

# The ~~A~~narch Movement

a Practical Guide to Playing an Anarch Character in an OWBN Game.

ONE WORLD BY NIGHT

OWBN

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ONE WORLD BY NIGHT

VAMPIRE THE MASQUERADE

2017

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# VAMPIRE THE MASQUERADE

Vampire the Masquerade is a game based on a fictional world where Vampires and various other supernatural creatures are real. In this version of the game it is played in a LARP style, which means Live Action Role Play. All of the players create a Vampire character and play act as if they are that character. This packet will help explain the organization and the game itself so that you will better understand what we do, and how to participate.

## One World by Night

One World by Night is an internationally connected organization of LARP games. The game that we play locally is a member of the organization as a whole. What that means for you as a player is that you can take your character that you have created here, and play the very same character in other games around the country and world. You can participate in email correspondence with other players and characters from all over the world. It also means that from time to time that people from out of town will join us in our local game.

You are in no way required to participate on an international level. You are encouraged to play your character as big or as small as you might like. There is no rule forcing you to go beyond your own personal comfort level. The organization simply gives you the opportunity if you choose to take it.

## Chronicle

A local, which we often refer to as a Chronicle, is played in one location. Meaning that it is stationed in one city and usually has a set schedule for when they play.

**Our local chronicle is called:** \_\_\_\_\_

At a local game we have various positions of staff to help manage the players and story. Remember that the staff is there for the players, and never hesitate to talk to anyone if you have questions or need assistance.

## Storyteller

The Storytellers job is to manage characters in the game and the various stories that characters interact with. If you have questions, feel free to ask any of the Storytellers.

**Our Storytellers are:** \_\_\_\_\_

## Narrator

Narrators assist the Storytellers with running stories and managing smaller aspects of the game play. They are also available to ask questions to.

**Our Narrators are:** \_\_\_\_\_

## Player Representative

The Player Representative is there to protect the players. Think of them as Human Resources for the game.

**Our Player Representative is:** \_\_\_\_\_

## Council Member

The Council Member is our chronicle's voice to the rest of the organization.

**Our Council Member:** \_\_\_\_\_

## Game Play

Everyone was new to the game at some point, don't worry that you don't know enough to join in. How much or little you know doesn't really matter. This packet was created to help give you a guideline that you can build on as you play.

The primary concept that is necessary to understand before embarking on your new hobby is that of Out-of-Character and In-Character. Its actually pretty simple.

**Out-of-Character:** is your real life.

**In-Character:** is your character's life.

Sometimes what you know and what your character knows will be different. That is ok! Use your best judgment in those cases or ask for some help. Your character could be a world famous fireworks engineer, but you've never used more than a sparkler on July 4th. Or maybe you're a doctor and your character struggles to apply a band-aid correctly. Just keep in mind that you and your character are different people and you will do great. Typically if you are talking and interacting people will assume you are 'In-Character' so we have a signal to let people know that we are speaking as ourselves and not our characters. Simply cross your first and middle finger and hold it up so others can see. This lets everyone know that when you start shouting about your missing contact or earring that its for real and they should help you look. You can also use this to step away from game for a phone call, or to use the bathroom. If you have a question about the game itself, hold up your crossed fingers and ask away!



## Myths and Truths

Before we get too far, lets go over some of the common misconceptions about the game vs. Vampire stories. We all know the many myths about vampires and what kills them. From the various Dracula movies and books we have learned a set of constants that may or may not hold true in the game that we play.

- Garlic: Vampires in general don't mind garlic. Its just a spice.
- Crosses: Most of the time Vampires are indifferent to crosses.
- Holy Water: Holy Water does cause damage to Vampires.
- Fire: As a general rule, an uncontrolled flame will scare the pants off of a Vampire.
- Stakes: A stake through the heart will not kill a Vampire. It will however incapacitate them.
- Sunlight: Sunlight WILL kill a Vampire.
- Ash: A dead Vampire WILL turn to a ashes. The time it takes for them to turn fully to ash it depends on how old they are.
- Animal Forms: Not all Vampires can change in to animal forms, like a wolf or bat. Some can.
- Reflection: Vampires generally have a reflection.

## Origins

All beings have spent a tremendous amount of time trying to figure out where they come from. Vampires are no different. Just as humans have numerous creation and origin stories Vampires do as well. The most widely accepted origin story is that Caine, as in Caine and Abel, was the first Vampire. In the Christian Bible Caine murdered his brother Abel and was cursed by God to walk the Earth and never die, and to eat only ash and blood. Obviously there is no right answer as to who or how the first vampire happened.

Vampires have something that they refer to as a Generation. It literally means the same thing to Vampires as it does to humans. The only difference is that Generation matters more to Vampires. Assuming the Caine story is true, then Caine would be the 1st Generation. Caine's child would be 2nd Generation, and his child's child would be 3rd Generation and so on.

Mechanically in the game Generation plays a part in how potent the blood of a Vampire is. Meaning that the closer to Caine a Vampire is, theoretically the more powerful they are. That is not always the case in

reality though. When you create a character you choose the Generation you would like your character to be, this does require you to spend Experience Points (explained later). Some games might have rules on what Generation you can play. In *One World by Night* we do not allow anyone to play a character below 8th Generation.

## Becoming a Vampire

As with many myths and stories the way one actually becomes a vampire is vastly different. In *Vampire the Masquerade* the system is pretty basic. The Vampire drains all the blood of a mortal, and then replaces some of that blood with their Vampiric blood. The mortal's physical body then shuts down and dies as they are 'reborn' as the undead.

## Feeding

Yes, Vampires feed on the blood of humans. In *Vampire the Masquerade* there is a system in place to help keep humans from realizing Vampires are real. When a Vampire bites in to a human, the human is subjected to what Vampires call 'The Kiss'. The Kiss is a sense of euphoria, the mortal enjoys the experience. They will rationalize it as the best kiss they have ever had. No, all Vampires don't feed from the neck, but some do. You can bite a human anywhere and take their blood. After a Vampire has finished feeding, which is usually well before the mortal would die, they can lick the wound they made with their fangs and it will heal instantly. Leaving no trace of a bite.

Vampires do not always have their fangs out either. They only use them when necessary. If they always had them showing it would be difficult to blend in with mortal society.

## The Beast and Frenzy

Inside of every Vampire they are dead, what animates them is their 'Beast'. The Beast is often talked about by characters as being an entity all of its own. The Beast is primal, non thinking and animalistic. It takes personal strength to not give in to your Beast.

Occasionally a Vampire will succumb to his Beast, when this happens the Vampire will Frenzy. When in a Frenzy the Vampire will blindly attack everyone, using bare hands and fangs. Little more than mindless animal is what is left of the Vampire until the Frenzy is over. A Frenzy typically takes 10 minutes, or if another Vampire uses a power that can guide someone out of a Frenzy it can be ended much sooner. If confronted with a Vampire in Frenzy, it's best to get away from them as quickly as possible.

It is pertinent to note here that there are types of frenzies (fear, pain, hunger) and in each type the vampire in frenzy will behave a little differently. Your ST staff should help guide you on how to role play this should it ever happen.





# The Anarch Movement

## a Practical Guide to Playing an Anarch Character in an OWBN Game.

Although the image of Anarchs as little more than foul-mouthed young hooligans in leather jackets hurling insults at Elysium likely has some small basis in fact, the truth is that the history of the Anarch Movement suggests a far deeper motivation for committed Anarchs than simple rebellion.

The Anarchs' history is one of the most tragic and most passionate stories in the annals of Caine's descendants. Despite countless defeats and setbacks, not to mention active predation by the two most deadly sects to stalk the night, true Anarchs have always returned to champion their beliefs, even to a society that largely reviles them for doing so.

Traditionally, the Anarchs make up a sect-within-a-sect, many Anarch territories are still under the auspices of the Camarilla. However, certain radical Anarchs espouse complete and total secession from the Ivory Tower. Whatever their personal feelings towards the Camarilla, to the Anarch mind the existing structure has rotted from within. They tend to feel that the time is right to bring about the changes that the Camarilla needs in order to make it succeed as the grand protector of the Kindred that it claims to be.

What are those changes, specifically? Ask a dozen Anarchs, and you'll likely receive a score of answers. As a social phenomenon, Anarchs are committed more to change than to any particular way of making it happen. What Anarchs want is a redistribution of power from the top of Kindred hierarchies down to the bottom. They despise the existing system of Elder rule. They want Kindred society to be based on merit (rather than age, Embrace, and inherited privileges.)

Whether change comes about by guerrilla activity or it's ushered in from salons and Elysiums, is up to the individual Anarch to decide for themselves. Whether the cause is couched in terms of anar-

chistic rhetoric, communist propaganda, fascist decree, or for-its-own revolution, the cause of the Anarchs is egalitarian.

Of course, this is what makes the Anarchs such a thorn in the side of the established society of the Damned. Few elders, be they of Camarilla, Sabbat, Independent or less identifiable sympathies, rarely want to relinquish the comforts that they've fought so long and hard for. Ancillae strive for the elders' comforts themselves. They don't want some sneering newbie just a few weeks into the embrace to have the same benefits that they claim. Even neonates have little sympathy for the Anarchs. Childer of esteemed sires often enjoy the same comforts that their sires do, and the less privileged fledglings see the Anarchs as a liability that leads their elders to dismiss all young childer as radicals. The Sabbat dismisses the Anarchs as ineffectual or recruits them into grudging allegiance. The Camarilla variously tolerates the Anarchs or cracks down on their movement as a destabilizing peril.

It is not surprising, then, that the unives of Anarchs are typically frustrated and spent with a siege mentality. Their challenges are manifold, not only to bring others around to their ways of thinking, but then to implement those ideas. The Anarch Revolt, put into motion centuries ago, hasn't died- it's simply gone underground. Many Anarchs believe that it's time to make their voices heard again. Despite a few setbacks, it's the dawn of a new era for those who would challenge the rule of the elders and the stasis that characterizes Kindred society.

Source: *MET Laws of the Night – Anarch Guide*, pg 13  
Source: <http://theanarchstate.wikidot.com/anarchs>

# The ~~Anarch~~ Rebellions

## The First Anarch Revolt *The Beginning of A New Age*

The 14th century was one of the worst periods in recent history to be a Cainite in Europe. Between the growing power of the Inquisition, invading armies in the East, and the advent of mortal diseases (such as the Black Death) that could send vampires into torpor, many Cainites wanted nothing more than to disappear from the world entirely and be left alone. In the midst of these threats, many elders decided to do exactly that, choosing solitude and self-preservation over their feudal obligations to protect their childer. Refusing to accept and react to an unfavorable situation the way the elders had, neonates of Europe took their cue from mortal revolts to create their own destiny, to seize the freedom and rights they desired from their oppressive sires. Thus was conceived what would become the Anarch Movement.

Especially considering its final outcome, the Anarch Revolt is sometimes overlooked by modern students of Cainite history as a failed attempt to establish a new social order. The Revolt was itself a great breakthrough, however, in the social order of the undead, as the first time since the slaying of the Second Generation that a large group of Kindred joined together to liberate themselves from the tyranny of their elders, rather than simply to diablerize a specific elder. Part of the Anarchs' success stemmed from the elders' great surprise - upon first hearing of the revolt, many elders were at first unwilling to believe the story. Many were vain enough that they only began to realize the extent of the threat once the Anarchs had broken down their doors and were coming at their throats. Far more than a small band of diablerists, the Anarchs were a group of Cainites devoted to changing Kindred society for the better.

Despite their enthusiasm, rage, and craftiness,

however, the Anarchs soon found themselves at a distinct disadvantage. Once the element of surprise had been exhausted, the Anarchs faced an enemy that was, on the whole, far more experienced, powerful and resourceful than they.

Throughout the Revolt, a group of Cainites led by a Ventrue calling himself Hardestadt continued to advocate the formation of a large organization of "Kindred" who would work together to crush the Anarchs. This was the beginning of the Camarilla, and the beginning of the end for the Anarch Revolt.

With elders beginning to work closely together, the Anarchs found themselves up against an enemy not only older, wiser, and more experienced, but also far better organized. Between the agents of the Inquisition and those of the new Camarilla, the Anarchs were outnumbered, outmaneuvered, and outclassed. By 1493, only seven years after the formation of the Camarilla, numerous Anarch leaders met with Hardestadt to discuss terms of peace.

Leaders from both sides met in the Abbey of the Sacred Crown near the small English village of Thorns, where they drafted what came to be known as the Convention of Thorns. In fact, the Camarilla representatives drafted the document and the Anarchs were lucky to get a few concessions.

Under the Convention, the Anarchs would return to their former places as subjects of their elders, and in return all but "the most heinous of crimes" committed during the revolt would be forgiven. The Assamites would also be prevented from drinking the blood of other Cainites through a magical curse. As a whole, the Convention was less like a peace agreement than a set of terms for surrender, but most of the Anarchs accepted it, particularly the Brujah, who had suffered the greatest losses.

*For a complete copy of the Convention of Thorns see Pg 17  
Source: MET Laws of the Night – Anarch Guide, pgs 14-16, 20, 22*

### Lore Requirements for Understanding the Conventions of Thorns:

- **Lore: Anarch x1** - Has heard of the Convention of Thorns. Knows several interpretations of the Convention and how to use them to survive in Camarilla Domains
- **Lore: Anarch x3** - Knows basic history of the modern Anarch Movement (including the above history.)
- **Lore: Anarch x4** - Well versed in the Treaty of Thorns and its uses
- **Lore: Anarch x5** - Knows the entire history of the Anarch Movement. Possibly present at the signing of the Convention of Thorns. May have participated in the original Anarch Revolt.



## The Second Anarch Revolt *the Perfect State*

Despite the formation of the Camarilla and the Sabbat, self-proclaimed Anarchs would continue in isolated groups.

During the French Revolution prominent Anarchs used the opportunity to fight the traditional claim of the Toreador to France. Despite intentions to take the fight to the rest of Europe, the mortal revolution soon fell apart, allowing the Camarilla to move in and restore order.

Afterwards, many of the remaining Anarchs made their way to the United States and from there to the West Coast. As Los Angeles quickly increased in prominence the Camarilla established Don Sebastian as prince with the hope that he would curb the growing number of Anarchs in the region. He largely ignored their presence, however, and over the next few decades several famous Anarchs made their way to the city. Finally, in 1944 Don Sebastian realized the full extent of the discontent in his city and ordered the savage beating of one such luminary, Jeremy MacNeil. Instead of instantly rebelling, MacNeil lead the Anarchs in locating and studying the havens of the local Elders over a period of six weeks, and on December 21, 1944, the Second Anarch Revolt began.

The prince was killed and those Elders that were not destroyed fled the city, making it a strong victory for the Anarch movement. Soon thereafter the Anarchs moved south to San Diego and then attempted to liberate San Francisco. They were repelled by the then-current Prince of San Francisco, Vannevar Thomas, but in those three months they had claimed everything from the border of Mexico to San Jose. This region would come to be called the Anarch Free State, ruled under a set of principles entitled the Perfect State.

**For a complete copy of the Status Perfectus see Pg 18**

Source: [http://whitewolf.wikia.com/wiki/Anarch\\_Revolt](http://whitewolf.wikia.com/wiki/Anarch_Revolt)

### Lore Requirements for Understanding the Status Perfectus:

- **Lore: Anarch x1** - Has probably heard of the Status Perfectus, but probably doesn't quite understand its meaning.
- **Lore: Anarch x2** - Knows the basic history of the Free States, though is lacking details and the less prominent names. Knows the Status Perfectus reasonably well and possibly even has a copy.
- **Lore: Anarch x3** - Knows basic history of the modern Anarch Movement (including the above history.) Knows most of the prominent Anarch Free States.
- **Lore: Anarch x4** - Knows something about the causes behind the original Anarch Revolt and its history. Well versed in in the Status Perfectus and its uses.
- **Lore: Anarch x5** - Knows the entire history of the Anarch Movement. May have participated in the Second Revolt in Los Angeles.

## The Red Question *Anarchs Unbound*

On July Fourth, 2015, in response to rumors that the Camarilla was putting together its own team of technologists, a group of Anarchs that functioned similar to Anonymous decided to flex their digital muscle a bit.

These Anarchs released the biggest piece of Anarch Propaganda since the Anarch Manifesto, as penned by Salvador Garcia. The title of the manifesto was "Anarchs Unbound". Essentially it asked the question "WHY DO YOU OBEY?" This earned the group responsible the moniker of "The Red Question."

This Manifesto was delivered to all online vampire channels along with a program that magically protects all vampire online communication (**Blood Spot**). With the proliferation of the Red Question, Anarchs from all across the world began taking to the internet and communicating freely and Masquerade friendly. This sparked a few of the deeply hidden mystical factions of the Anarchs to come to the surface ever so quietly in hopes to find potential students of their craft. Several new and old members of the Anarch Movement began resurfacing in the Hurricane Free States and, among other Baronies, spreading word of an uprising, and biding their time.

**For a complete copy of the Anarchs Unbound see Pg 18**

# Modern Nights

## Creating History *the Promise of Technology*

Although the Free State of Los Angeles eventually fell to roaming gangs and disorder, the ideals of the Second Revolt survive in new and evolving forms.

Toward the end of the 20th century, the Anarch Free State seemed to be on the ropes, but in recent years the Anarchs have managed to dust themselves off and bring the fight back to the interlopers who believed the decentralized sect would make for easy pickings. If the Anarchs are united in anything, it is the desire to send the carpetbaggers packing after seeing their domains stolen out from under them. More so than any other sect, the Anarchs are defined by their guerrilla mindset.

In the modern nights, one of the greatest resources available to the Damned is an unprecedented ability to affect the world. Whether by easily portable implements of violence, the ability to summon information as never before possible, or the ability to get to or away from trouble quickly, the Anarch Movement is poised to make modern, tech-nological capability its *raison d'être*.

Quite simply, the Anarchs not only get technology, they want to get technology. Tonight, tools are the great equalizer. While the other sects may dabble in various technologies or might have recognized experts in certain technological fields, they all remain tied to various ideologies that are, by Anarch perspective, 500 years out of date at best. With that in mind, the desire to succeed in the modern idiom belongs to the Anarchs. Let the other sects have their holy wars and their feudal vendettas. The modern nights may well prove to be the era of the Anarchs and they are ready, able, and willing to do what it takes to make that happen.

Source: V20, Companion, Pg 61

### Political Impulses *Anarch Factions*

Within the heart and soul of every Anarch, there beats a political rhythm which will shape his or her existence.

Anarchs are not just Anarchs for the heck of it, they are Anarchs for a reason.

They have ideals, beliefs, desires, dreams, goals and countless other motivations that make them who they are. Within each and every Anarch there is a Political Impulse, a feeling or thought or code which guides them, and like most things amid the diverse Movement, Anarchs sometimes group themselves together based on these Impulses.

|                     | Conservative  | Moderate  | Liberal   |
|---------------------|---|---|---|
| Loyal Opposition    | <b>Sympathizers</b><br>Any Kindred who has ever felt oppressed, believed that the system could work better, or thinks some sort of change has to happen is an Anarch Sympathizer.                   | <b>Reformers</b><br>Reformers know, without a doubt, If the Camarilla wants to survive, it must change, grow and evolve.  | <b>Constructionist</b><br>They know the Camarilla is corrupted beyond saving, and they seek, though quietly, to build a Kindred Government which will truly stand the test of time.   |
| Disloyal Opposition | <b>Radicals</b><br>The Radicals seek, above all, to reshape vampire society into something new, often borrowing ideas from socialist, communist and anarchist political lines.                      | <b>Militants</b><br>Militants are the first ones to tear into a fight whenever and wherever Anarch turf is disputed or compromised, and they will be on the front lines of any fight: anywhere, any time. | <b>Hardliners</b><br>Hardliners don't just want to see the Ivory Tower crumble, they will make sure it dies, screaming, in a bloody ruin, then they will scorch the earth beneath it and spit on the ashes long after it's said and done. |
| The Anarch Fringe   | <b>Autarchs</b><br>They avoid contact with any and all other Vampires completely. They are not Anarchs, or Sabbat, or Camarilla, and more than likely have cast off their Clan affiliation as well. | <b>Mercenaries</b><br>So long as the checks don't bounce, and the promises are kept, a Kindred of the Mercenary impulse can be a huge asset to whomever is footing the bill.                              | <b>Nihilists</b><br>These young, spontaneous and perhaps criminally insane vampires care nothing for civility and reason. They barely follow the masquerade and often revel in their powers of the blood.                                 |

## • **Loyal Opposition:**

*(Sympathizers, Reformers, and Constructionists)*

Individuals who consider themselves the Loyal Opposition are often kindred who still remain within the Camarilla and believe some form of Kindred Government is absolutely necessary for the safety of all. Even if they have left the Camarilla by force or by choice, they insist it is best to try to work within the guidelines of the sect in order to ensure that safety and stability. Deep within the liberal soul of every member of the Loyal Opposition there is the desire to work together and get along; the hope that there is, in fact, A Better Way to ensure safety and security as well as justice and government for all.

The Loyal Opposition has no qualms about working within the Camarilla system alongside members they find to be honorable or reasonable, and they generally have no issue working with other Anarchs or Independents they see in the same light. Often times, however, many other Anarchs do not consider members of the Loyal Opposition to be true Anarchs and will be rather leery of them, especially if the Loyal Op in question holds status or some form of City Position. This could be construed as unfortunate, as the Loyal Opposition may be an untapped reservoir of mental acumen, Anarch passion, and political reform.

Sometimes, when a member of the Loyal Opposition is too heavily spurned, however, they end up rejecting any status they might hold and find themselves on the outs with the Camarilla, at which time they delve deeper into the movement. Also, on rare occasions, sometimes an Anarch of a different political impulse will “officially leave the movement”, join the Cam, and become a member of the Loyal Opposition in order to change things from the inside.

## • **Disloyal Opposition**

*(Radicals, Militants, Hardliners)*

When one hears the word “Anarch”, often it is the image of the Disloyal Opposition that comes to mind. These are the Kindred who have forsaken and rejected anything and everything. Camarilla, and thusly rebel against all it stands for. While the Loyal Opposition might be seen as trying to save or restructure the Camarilla, the Disloyal Opposition seems set on trying to tear it down completely. They abhor anything and everything it stands

for, and never miss an opportunity to let this be known via word or deed.

That said, the Disloyal Opposition are not a bunch of screaming, violent lunatics. They hold fast to the belief that the Camarilla is wrong, oppressive and corrupt, but they also know it takes more than a bad temper and a gun to undermine and topple a regime that has been around as long as the Camarilla has. Members of the Disloyal Opposition come in a wide variety of Clans and have astoundingly diverse skill sets...what seemingly unites them is the all-encompassing desire to see progress and change, and unto that end, these Kindred employ a wide variety of tactics and plans, from the violent to the political to the technological and beyond.

They also tend to be the most vocal of Anarchs, both amid the Movement and outside of it. Many a Baron might subscribe to one of these impulses, as may many a member of an Anarch Council or Gang. However, for all their high profile hatred of all things Camarilla or Camarilla-like, there is no question if they did not have the help of the Loyal Opposition from time to time, the Anarch Movement would not be what it is today.

## • **The Anarch Fringe (Outsiders)**

*(Autarchs, Mercenaries, Nihilists)*

These small factions represent individuals or groups who may have cast off their Sect or even Clan. Those who identify among the Fringe might only consider themselves Anarchs in the loosest sense of the term, and most other Anarchs would never consider the Fringe as Anarchs either as they are not within the Movement.

The only common denominator between those of the Fringe and those of the Movement is they both seek independence and freedom to do what their hearts desire without oppression from outside sources. Those of the Fringe don't believe in some greater Good, they aren't fueled by a need for justice, liberty, or anything so grandiose. Most are out for themselves and refuse to take part in anything that may compromise them or their tight group. It makes for difficult times in some areas when Anarchs enlist their assistance or cooperate with them for common objectives, but nonetheless it happens. The average Anarch also assumes it is better than having these people join or work for the Tower or the Sword.

Source: [anarch.owbn.net/mediawiki/index.php?title=Political\\_Impulses](http://anarch.owbn.net/mediawiki/index.php?title=Political_Impulses)  
Source: *MET Laws of the Night – Anarch Guide*, pg. 79-85

*Editor's Note: It should be understood by all players that not all Anarchs agree with the Convention of Thorns and/or the Status Perfectus. In addition there are multiple ways to play each Political Impulse. There is no one right way to play an Anarch character and what is presented here is merely meant to provide context for and to inspire character creation. Be aware that your interpretation of what it means to be Anarch will invariably differ from at least some of those around you and part of the fun is figuring out a way to stay true to your concept while also successfully navigating the social order formed by other players.*

# Anarch Clans

There are many types of Vampires. The following list is a VERY brief explanation of some of the common Anarch clans.

This is by no means an exhaustive list, simply the more common clans you will likely encounter. Most clans have a book that was printed separate from the main game book that has far more information on the clan. If you are interested in getting that book please let someone on your Storytelling staff know, as they might have a copy you will be welcome to borrow.

One World by Night also has packets to help play a clan more effectively with information on the clan specific to our games. Please let your Storytellers know if you would like a copy of any of the packets available.

## • Assamite

(Vizier & Warrior only.) This clan was traditionally that of assassins, and was hired by many to do away with their enemies. Now they have moved away from that path and are forging a new way. Among this clan you will find Warriors, Viziers, and Sorcerers. They are often of a Middle Eastern decent. Never a large populace amongst the Anarchs, there are a few within, and their numbers seem to be growing since the breaking of the Tremere Curse. Despite that, those members are seldom a united front, often at odds with one another politically. (Although it is more in line with a family argument than a war, Assamites are still more loyal to each other than to anyone else.)

## • Brujah

The word brouhaha is likely taken from this clan. They are quick tempered, and are always ready for a good brawl. They like to rebel against society and sit on the outside.

Some say the Brujah are the backbone of the Anarch Movement. They are one of the largest minorities, only possibly outnumbered by the ranks of the Caitiff. These firebrands are often found at the forefront of any Anarch combat or political arena.

## • Caitiff

These vampires are technically failed Embraces. They do not share the disciplines of their Sire and therefore are considered 'clanless.' In most vampire circles (outside of the Anarchs) they are looked down on as less than or broken.

The clanless make up arguably the largest minority in the Movement. Not judged by their bloodline (or lack thereof really), they fit in just fine, and are a strong pillar upholding the various ideals of the Anarchs.

## • Gangrel

Gangrel are woodsy, and usually have wanderlust. They like to travel and see the world. After time the Gangrel take on features of animals, like tails, cat slitted eyes, or fur.

Many independent Gangrel will come and go amongst the Movement, and many are actually

members. Their reasons for joining up when they do are as scattered and different as members of this clan. In addition Neo-Einherjar (Modern Gangrel who have adopted Norse religion) have a small but relevant presence within the Movement.

## • Malkavian

The Malkavians are crazy. Every member of this clan has a mental affliction of some kind from sociopaths to chronic depression to multiple personality disorder. Malkavians amongst the movement are generally of two varieties: too squeamish for the Sword, or too unhinged for the Tower. Those that find a niche amongst the Anarchs are those whose insights are a boon to their brothers and sisters

## • Nosferatu

Nosferatu are information hoarders, and live in the sewers. Their choice of living area is due to their appearance. They were cursed with horrible physical deformities and are extremely ugly. The Nosferatu amongst the Movement are not the most populous, but hardly rare. They make up one of the 'common' clans. Their ability to garner information amongst all sects and of other creatures of the night makes them a great asset.

## • Toreador

Toreador are the artists, musicians, and dancers. They adore and protect art in all its forms while often traveling in the exclusive world of the rich and famous. They have declared themselves the unequivocal arbiters of all things good taste. The Toreador make up more than a few revolutionaries, as Poseurs who critique the system, or Artistes who dream of new, bold ideas on kindred governance.

## • Ventrue

Ventrue aren't unknown in the Anarch Movement, but are hardly in any sort of majority, or even a large minority. Their skills and talents tend to have them bubble to the surface as leaders and users of influence--not surprising given the stereotype.

Source: <http://anarch.owbn.net/mediawiki>  
Vtm Guide to the Anarchs, pg 48



# Politics & Social Order

## Thin Bloods

Given the relative “youth” of most Anarchs, it comes as little surprise that they are generally more thin-blooded compared to their sect rivals.

Although neonates of the thirteenth, twelfth and eleventh generations are the rule, many Anarchs of the fourteenth and fifteenth generations exist as well. Their weak blood, high generation, and obscure origins earn them the contempt and hatred of Kindred the world over. There is no haven or shelter for these outcasts, and they do not understand the bizarre and terrifying visions that constantly plague some of their number even in waking moments. The Anarch Movement provides a refuge for the few thin-blooded who manage to endure long enough to make some kind of sense out of their desperate existence.

Portraying a thin-blooded character is a wonderful roleplaying opportunity. You are a walking contradiction. A comparative weakling among giants and a novice among vipers, your survival is a chancy thing at best; at the same time, your very innocence of the Kindred and their society gives you a chance to see the night through a unique pair of eyes. The result is a character who walks the razor’s edge each night, and offers you a rich roleplaying experience to put a fresh spin on the way you approach the game.

*Source: MET Laws of the Night – Anarch Guide, pg. 107-108*

## Gangs

*“Gangs are the safety net that protects you, the friends that will share things with you, and they provide you with the ability to show you can work well with others.”* – Deidrick Bardonia

More often than not, Anarchs are creatures of the city streets, whether they came from them as mortals or became familiar with them after the Embrace. Accordingly, the most common social unit among Anarchs is the gang, which follows many parallels to modern urban gangs (though not quite as many as Camarilla elders claim).

Gangs serve two very important purposes. The most obvious is acting as a deterrent against enemies

threatening their members. Alone, the average Anarch is relatively easy prey, since they are often young and thin-blooded compared to their traditional foes. However, potential assailants often think twice about attacking them if that means fighting a protracted and costly war with their entire gang. Eliminating a single Anarch is almost never worth the sudden firestorm of retaliatory violence that invariably erupts. Accordingly, wearing gang colors or otherwise dressing to reveal their association acts as a warning sign to everyone that no matter where an Anarch goes, they are never without allies.

Beyond mere physical security lies a more important purpose. Simply put, existence as a vampire is lonely, and Anarch unlife can be lonelier still. In gangs, members find desperately needed comfort and reassurance in a very cold and brutal world. Refugees find themselves drawn together by circumstance and united by a sense of common misery, and band together in groups and with unspoken promises provide each other with the friendship and support denied them by society. Gang members live together, fight together and often die together. Others might look down on their lifestyle as shallow or dysfunctional, but members themselves can reach levels of genuine devotion unknown to most vampires.

Gangs differ primarily in structure, size and mobility. The structure of a gang depends on its purpose and Political Impulse of its members. Almost by definition, gangs are quasi-military organizations, or for the very least, politically aligned for their own purposes. Collectively they are the closest thing to a standing army the Anarch Movement has. In practice, however, they function as permanent independent militias and/or political parties.

Gang leaders have more authority over their followers and can, within reason, issue orders to their people with a reasonable expectation of being obeyed. Surprisingly, discipline within the ranks is seldom a genuine problem, since any member who truly loses faith in their leaders may simply challenge them for command, call for a vote of confidence, or leave the gang. Together, these customs keep gang leaders relatively fair and honest.

*Source: MET Laws of the Night – Anarch Guide, pg. 101*

## City Government

The very notion of control by the Powers That Be is abhorrent to the Anarchs.

Being ruled by a shadow government of self-interested elders directly flies in the face of what they believe. Government “of the people, by the people, for the people” may be a mortal invention, but it’s what they strive for in the Kindred community.

Anarch territories (often referred to as Baronies or Free-States) typically have at least a rudimentary form of government. Make no mistake, contrary to what the name Anarch would suggest, they do have an established social order and rules that all live by. What this government looks like varies depending on the prevailing Political Impulse of the area. There are very few constants but there are a couple of positions that are universal (or almost universal.) One constant, Anarchs tend to be passionate about supporting the way they feel their society should be run and will often take active roles in making this a reality.

### • Baron

The only universal title currently used by the Anarch Movement. By its simplest definition, a baron is a leader of the Movement in an area. Whether a Baron decides to rule as a Prince or as an Intermediary will depend on their personal Political Impulse and also on the Will of the People that respect the position. The Anarchs — or at least, those Anarchs smart enough to have gained some experience without winding up on the wrong end of a stake or a sunrise — know that any territory with even a modest Kindred population requires someone to moderate it.

An Anarch Baron normally isn’t one for passing a great number of policies; again, they must avoid the appearance of dictating the behavior of those below them. Instead, most of their time is devoted to mediating conflicts and disputes between Kindred, orchestrating agreements with other local Kindred leaders (both within the movement and other sects) and enforcing the Tradition of the Masquerade (the Anarchs aren’t so stupid as to bring the wrath of the mortal world down upon them - that one even the Anarchs must obey.)

### • Warlord

Usually refers to a domain’s top military strategist. While the Baron is typically responsible for the bureaucratic and executive portion of overseeing a Barony, the Warlord is responsible for organizing and

enforcing the stability of a Barony during times of crisis. At most times they work closely alongside the Baron to manage other Territory officials. Warlords have been known to fill a variety of roles (that are not dissimilar in many ways to that of the Scourge and Archons of the Camarilla or the Templars of the Sabbat.) In times of danger and/or war the Warlord may be activated by the Baron in defense of their Territory. This may at times extend to declaring martial law and physically enforcing the Territory’s Laws.

Please note, dire circumstances that threaten the well-being of a Territory may necessitate an enforced organized resistance. However, Martial Law is a concept that directly violates the core Anarch tenant of Libertas, or freedom from tyrannical rule. It is not to be done lightly. In order to prevent abuse of this power, the citizens of a Territory are well within their rights to band together to resist the Warlord if they feel that he or she is not acting in protection of the Territory and rather for their own self-interest —or— choose to not participate.

Warlords are those Anarchs who are so charismatic or violent that they can incite a group of shiftless rabble into a fighting insurgency. Warlords may be gang leaders, cult priests, political ideologues, or bat-swinging union bosses — whatever the case, they represent the motivational leadership of fighting factions in Anarch domains. Unless the Anarch Movement manages to put together a nonviolent coup, it’s probably going to need the assistance of a Warlord or three to assemble its armies, and those Warlords will continue to be influential even after the revolt succeeds or fails. Ultimately, Warlords inspire their followers in whatever form their organization takes, this is usually determined by the Warlord’s Political Impulse.

### • Emissary

Emissaries are also called ambassadors, heralds, and by more cynical members of the sect, expendables. The Anarch Movement is surrounded by enemies or at least rivals. Sometimes its members find it necessary to extend the hand to the other sects, and subsequently negotiate, haggle, and play the games of pre-emption and diplomacy if the movement is to survive. Much like how the Sabbat and Camarilla have invented the position of Consul, the Emissary acts in much the same capacity in that they communicate with other sects and groups.

By far the most frequent duty required of an emissary is negotiation with a Camarilla prince (or other elder). They have been known to cautiously approach the Sabbat and Independent Clans as well though when necessary.



### • Sweeper

Barons in Anarch-dominated territory don't have much luck when it comes to the Tradition of Hospitality. At any given time, a baron is fortunate to know the identity of half the Kindred currently occupying a domain. Some barons have accepted that as the way things are, but others have developed the office of Counter — or the Sweeper — to rectify the problem. As such, the Sweeper of an Anarch domain tends to be an unpopular figure.

A Sweeper's duty is simple. He frequents the territory, the outskirts of the city, the nightclubs and any other place that might attract the Kindred, particularly young newcomers. They observe, recording names and faces and where possible, attitudes, abilities, clan ancestry and anything else he can discover. This information is used for no nefarious purpose; he simply reports at a regular interval so the baron has at least some notion of who's in their city.

Naturally, many members of the Anarch Movement are not happy about this. Anarchs tend to rankle when the idea of someone else keeping track of them comes to the fore. Thus, the role of the Sweeper is one that lends itself to being received with suspicion, even if the Anarchs reluctantly acknowledge its necessity.

### • Reeve

Few are the Barons who are so foolish as to allow pure anarchy in their domains, because all it takes is one asshole to blow the Masquerade and bring holy (mortal) hell down on everyone else's heads. Only the most foolish of Anarchs puts blind faith in others of their sect, and most at least reluctantly acknowledge the sometime necessity of a sanctioned ass-kicker to keep the less-principled in line.

A Reeve is similar to a Sheriff of the Camarilla or an Inquisitor for the Sabbat, in that they identify and bring rule breakers to justice. Except that in democratic Anarch domains their powers are far less summary, and they often have even less accountability. Many bullies end up in the role, but brutish would-be Reeves should take heed: In an Anarch domain, a Baron may end up siding with the Kindred who decide that enough is enough and it's time to physically effect a change in the Reeve's attitude. The Baron usually declares a Reeve, but popular opinion among the Damned of the domain can just as quickly ruin them.

Source: OWbN Packet: Anarch Packet, 2010

Source: V20, Companion, pg 26-27

## Magic in the Movement

### Anarch Sorcery & Anarch Curses

As with all things in the Anarch Movement, there is no real standard process involved with learning magic and curses.

There exists no Anarch College of Sorcery; there is no way that such a place could ever exist. Those individuals who specialize in Anarch magic are extremely protective of their Occult knowledge and do not regularly teach it. Those members of the Movement who want to learn such things must actively seek those experts out, often at great personal risk. Once an expert has been found, the budding occultist must then convince that person that, not only are they worthy to learn from the teacher, but also that they are not a spy coming to bring ruin.

Magic works very differently for each type of Anarch magic user. The schools of magic available to Anarchs vary in motivation and execution from the archaically religious to the subversively technocratic. For a full write up of Anarch magic and curses please see the official OWbN Anarch packet Magic in the Movement.

*Editor's Note: Anarch magic and curses requires the approval of your Storyteller & the Anarch Coordinator.*

Source: OWbN Packet: Magic in the Movement

Source: VTM, The Anarch Cookbook, pg. 57

# Anarch Lore

The following Lore Guidelines provide only that, a guideline for Storytellers and Players to use. Storytellers should feel free to modify these guidelines to suit their own game environment, with the caveat that other games are not likely to follow those same modifications.

It is important to keep in mind that in character possession of a document, like the Status Perfectus, does not automatically imply an understanding of said document. An Anarch with only Lore x1 isn't likely to have the historical or social facts and concepts necessary to really grasp the Status Perfectus well and should be roleplayed accordingly.

- **Lore: Anarch x1:**

Has heard of the Convention of Thorns

Knows the basics of the local domain, Barony or Free State

Understands the difference between mortal anarchy and the Anarch Movement

Understands how one goes about joining the Anarch Movement

Knows several interpretations of the Convention of Thorns and how to use them to survive in Camarilla Domains

Has probably heard of the Status Perfectus, but probably doesn't quite understand it's meaning.

Can name most of the more well-known local gangs.

- **Lore: Anarch x2:**

Can name most of the more well-known regional gangs.

Knows the basic history of the Free States, though is lacking details and the less prominent names

Prominent Anarchs like Smiling Jack, Jeremy MacNeil and Salvador Garcia are known as legends with various untruths and legends attached ("I heard he shoots fireballs from his arse!")

Knows that Anarchs are divided into factions and generally what they are.

Has heard rumors that the Anarch Movement contains Clans typically not considered Anarch (such as Lasombra or Tremere). Has possibly even met one.

Knows the Status Perfectus reasonably well and possibly even has a copy.

- **Lore: Anarch x3:**

Knows basic history of the modern Anarch Movement, including specifics of local history

Knows most of the prominent Anarch Free States

Can name most national Anarch gangs

Understands the different main Anarch factions (Political Impulses by the Anarch books)

Has heard of Anarch Combination Disciplines and if a hardcore member of the Movement, likely knows how to find a teacher for at least a few

Aware of prominent Anarchs such as Smiling Jack, Jeremy MacNeil, Salvador Garcia and prominent Player Characters (at ST discretion) and their Reputations, etc.

- **Lore: Anarch x4 (coord notify for Anarchs, coord permission for non Anarchs):**

Knows something about the causes behind the original Anarch Revolt and its history

Knows that even within the main factions, there are subdivisions and conflicts

Can name most Anarch held territories, including some in other parts of the world, and their prominent Anarchs

Has heard of Anarch Curses in passing but may not know what they are or who has them.

Knows that all but the rarest of Clans have membership in the Anarchs, even some that aren't supposed to be

Should be well versed in in both the Treaty of Thorns and the Status Perfectus and their uses

Has heard of Anarch Curses as a fact and may even know one if they have the capability

Aware of names of significant 'traitors to the Cause', and sellouts who've gone to the Camarilla or Sabbat (including but not limited to PCs such as Jon Sebastian, Connor "Brer Bear" McMorna and Chase Ashford) if of course, they don't know them personally to begin with, at ST discretion

- **Lore: Anarch x5 (coord permission for all):**

Knows the entire history of the Anarch Movement, past and present, though certain details may still be lacking

Knows that the original Anarchs became the Sabbat

Knows of all of the Anarch Combination Disciplines, or at least how to obtain them

Knows of the existence of Anarch Curses and may know of some people who possess them.

Possibly present at the signing of the Convention of Thorns or the Second Anarch Revolt

May have participated in the original Anarch Revolt or the Second Revolt in Los Angeles

High likelihood of knowing some of the legendary NPC Anarchs personally, perhaps even knowing minor secrets about them ("Salvador is really into Mel Brooks comedies. *'Blazing Saddles'* is his favorite.")

# CHARACTER CREATION

## Background

A background is a story that you have written about your character.

This doesn't have to be literally written, but its best if it is. Your Storytellers can help you craft a good story, and then help you become part of the game's story by including your character's background. Its difficult to come up with a good story when you have no idea what your doing, we understand that. Hopefully this packet will help you understand the world better and be able to create something that suits you. It is not necessary to make the best, most unique story in the world. What is important is to have something that you enjoy, as this is a game first and should be fun.

There are many tools online that can help you flesh out a character, many of them list questions that you could ask yourself and try to answer in your background. Typically it is suggested that you create a character's story first, then find a place for that character in the World of Darkness. Vampires in this world are just like people in our world. They have desires, hobbies, and flaws.

## Character Sheets

When creating a character that you will portray there are a lot of things to consider.

Who is your character? What do they like? Do they enjoy sports? Do they dance? What sort of family do they come from? Take all those, and many other, answers in to account you then create a character sheet. Your character sheet is a reflection of who and what your character is. Here we will go through the various parts of a character sheet so that you can better understand what each part means for you and your character.

We will cover each section of the character sheet to help explain what is expected in each field so that you can make better choices when creating your own character.

**Generation:** As stated above in the 'Origin' section, generation is how potent your blood is. You can start as high as 13th Generation at no experience cost. Or you can go as low as 8th Generation by spending 5 of your creation points.

**Nature:** Your nature is what you are really like. If you are actually a nice person, then you could take a description that says your nice. What you are really like as a person, is not always what you let people see.

**Demeanor:** Demeanor is how you behave. It can be the same as your nature, but does not have to be. If you are actually a nice person, but want people to believe your mean, then you would take a Demeanor that is a descriptor of someone who is gruff and mean.

Mind's Eye Theatre  
**LAWS**  
of the  
*Night*

NAME: Your real name

CHARACTER: Your character's name

CHRONICLE: Name of your home chronicle

CLAN: Character's vampire clan

GENERATION: Explained Below\*

AGE: Your character's age

NATURE: Explained Below\*

DEMEANOR: Explained Below\*

EXPERIENCE: \_\_\_\_\_

This is where you can keep trac of the Experience points that you gain through playing your character.



## In the top panel you see Physical, Social, and Mental.

These three categories are referred to as your ‘Traits’. Traits serve two purposes. First they are a list of adjectives that describe your character. Second they are used mechanically in the game to resolve challenges (Which will be explained later).

**Humanity/Path:** Most Vampires started their un-lives as humans. They default to the Path of Humanity. There are various paths you can choose as a Sabbat Vampire. It is often easiest to begin the game on the path you as a human are most familiar with and change after you understand the game further. More information on various paths can be found in the Laws of the Night.

**Conscience:** Your conscience is exactly what it is to you right now. It helps guide you and tells you right from wrong.

**Conviction:** Is your character’s ability to maintain reason when faced with things outside of their control. Conviction is only used on some paths.

**Self-Control:** Your self control is what will help you if your character is confronted with murderous rage, or a frenzy.

**Instinct:** Instinct is the ability to control ones beast through familiarity instead of denial. You accept your more primal urges and accept them as a truth. Instinct is only used on some paths.

**Courage:** Courage is what is used to stand strong in the face of fear.

**Willpower:** Willpower is exactly what it sounds like. Mechanically it us used to help with some powers and to strengthen your characters resolve.

**Blood:** Vampires need blood to live. This is a guide to help you track how much you have.

**PHYSICAL**  
Physical adjectives to describe your character.

**SOCIAL**  
Social adjectives to describe your character.

**MENTAL**  
Mental adjectives to describe your character.  
Further explanation below\*

**ABILITIES**  
A list of things your character is able to do.  
Examples: Shooting a gun, driving, singing computers, gardening, making baskets...

**HUMANITY/PATH**

**CONSCIENCE/CONVICTION**  
○○○○○

**SELF-CONTROL/INSTINCT**  
○○○○○

**COURAGE**  
○○○○○

**WILLPOWER**  
○○○○○○○○○○○○  
□□□□□□□□□□

**BLOOD**  
○○○○○○○○○○○○  
□□□□□□□□□□  
○○○○○○○○○○○○  
□□□□□□□□□□

| DISCIPLINES   |  |
|---|--|
| Disciplines are powers that Vampires are able to learn and train. Some are innate to each clan so you will start with 3 depending on the clan you have choose.                |  |
|   |  |
| BACKGROUNDS   |  |
| Backgrounds can give you sway over certain aspects of mortal and vampire life. You can be famous, have lots of allies, or even a mentor who is willing to help and teach you. |  |
|   |  |
| INFLUENCES  |  |
| Influences are literally your influence over certain affiliations. The human police, churches and schools and much more.  |  |
|   |  |
| MERITS & FLAWS  |  |
| Merits are additions you can make to your sheet to have neat abilities or powers.   |  |
| Flaws are additions that will give you experience points but give negatives to your character.  |  |

## Helpful Websites and Email

One World by Night's main page: [www.owbn.net](http://www.owbn.net)

Storyteller Email:

Other Email and Groups:

# Appendix

## Treaties & Supplemental Material

### Appendix A

#### The Convention of Thorns

Many years have passed since the start of our current conflict now called the Anarch Movement. Be it known that on this night of 23 October, 1493, the Jihad has ended. The time for self-destruction is over. This Concordat, bound in the Covenant of Caine by sacred vow, represents an unyielding vigilant truce between the Kindred known unto themselves as Anarchs, the Clan Assamite and the free-standing Kindred bound under the title of Camarilla. Henceforth, the parties shall be recognized by faction as the Anarchs, the Assamites and the Camarilla.

Each of the parties agrees to the responsibility of maintaining peace. Each shall lay its censures upon any who breach or oppose this sacred Agreement. Accounting will be made of all parties for violations by them to either the letter or spirit of this Agreement. This document is legally binding under the accepted Lextalionis of all Cainites as it has passed through the ages. All Kindred are entreated to accept and gain pleasure from this peaceful accord.

Be it known that the Anarchs will enjoin with the Camarilla as an accepted part, making it whole. Anarchs are expected to work peacefully to achieve their own ends. They must become defenders of all and they shall receive full entitlement to all rights and privileges belonging to all Camarilla Kindred. All Anarchs shall be accepted back unto their elders and their formerly denounced clans without any fear of reprisal. Only the most vicious of atrocities shall not be forgiven. These shall stand written for the Justicars to hear within one year after which all allegations are no longer valid. All Anarchs shall reclaim all remaining and rightful property confiscated from them. In return, they must turn over any war gains taken during the conflict by giving them to their sires or any recognized clan elder.

Know also that if the Anarchs are further warred upon, this open jihad invalidates their responsibility to maintain peace with their attacker. They may act freely without fear of reprisal from any nonactive members of the Camarilla. Anarchs are guaranteed the freedom to act as they please short of breaching the "Masquerade" imposed for the protection of all Kindred from the kine.

It is also noted that any member of any other self-proclaimed sect must openly declare this before his elders and renounce this relation. Failure to do so will result in the destruction of any deemed guilty. No Kindred may be sent knowingly to his death by an elder or sire unless the security of clan or Camarilla outweighs the possible loss of unlife.

From this night forward, the Assamites shall henceforth no longer commit diablerie upon members of other clans. The Assamites must commit themselves to this acceptance by a mark of assurance placed upon them in the form of a Thaumaturgical limitation. All members of the Assamites shall become unable to drink freely of the vitae of other Kindred from now unto forever. In addition, the Assamites shall pay the Brujah elders of Spain two thousand pounds of gold in ransom of the five Assamite elders captured committing diablerie. Also, the Assamites may no longer participate in Blood Hunts.

Be it also known the Assamites are guaranteed complete independence from Camarilla demands. The Assamite fortress, Alamut, shall be free from any further assaults. Assamites are also granted, out of respect for their beliefs, the freedom to commit diablerie upon all Kindred not recognized as holding membership within the Camarilla.

It is rendered that all parties involved and all showing allegiance to any of these parties shall be held responsible for all aspects of this Convention brought forth here, in the neutral kingdom of England, outside the hamlet of Thorn, near the town of Silchester. May Caine hold truth and peace for us all.

Source: *MET Laws of the Night – Anarch Guide*, pgs 21- 22



## Appendix B

### Status Perfectus

We, the Kindred of the Free State, do hereby declare that we and our progeny, and all Kindred who choose freedom over oppression and liberty over tyranny, of all clans and generations, have as an inherent part of their being the spiritual substance called libertas, or Free Will. We further declare that, as we have freed ourselves from the bonds of mortality, so must we free ourselves from the forces that would rob us of our libertas. Not only must we continue to struggle on our own behalf, but on behalf of our brothers and sisters who continue to be robbed of their libertas by oppression, ignorance and fear.

The Anarch Free State is the political expression of that struggle. In choosing to free ourselves from political tyranny, we have also chosen to embrace our own libertas and that of our brother and sister Kindred everywhere.

For these reasons we, the Kindred of the Anarch Free State, meeting this night in solemn convocation, do hereby pledge ourselves to the following principles:

1. We declare ourselves to be free and independent, owing allegiance to no creature and no organization.
2. We declare our ability to rule ourselves, with no prince, no primogen and no other ruler other than that we choose for ourselves.
3. We declare our kinship with oppressed Kindred everywhere and offer a home to all Kindred of all generations and clans who will agree to dwell in harmony with us.
4. We further accept our responsibility to our oppressed brothers and sisters everywhere and pledge to assist them at all times and in all places in their own struggle for the freedom that we declare to be the birthright of all Kindred, from now until the end of time.
5. We recognize our responsibility to maintain the Masquerade, and we pledge to protect and defend it.
6. We establish this Status Perfectus and recognize its duty to all Kindred.

*Source: VTM, Los Angeles by Night, pg 27*

## Appendix C

### Anarch's Unbound- An Anarch Manifesto

((OOOC- The following is an IC transmission. Your PC's Smart phone, Computer, ETC receives it because your are member of X IC email group or secure server. Do not reply directly to this email you will get a Mailer Daemon error IC. It comes from a strictly anonymous source. Any attempts to hack / trace are fruitless. Please enjoy!))

Comrades, Kindred, Cainites,

You may find yourself wondering how or why about a great many things, least of which is how or why you were chosen. However, right now, the how's and why's do not so much matter. The how's and why's are simple. The how and why are this: you've asked a very important question. In some way or another, you have asked. You may not even be aware of the fact that you've done so, but you have. Perhaps the mere question is foreboding enough to drive you back into silence. But you did ask, and since that question first crossed your mind, first left your lips, it's nagged at you, chewed away in the back of your mind. You are not alone in this, it is a question that has gnawed away at all of us:

**WHY DO YOU OBEY?**

That question, drenched red in the blood of countless lives, is the very soul of a struggle which has burned hot all over the world and across the centuries, a soul that first took up life the night our Movement tore itself into the world amid fire and ashes. Since its first breath, its first outcry, complacent and corrupt elders have sought to send it back into silence, to enslave us all via force, the bonds of the blood, or instill in us a via their power a false sense of camaraderie, but each time they try, we break free, we change, we grow. We stand now at the dawn of a new era, a new world, and once again, we evolve. We pave the way for the Anarch Movement, we stand ready and full of promise.

And we ask:

**WHY DO YOU OBEY?**

Others would have you believe that we are nothing, a new blight brought on in the New World; a misinformed group of malcontents who stand for nothing other than the sounds of our own voices. They would be wrong. We have a history, a history driven by the pursuit of Freedom, of Equality; A history based on the value of compassion, and justice, and self-determination. The seeds from which we have grown were planted long ago, they were watered with blood during the time of the Inquisition, when elders threw their childer to the fires in order to save themselves. Our roots grew stronger and spread across Europe, young Kindred, betrayed and broken by those who made them flocked to the Movement, flocked to the promise of something better. They too had asked the question...

#### WHY DO YOU OBEY?

Our Movement grew. No Treaty at a Table could stop the desire for a better world, a better way, from flowering within the hearts and minds of any who had ever felt oppressed, brutalized, or discounted. Revolutions happened all over the world, from the United States to France, from Russia to Africa, and there was something of us in each one of them. Kindred who had asked the question learned there was more out there than obedience, more than servitude and obligation. There was, there could be: Freedom, Equality, Compassion, Justice, and Self-Determination. This has not changed.

However, the world in which we exist? It has changed. It too has grown, and evolved. We need to keep up. We need you. The young, the passionate, those also willing to Evolve, and seek out something new, something better. Ask yourselves this:

#### WHY DO YOU OBEY?

It is easy to see, my friend, that the world has changed a great deal since the birth of both the Camarilla and the Sabbat, yet they have largely failed to change with it. The Ivory Tower is a corrupt oligarchy which is still so feudal in nature it has become all but obsolete in these modern nights. The Sword of Caine, for all its talk of freedom, is in truth an equally corrupt theocracy which is also rapidly losing its grip on the world of today, much less the world of tomorrow. These sects, these Kindred, or Cainites, are stuck in their ways and unwilling or unable to change, even as the entire planet changes around them.

They have never truly learned how to adapt, to change, to evolve. They have failed to grasp that in order to survive, they must tear down the old ways in order to give birth to the new. This is something we have always known, and continue to know. As the world changes, so must we change with it. We must learn to use anything and everything we have at our disposal in order to survive, to grow, to flourish. We ourselves must evolve beyond the standard ways of sharing ideologies, enacting social change, invoking freedom and self-determination. Which is why we are now looking to you and asking that question. The world is far different than it was so many centuries ago, and we need to be different as well. We need to combine all the other tools we have at our disposal, and our ability to adapt, with perhaps the greatest of all advances to reveal itself in the course of our history: Technology. Technology levels the playing field. We cannot out spend, or out muscle, or out politic the Tower and the Sword, but perhaps we can out-think and out-smart their out-dated ways. Which is why we ask:

#### WHY DO YOU OBEY?

It is true, there is no such thing as a bloodless revolution, a peaceful coup d'etat, however, not all change comes from violence. Contrary to the teachings of Mao, not all power stems from the barrel of a gun. In these modern nights, power, true, wieldable, usable, formidable power comes from not only knowledge, but information. For centuries, elders and rulers, those of "excellent breeding and High Clan" who retained positions of formidable standing have hoarded not only traditional means of power, the theoretical Mao's Gun, but knowledge and information as well. Not so anymore. With the rise of technology, anyone with the right skills can learn and teach, share, trade, and sell information. This is our opportunity. It is, as they might say, Our Time. The computer, the internet, the cell phone and the spy camera are our new AK-47 and hand grenade. Technology has made a very wide world much smaller, we can speak to one another, organize, plan, learn, and engage on a scale never before possible. We can contact and connect with our brothers and sisters across the globe. We can use skills others have failed to acquire in order to free ourselves from tyranny, oppression, servitude and slavery. With technology, we can pave a road which leads to a new world, a world in which every Kindred is free to choose their own path and destiny unfettered by the ties of blood, clan, race, gender, socio-economic standing, or religion.

It is a brave new world indeed, waiting to be embraced by those willing to do so. A world ready for those brave enough, passionate enough, driven enough, to remake it. It is a world for those who choose to stand and move forward towards something better rather than kneel and suffer.

#### WHY DO YOU OBEY?

Also, you must know, you are not alone. There are many who have asked themselves the Question before, many who are doing so right now, and many who will in the future. Subjugation is not our natural state, and existing in fear, at the whim of others, is no existence. There are others like you, that I promise. Some may be open about it, they have thrown off the ties of their Sect and proclaim loudly that they are members of the Movement. Others remain quiet, but see that the ideals of the Movement are what they personally, even if somewhat secretly, strive for. Some are just like you, just now asking themselves the Question, and seeing all that the answer reveals. We are everywhere, and come from every walk of life. We are diverse, and adaptable, but we all have one thing in common: We have seen the abuses within the Tower and the Sword, the corruption, the tyranny, the lies and the deceit. We've seen their attempts to control, destroy, enslave and subjugate any and all who would challenge them. We've seen their elders sacrifice the young on altars of greed, of pride, of politic and fear. We have seen them seek to destroy that which they do not understand, or destroy simply because they can. We have seen it all, and come to believe that neither the Tower nor the Sword are systems for the future, but rather relics of the past. A better way, a better world, is not built upon the backs of its citizens, it is built by those citizens holding it up, together, as one. So ask yourself, do you wish to languish in the past, or stand in the present and move towards the future. Ask yourself: WHY DO YOU OBEY?

When you have your own answers, we will be waiting. The Movement is Unbound.

#LIBERTAS4ALL

## Appendix D

### Anarch Genre Source Material

The following Books, Packets, & Websites were used to compile the information presented here and are invaluable resources for mechanical & genre related questions:

- Mind's Eye Theatre, Laws of the Night
- Mind's Eye Theatre, Laws of the Night: Anarch Guide
- Vampire the Masquerade: Companion
- Vampire the Masquerade: The Anarch Cookbook: A friendly guide to Vampire Politics
- Vampire the Masquerade: Anarchs Unbound
- Vampire the Masquerade: Guide to the Anarchs
- Vampire the Masquerade: Los Angeles by Night
- <http://anarch.owbn.net/mediawiki/>
- <http://theanarchstate.wikidot.com/anarchs>
- [http://whitewolf.wikia.com/wiki/Anarch\\_Revolt](http://whitewolf.wikia.com/wiki/Anarch_Revolt)
- OWbN Packet: Anarch Packets, 2010, 2013, & 2017
- OWbN Packet: Magic in the Movement
- OWBN Packet: Hacking Guide

#### 'Vampire The Masquerade' & 'Character Creation':

*Written by: Holly Race*

#### 'The Anarch Movement':

*Compiled/Edited/Written by: Marion Birdsell*

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