

Per Coordinator Bylaw 3Ciii, "Genre Coordinators must pass before Council any plot, enforced policy, R&U named characters, or binding edict they wish to use which they can reasonably expect to affect multiple chronicles and these proposals need not be seconded, but go immediately into discussion.

If no opposition is voiced during the week of discussion, the proposal is considered passed and enforceable. Once passed these are considered binding to all chronicles and a chronicles refusal to adhere is grounds for OWBN disciplinary measures. Opposition must be in regards to the content of the proposal and must give those reasons why the objection is voiced. This is to allow Coordinator's the opportunity to respond and/or make changes/remove the proposal and its contents."

I, Bryan Card, Giovanni Coordinator submit the following listing of general policy for Clan Giovanni.

This proposal is to provide general guidelines for what Team Giovanni considers appropriate courses of action for Clan Giovanni. PCs are not held to this; this is a statement of goals and directions that the Family pushes towards through NPC statements and actions. Individual plots or needs of specific instances may cause minor variations to occur, but this will allow STs and Council to be aware of the overall goals of Clan Giovanni.

Clan Giovanni is patriarchal in nature. Every PC ultimately reports to an NPC, which we use to promote the agendas of the Clan. PCs who disobey are punished by their superiors unless they are able to bribe these superiors or lay blame at another's feet.

Team Giovanni considers Clanbook: Giovanni (revised) to be the most important published work for setting the tone of Clan Giovanni's genre.

Internal matters

- Fill currently empty positions with worthy candidates.
- Develop emerging talent by enacting an apprenticeship system.
- Encourage the repopulation of the Warriors of Proserpina.

The Camarilla

- Allow Camarilla justice to function against its members who violate the Promise of 1528..
- Leverage our relationship with Clan Tremere through House High Saturday to indirectly influence policies beneficial to Clan Giovanni.

- Build alliances with Kindred of all levels of power in order to protect the Family from attacks (be they political, physical, or spiritual) by their enemies.
- Defend the lives of worthy members of the Clan against attacks with a ferocity that gives opponents pause.

The Sabbat

- Work with reliable contacts to undermine the advances of the Harbingers of Skulls.
- Eradicate all vestiges of the treacherous Giovanni anti-tribu.
- Express, in no uncertain terms, that our neutrality is at risk so long as the Sabbat harbors those who seek our destruction.
- Encourage the current civil unrest and utilize the chaos to strike at our enemies.

The Anarch Movement

- Improve relations with this nascent sect. Though their performance has been underwhelming of late, never forget our own humble beginnings.

Other Independents

- Cultivate wary alliances with key members of the unaligned clans. As they occupy a similar position to us in the jihad, occasionally our goals intersect.

Harbingers of Skulls

- Our ancient enemy returned. Finish what we started.

Samedi

- The children of the putrid Baron can be molded into adequate servants or they can become potent foes. Assess which category an individual falls into and act accordingly.

Clan Tremere

- Maintain the special relationship between Giovanni and Tremere through High Saturday.
- There are more valuable currencies than Thaumaturgy.

Clan Assamite

- The Assassins have recently made overtures to some members of the Family. Exercise extreme caution while exploring their intentions.
- There are more valuable currencies than Sorcery.

Infernalism

- Do not act as demon hunters.
- Research, catalogue, and destroy those who barter with Hell.

Necromancy

- Offer Necromancy to select individuals for reward or payment.
- Utilize prestation in such affairs.