only one Consul exists for each color at any one time.

The biggest qualifier for this elevated position is significant role-play milestones and events, such as negotiating a treaty or administering (on behalf of a Clan) at a Court or Conclave. Any of these events may garner the Member the attention and praise he or she needs to advance to the role of Consul. Such events have sometimes turned out to be an audition themselves, unknown to the candidate at the time!

Benefits of Advancement (Consul): Consuls are Ventrue who have displayed a veritable arsenal of leverage with which to bargain (boons, out-of-clan prestige, lores, debt of gratitude merit) as well as the aptitude for continuing to curry favors with a specific Clan.

The Consul-General usually takes personal interest in the Consuls, and their development as a diplomat and Ventrue. At the discretion of the Ventrue Coordinator and with the approval of the Storyteller, the Consul may purchase the Background: *Mentor* in the Consul-General to represent this relationship.

Detriments of Advancement (Consul): Only one Consul exists for each color at any one time. This means Consuls are constantly under pressure to keep their diplomatic ties strong. Consuls understand, should another Ventrue with better connections rise to the eyes of the Assembly's elders, their position would be replaced - without hesitation.

Known Members & Important Locations:

- **[NPC] Democritus, Consul-General:** The first elected Ventrue Justicar, Democritus is renowned for his scientific approach to politics, diplomacy, negotiation, and for his zen-like maxims. Expressing that "equality is everywhere noble," Democritus created the Assembly on the belief that those in power should take it on themselves to aid those in-need, and of those who have met him, many consider Democritus to be the most calm, rational, and level-headed individual that they have ever met. Democritus heads the Assembly of Colors from his (secret) office in Geneva.
- **[NPC] Anushin-Rawan, Vice Consul-General:** Since establishing the entirety of the island of Yiaros, her personal haven and domain, as an Elysium where all Kindred of the Camarilla are welcomed freely, Anushin-Rawan, the Lady of Yiaros has gained much status and fame. This, and her Reputation as the Champion of the merits of Elysium have helped Anushin-Rawan advance to Vice Consul-General of the Assembly of Colors. Meetings of the full Assembly often take place on Yiaros.
- **[PC or NPC] Executive Assistant to the Consul-General:** This Assistant serves both the Consul-General and the Vice Consul-General and is responsible for taking submission of nominations-packages for Consul hopefuls; ensuring that any necessary correspondence sent to the Consul-General or Vice Consul-General is prioritized and complete; and for making announcements of new Members and Consuls. The Assistant also ensures that agendas are distributed and that all members are contacted when face-to-face meetings are required.
- **[LOCATION] Island of Yiaros, Greece:** The Island of Yiaros is the traditional meeting place for the Assembly of Colors with Anushin-Rawan moderating most of the actual meetings of the Assembly. Due to several major events in previous years, the Assembly has been meeting more frequently, with an Annual all-member meeting on October 24th, a date commemorating the Peace of Westphalia. The entire Island of Yiaros is the personal Domain of Anushin-Rawan and is considered Elysium.

Media: Arts of Power: Statecraft and Diplomacy by Chas w. Freeman Jr. (1997); Rome, Season 1 (HBO Mini-Series, 2005); Charlie Wilson's War (2007);

Sources: CB:V (WW2058), pgs.46, 64; CB:V[R] (WW2358), pgs.58-59, 99;