

V5 Chronicle Setting: The Clans

Vampire: The Masquerade V5 2025

CALL IT A CLAN, CALL IT A NETWORK, CALL IT A TRIBE, CALL IT A FAMILY. WHATEVER YOU CALL IT, WHOEVER YOU ARE, YOU NEED ONE. - JANE HOWARD

Banu Haqim

Laws of the Night v5, pages 14-16

- **Overview:** Balanced between judges, warriors, and scholars, the Clan's diversity represents a triad of decision, action, and knowledge. While most have abandoned the original laws of conduct, the **Judges** zealously subscribe to a rigorous ethical code, and they expect others to do the same. Traditionally politically neutral, a deep appreciation for Justice unites all Banu Haqim. Whether sorcerer, assassin or soldier they all serve the "Blind Lady" in their own way.
- **Common Archetypes:** Judge, Former Assassin, Scholar
- **Bane:** Banu Haqim attempting to Slake any Hunger from another Kindred must immediately test for Hunger Frenzy against a Difficulty of $2 + \text{Bane Severity}$. If the **Judge** fails, they enter Frenzy, and will continue gorging then commit diablerie unless stopped.
- **Compulsion:** Judgment. When this Compulsion is triggered, for the rest of that scene the **Judge** is compelled to pass judgment on anyone observed acting against one of the Banu Haqim's Convictions. In combat, this can be satisfied by Slaking any Hunger from the offender. Out of combat, this can be satisfied by making a public declaration in front of the Banu Haqim's peers about the perceived 'crime' that has been committed. Until the Compulsion is satisfied, or until the Scene ends, the Banu Haqim suffers the 'Impaired Condition'.
- **Disciplines:** Blood Sorcery, Celerity, Obfuscate
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

Brujah *Laws of the Night v5, pages 16-18*

- **Overview:** Regardless of their backgrounds, Brujah always have causes worth fighting for. Shoving back against authority, defending something bigger than themselves, and typically upsetting the proverbial apple cart, **Rebels** rarely Embrace the meek. Renowned for their passion – often expressed without filter or control – Brujah value strength of body, mind, and spirit. Every fight is not a nail needing a hammer. **Rebels** are frequently violent, but many others are also shrewd tacticians or charming leaders.
- **Common Archetypes:** Revolutionary Iconoclast, Street Tough, Philosophical Teacher
- **Bane:** Brujah possess strong tempers and have earned their reputation as loud, violent thugs. When a **Rebel's** temper flares, they have difficulty controlling the Beast. Brujah subtract their Bane Severity from their test pool on any challenge to resist Fury Frenzy
- **Compulsion:** Rebellion. If there was nothing to rally against, the Brujah would be lost. Luckily, they are incredibly good at making their own fights. When their Compulsion is triggered, a Brujah suffers a -2 penalty on all challenges (including those to resist Frenzy) until the end of the scene or until they have successfully "rebelled". This could mean anywhere from disobeying an order to changing someone's mind. The act of defiance must be witnessed by other characters, but it does not have to be violent.
- **Disciplines:** Celerity, Potence, Presence
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

Gangrel

Laws of the Night v5, pages 18-20

- **Overview:** Unbound by city limits and unchained from creature comforts, Gangrel go wherever, whenever...because they are ready for whatever. Survivalists possessing a keen understanding of challenge and merit, a *Feral's* greatest strengths are freedom and self-sufficiency. Gangrel recognize leaders demonstrating worth through courage, force of will, and talent. Conflict, tenacity, and a willingness to act define their Clan, and their internal pecking order is often determined by competition and fighting.
- **Common Archetypes:** Wandering Courier, The Controlling Interest, Mystery Seeker
- **Bane:** The Beast within a Gangrel is unleashed by Frenzy, causing the Kindred to gain one or more animal features that last until the end of the next night. Whenever a *Feral* enters Frenzy they gain a number of animal features equal to their Bane Severity. A character choosing to **Ride the Wave** of Frenzy in the first round after beginning Frenzy can choose to manifest only one feature regardless of their Bane Severity. These features are always obvious, each reducing an Attribute by one point while manifested.
- **Compulsion:** Feral Impulses. Gripped by the Beast, the Gangrel regresses into an animalistic state – speech is difficult, reason cumbersome, and violence is a way of announcing displeasure. Until the end of the scene, the *Feral* suffers a -2 penalty to all Manipulation or Intelligence challenges, and may only speak in one-word sentences.
- **Disciplines:** Animalism, Fortitude, Protean
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

Hecata

Laws of the Night v5, pages 20-22

- **Overview:** Embraced from mortals whom in life were steeped in death, Hecata are a union of fractured bloodlines and clans focused on the study and mastery of death. For centuries **Scions of Death** fought among themselves, regardless of their common Antediluvian. Due to internal and external threats, the Hecata set aside their grievances and recognized that whatever face Death wore, it was still Death. Standing united, the *Scions* formed an independent bloc outside the protection of a Sect.
- **Common Archetypes:** Cult Leader, Graveyard Shift, Number One Fan
- **Bane:** A *Scion's* bite does not bring bliss, and victims violently resist unless restrained. When feeding, Hecata only take harmful drinks resulting in blood loss. Unrestrained targets attempt to escape, and those coerced or willing must succeed in a Stamina + Resolve check against Difficulty 2 + Bane Severity in order not to recoil in pain.
- **Compulsion:** Morbidity. **Scions of Death** are fascinated with the cycle of life and death. When this Compulsion is active, Hecata suffer a -2 penalty to all challenges not related to killing or returning something to life, figuratively or literally. The penalty lasts for one scene or until the *Scion* has successfully ended or resurrected something.
- **Disciplines:** Auspex, Fortitude, Oblivion
- **Societal Alignments Available in Chronicle:** Unbound under true identity, Camarilla or Anarch Movement only under a false identity with the Dark Secret flaw.
- **Note:** Players depicting PC Hecata acknowledge and consent to CvC likely resulting from their Unbound Societal Alignment..

Lasombra

Laws of the Night v5, pages 22-24

- **Overview:** There is nothing more absolute than a Lasombra's belief in their ruthless, power-wielding superiority. For centuries **Shadows** were among the rulers of the Sabbat, now most vie for positions of power in the Camarilla. Exacting and callous in selecting candidates for the Embrace, mortals chosen have shed weak notions like sympathy and morality. Some Lasombra excelled as mortals within religious organizations, but were not chosen due to their faith or cruelty; rather, they were selected for their ability to control congregations as a way to advance their interests.
- **Common Archetypes:** Bruiser, Perfectionist, Power Junkie
- **Bane:** Reflective surfaces or recording devices unnaturally distort a Lasombra's image, betraying their undead state. **Shadows** also have difficulty controlling touch-based communication technology, and must make a Technology Skill check vs a Difficulty of 2 + Bane Severity; failure results in the device failing to respond somehow. Lasombra gain a penalty to any pool used to avoid electronic detection equal to her Bane Severity.
- **Compulsion:** Ruthlessness. Failure is a sin among the Lasombra, and their Blood drives them to increasingly vicious actions when they suffer this Compulsion. The next test they fail after suffering this Compulsion causes a -2 penalty to all tests until they succeed at another attempt at the same action or until the end of the scene.
- **Disciplines:** Dominate, Oblivion, Potence
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

Malkavian

Laws of the Night v5, pages 24-26

- **Overview:** Malkavians see beyond the mundane; some claim to see the future while others interpret dreams or provide insight into worlds beyond human understanding. Insight comes at a cost, though. All **Oracles** suffer from a warped sense of reality, imparted by a mortal condition, the Embrace, or both. The other clans look to the Malkavians for knowledge, and a willingness to delve into the unknown without fear of what might be uncovered. Often **Oracles** are paid little mind while they listen, learn, and put together pieces they might not otherwise know.
- **Common Archetypes:** Haruspex, Bleeding-Edge Scientist, Copy-Cats
- **Bane:** All Malkavians suffer a derangement, and receive a Bestial Failure penalty to one Attribute category equal to their Bane Severity for all challenges within the scene. The affected Attribute is unique to each character, and is chosen at character creation.
- **Compulsion:** Delusions. When suffering their Compulsion, **Oracles** see visions and portents that skew their perceptions. They suffer a -2 penalty to all challenges using the Insight, Awareness and Investigation Skills. In addition, they suffer a -2 penalty to resist Terror Frenzy. These penalties last until the scene ends.
- **Disciplines:** Auspex, Dominate, Obfuscate
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

The Ministry

Laws of the Night v5, pages 27-29

- **Overview:** The spiritual liberation of Kindred through temptation and subversion is as important to The Ministry as the need to feed. Usually viewed as more cult than Clan, **Serpents** otherwise invest time searching for ancient writings and artifacts to achieve their lofty goals. The Ministry generally serve two roles: sully themselves with the unsavory aspects of nightly survival, and as a Coterie's spiritual center. Organized into "temples", their shrines are generally tucked away where **Serpents** can lead worship without interruption. A few of The Ministry do not follow these core beliefs; as long as the Clan's secrets remain hidden, its members are free to do as they please.
- **Common Archetypes:** Kingpin, Psychiatrist, The Non-Believer
- **Bane:** The Ministry have always been sensitive to light, natural or otherwise. While directly subject to bright light, **Serpents** take a penalty to all challenges equal to their Bane Severity. **Serpents** also take 2x their Bane Severity in Aggravated Damage from sunlight.
- **Compulsion:** Transgression. Set teaches his children to break the chains binding their mind and spirit. When suffering this Compulsion, The Ministry receive a -2 penalty to all offensive challenges not related to enticing someone to break a Chronicle Tenet, personal Conviction, or doing so themselves. This Compulsion ends when the **Serpent** causes at least one Stain (to their target or themselves), or until the end of the scene.
- **Disciplines:** Obfuscate, Presence, Protean
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

Nosferatu

Laws of the Night v5, pages 29-31

- **Overview:** No other Kindred understands the painful, shocking and warped Embrace all Nosferatu experience. This common trauma brings all **Sewer Rats** together as a close-knit family, regardless of Sect. With extensive communication and information-gathering networks, these uncontested masters of the underground make excellent spymasters and lore keepers. Some Nosferatu spend their existence miserable, on the outside of outsiders. Some go mad or live as monsters. Most learn to view the world from a new perspective, one beyond surface appearances.
- **Common Archetypes:** Private Eye, Freak Show, Survivalist
- **Bane:** All Nosferatu appear hideous and vile, though not always supernaturally so. **Sewer Rats** suffer a -2 penalty on all mundane social challenges when their natural appearance is visible. Additionally, all attempts to disguise their deformities, including via Disciplines, incurs a penalty equal to the character's Bane Severity.
- **Compulsion:** Cryptophilia. Nosferatu gain a deep hunger for secrets, and every secret has a purpose. When their Compulsion is triggered, **Sewer Rats** incur a -2 penalty to all actions not spent attempting to gather secrets. Once they learn something important enough to be useful, or the scene ends, the Compulsion ends.
- **Disciplines:** Animalism, Obfuscate, Potence
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

Ravnos

Laws of the Night v5, pages 31-33

- **Overview:** All cultures have tales of those with divine tasks to teach humility and more through tricks and chaos. Ravnos take this sacred duty to heart. This earns the **Ravens** precious few allies and innumerable enemies. When their identities are discovered, **Ravens** generally move to unfamiliar places. The Clan is disorganized and always on the outskirts of society; rarely do they gather in any number, and most nights are lonely and difficult. As a whole the Ravnos take hardships in stride, approaching each task with the smirk of an overconfident stuntman about to make their next leap.
- **Common Archetypes:** Master of Illusions, Faceless One, Daredevil Extraordinaire
- **Bane:** The fire of the sun that incinerated their Clan founder erupts from a **Raven's** Blood if they ever settle in one place too long. If a Ravnos fails to spend one downtime action per month moving from haven to haven or sleeping in different locations, they take a number of potentially soakable Aggravated Damage equal to their Bane Severity.
- **Compulsion:** Tempting Fate. Ravnos' Blood drives them to pursue danger. When affected by their Compulsion, **Ravens** are incapable of attempting safe solutions to any problem and – until the problem is solved, the scene ends, or further attempts become impossible – suffer a -2 penalty to non-defensive test pools an ST deems unthreatening.
- **Disciplines:** Animalism, Obfuscate, Presence
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound
- **Note:** Players depicting PC Ravnos acknowledge and consent to CvC likely resulting from their social stigmas.

Salubri

Laws of the Night v5, pages 34-36

- **Overview:** Once sought as sages and healers, Salubri have suffered more than their share of loss. Labeled as serial Diablerists and Heretics, the **Cyclops** are rare, despised, and hunted. Driven from cities where they try to exist, even Anarchs refuse to risk harboring the Salubri. Marked by a third eye that can never truly be hidden, **Cyclops** keep company with their own, when they can find them.
- **Common Archetypes:** Eternal Optimist, Jaded Knight, Martyr
- **Bane:** If non-Salubri drink enough Salubri Blood to Slake any Hunger, they must test for Hunger Frenzy at Difficulty 2+ their Bane Severity (3+ if drinker is Banu Haqim). If they fail, the imbiber continues feeding until forcibly removed or the Salubri is drained, and continues Frenzy until it ends normally. Salubri also have a third eye which weeps vitae, triggering a Hunger Frenzy test from nearby Kindred with Hunger 4 or higher.
- **Compulsion:** Affective Empathy. Salubri empathize with the Kindred condition. When suffering their Compulsion, Salubri are driven to help solve a personal problem afflicting someone in the scene. Any action not devoted to mitigating the personal tragedy incurs a -2 penalty until the burden is eased, a more immediate crisis arises, or the scene ends.
- **Disciplines:** Auspex, Dominate, Fortitude
- **Societal Alignments Available in Chronicle:** Unbound under true identity, Camarilla or Anarch Movement only under a false identity with the Dark Secret flaw. May earn membership in either sect under their true identity by earning City Status 2 in three different domains with an Authority held by that sect.
- **Note:** Players depicting PC Salubri acknowledge and consent to CvC likely resulting from their social stigmas.

Toreador

Laws of the Night v5, pages 36-38

- **Overview:** Anything can be art, and a Toreador craves aesthetic perfection. Beauty is not always traditional. A **Diva's** tastes age as they do. Beauty fades, lives end, stone crumbles, paint peels. Nothing remains as permanent as a vampire. Even the most creative ideas begin to seem boring after a few decades. Other Kindred often perceive Toreador as flighty, air-headed vampires who only care about surface beauty. For some it is accurate. For others, making such an assumption is a dangerous mistake.
- **Common Archetypes:** Night School Teacher, Collector, Performer
- **Bane:** Beauty is more than a simple, shallow desire for Toreador. When forced to tolerate offensive surroundings, a **Diva** suffers a penalty equal to their Bane Severity on attempts to use Disciplines within the space. While not enough to trigger the Bane, spaces most mortals would consider ordinary will cause the **Diva** minor discomfort.
- **Compulsion:** Obsession. When perfection catches their eye, a Toreador's mind can think of nothing else. When their Compulsion is triggered, something in the room consumes their every thought. **Divas** suffer a -2 penalty to any action not directly involving this object. This lasts until the scene ends or the Toreador can no longer see the target of their obsession.
- **Disciplines:** Auspex, Celerity, Presence
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

Tremere

Laws of the Night v5, pages 38-40

- **Overview:** Descendants of a cabal of mages who traded magick for Hunger, the sun for eternal night, and life for undeath, the Tremere were once rigidly structured in a hierarchy called "the Pyramid". Studying magic in regional Chantries, loyalty was demanded and enforced through the Blood Bond. The Second Inquisition destroyed the Prime Chantry, and the Clan's rigid hierarchy crumbled. **Warlocks** are renowned for their Blood Sorcery, occult expertise, and unyielding pursuit of power.
- **Common Archetypes:** Antique Book Dealer, The Mentalist, Paranormal Investigator
- **Bane:** With the destruction of the Prime Chantry, the Tremere's ability to Blood Bond others disappeared. **Warlocks** cannot subject Kindred to the shackles of the Blood Bond, but are still subject to it themselves. Ghouls and humans can still be Bound, but must consume their Domitor's vitae an additional number of times equal to Bane Severity.
- **Compulsion:** Perfectionism. Nobody is perfect, but Tremere insist on being the best they can be. When their Compulsion is triggered, **Warlocks** try again and again when they fail, forsaking all other duties until they get it right. Until the end of the scene, or until the Tremere scores a critical win on a Skill challenge, she suffers a -2 penalty to all non-Discipline pools. The penalty reduces by one if the **Warlock** attempts the same action with the same pool, and the third attempt removes the penalty altogether.
- **Disciplines:** Auspex, Blood Sorcery, Dominate
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

Tzimisce

Laws of the Night v5, pages 41-43

- **Overview:** Above all things, **Dragons** care about dominion. Whether a gang, company, or neighborhood, Tzimisce relentlessly pursue their ambitions. Giving up one's dominion is unthinkable to a **Dragon**. Their drive for control extends to their own bodies which they master through Protean, and transcendence of their flesh through mastery of their minds. Former Sabbat leaders, Tzimisce are now frequently found amongst the Anarchs. Few Tzimisce have joined the Camarilla, bending the knee to unknown Kindred overlords is unacceptable.
- **Common Archetypes:** Effects Artist, Statement Piece, Entomologist
- **Bane:** Tzimisce are ruled by what they possess. Choose a defined charge – a group, a physical domain, an organization, etc – which the **Dragon** must sleep surrounded by. If they do not, they wake with lost Willpower equal to their Bane Severity.
- **Compulsion:** Covetousness. To be Tzimisce is to own something completely. When suffering their Compulsion, **Dragons** become obsessed with possessing something in the scene. Action not taken towards this purpose incurs a -2 penalty, which persists until ownership is established, the object of desire becomes unattainable, or the scene ends.
- **Disciplines:** Animalism, Dominate, Protean
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound
- **Note:** Players depicting PC Tzimisce acknowledge and consent to CvC likely resulting from the unceasing drive to control and possess an aspect of the world around them.

Ventrule

Laws of the Night v5, pages 44-46

- **Overview:** Ventrule value leadership and power above all else. **Blue Bloods** expect perfection, and value history, lineage, and tradition. The lifeblood of the Camarilla, Ventrule frequently hold more Court positions than other Clans. Deeply rooted throughout history as nobility, many Ventrule have modernized old feudal traditions. Every move a **Blue Blood** makes is designed to maintain or expand their powerbase.
- **Common Archetypes:** Executive, Consultant, Heir Apparent
- **Bane:** Refined in palate and action, Ventrule are picky eaters, each with unique preferences. If attempting to feed outside their preference, **Blue Bloods** must spend Willpower equal to their Bane Severity, or vomit the blood back up. A Ventrule can identify those fitting their preference by making a Resolve + Awareness challenge vs. Difficulty 4, or through the use of the Bloodhound Merit.
- **Compulsion:** Arrogance. **Blue Bloods** have their moniker for a reason. When a Ventrule's Compulsion is triggered, they need to control the situation and everyone in it, suffering a -2 penalty to challenges until the end of the scene or until someone obeys their orders. Faked, forced, or coerced resolution will not satisfy them; the person must voluntarily comply, and the order should impact the scene publicly.
- **Disciplines:** Dominate, Fortitude, Presence
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound

Caitiff

Laws of the Night v5, pages 46-47

- **Overview:** No one knows what creates a vampire whose Blood lacks any trace of their Sire's Clan. An *Outcast*'s unlife is fraught with dangers, and prospective Sires do not Embrace someone ready to walk into the sun the first time they are treated like trash. Despite the reality, traditional Clans hide the fact that Caitiff are Embracing with increasing frequency. Vampiric society shuns ***Outcasts***, casting them aside whenever possible. For all their negatives, Caitiff possess power the Clans might never know or realize.
- **Common Archetypes:** Vigilante, Proud Outsider, Imposter
- **Bane:** Caitiff do not carry a traditional Bane; rather, ***Outcasts*** are socially outcast by most of Kindred society. Regardless of their alignments, known Caitiffs require 2 additional Support to gain Status. In Domains with a Camarilla Authority, Kindred who are publicly revealed to be Caitiff immediately remove one Status (to a minimum of one). Further, the cost to improve Disciplines is six times the level purchased in experience points.
- **Compulsion:** Caitiff have no clan-specific Compulsions. Storytellers are welcome to use other Compulsions, but should avoid options mimicking named Clan Compulsions.
- **Disciplines:** Caitiff are created with access to three Disciplines of their choice, which are improved with new dot x 6 experience (and following one Rouse check of vitae from a Kindred teacher with that discipline in-clan). Ghouls created by ***Outcasts*** may only learn powers from the Disciplines their Sire originally chose.
- **Societal Alignments Available in Chronicle:** Camarilla, Anarch Movement, or Unbound
- **Note:** Players depicting PC Caitiff acknowledge and consent to CvC likely resulting from their social stigmas.

Thin-Bloods

Laws of the Night v5, pages 48-49

- **Overview:** Thin-Bloods walk a fine line between the worlds of the living and the undead. Their ability to pass as mortal and the pliability of their Blood make them uniquely suited for survival. It's unknown what reanimates a ***Duskborn***, only that the existence of these new pseudo-vampires is met with fear, jealousy, and pity by true vampires. Many will destroy Thin-Bloods as threats to the Masquerade. Most Camarilla Domains have issued edicts requiring *Duskborn* to bear an irreversible mark of their status, and even Anarchs think twice about associating with them.
- **Common Archetypes:** Judas, Blood Addict, True Believer
- **Bane:** Because they do not carry any Clan resonance, ***Duskborn*** do not have a Bane.
- **Compulsion:** Because they do not carry any Clan resonance, ***Duskborn*** do not suffer from any clan-specific Compulsions.
- **Disciplines:** Thin-bloods do not automatically possess Disciplines. ***Duskborn*** receive one temporary dot in a resonance-associated Discipline when they feed; they may only have one Discipline power at a time from this source, which power lasts until they reach Hunger 5 or when they feed next. Character creation Merits provide access to Thin-Blood Alchemy and/or one other discipline.
- **Societal Alignments Available in Chronicle:** Unbound under true identity, Camarilla or Anarch Movement only under a false identity with the Dark Secret flaw or under true identity by purchasing the "Anarch Comrades" or "Camarilla Contact" Thin-Blood Merit. May earn membership in either sect under their true identity without a Thin-Blood Merit by earning City Status 2 in three different domains with an Authority held by that sect.

- **Note:** Players depicting PC Thin-Blood acknowledge and consent to CvC likely resulting from their social stigmas.

Changelog

- NDIA endorsed 25 Feb 2024
- 9/16/2024 - Corrected Thin-Blood Discipline section to align to book.
- 1/4/2025 - Updated phrase of Societal Alignment to add in Chronicle.
- 9/1/2025 – Updated notes on Hecata, Salubri and Thin-Blood alignment to reflect updated text on joining a sect under false pretenses and a fake identity, included additional ways for Salubri and Thin-Bloods to earn true sect alignment in play and for Thin-Bloods to enter play as a Camarilla or Anarch member by purchasing the appropriate Thin-Blood Merit.