



TOREADOR
CLAN PACKET

OWBN 2021



DARK PACK

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2021. Written by Jessica Staley-Carroll, *Toreador Coordinator*, Llewellyn Gravely, *Subcoord*, Team Toreador, Jessica Amos, *Subcoord*, Team Documents!



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Approvals/Disallowed/Notify

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Daughter of Cacophony Bloodline - Coord Approval: PC and NPC

Sons of Discord - PC $\frac{2}{3}$ Council Vote; NPC Majority Council Vote

Daughter of Cacophony Aligned with Sabbat or Anarch Sects - Sect Defector Approval

Non-Daughters of Cacophony with Melpominee - Coordinator Approval PC and NPC

Toreador Clan Friendship, PC and NPC - Coordinator Notify

Toreador Clan Enmity, PC and NPC - Coordinator Notify

Non-Toreador with Toreador

Combination Disciplines -

PC: Coordinator Approval

NPC: Coordinator Approval

- Soul Painting
- Focused Reflexes
- Bliss
- Diplomat's Boon
- Artist's Intent
- Hand of the Master Artisan
- Scalpel Tongue
- Under the Skin

Non-Toreador with Toreador

Merits -

PC: Coordinator Approval

NPC: Coordinator Approval

- Blasé
- Controllable Thirst
- Greater Colors
- Refined
- Touched by God

Camarilla Acknowledgement or Status earned in France PC and NPC - Coord Approval

Camarilla Acknowledgement or Status earned in Rome, prior to 1900 - Coord Approval

Camarilla Acknowledgement or Status earned in Buenos Aires, Argentina after 1987 -
Toreador and Cam Coord Approval

The Toreador Office requests the following optional notifications, however they are not required as part of the OWbN Bylaws -

Camarilla Acknowledgement or Status earned in Rome, post 1900

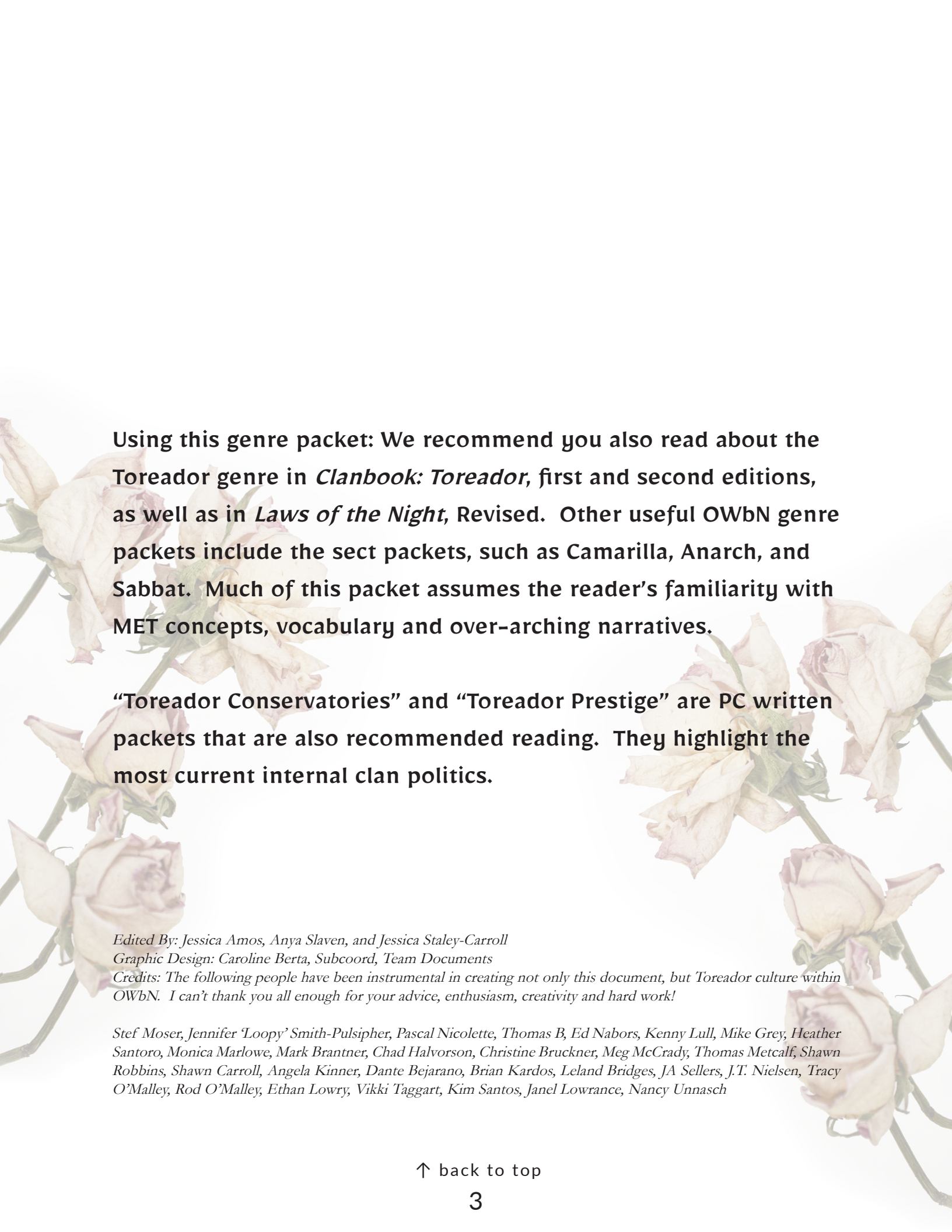
Per the Prince's Acknowledgement list, item 172, more in depth backgrounds, such as interaction with canon or Coord controlled NPCs, require Coordinator permission.

There are email lists for Clan Toreador, Clan Toreador Brazil and Toreador AT. There are also discord servers for both IC and OOC use. Please contact ToreaCoord@gmail.com for more information.



T O R E A D O R

OWbN 2021



Using this genre packet: We recommend you also read about the Toreador genre in *Clanbook: Toreador*, first and second editions, as well as in *Laws of the Night*, Revised. Other useful OWbN genre packets include the sect packets, such as Camarilla, Anarch, and Sabbat. Much of this packet assumes the reader's familiarity with MET concepts, vocabulary and over-arching narratives.

“Toreador Conservatories” and “Toreador Prestige” are PC written packets that are also recommended reading. They highlight the most current internal clan politics.

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Credits: The following people have been instrumental in creating not only this document, but Toreador culture within OWbN. I can't thank you all enough for your advice, enthusiasm, creativity and hard work!

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An Artiste who redefines an art movement. A Poseur who controls a city's kine population with social media. A Hedonist who indulges in everyone and everything exotic. A Critic who makes or breaks the latest 'wunderkind', but only for the right price.

Toreador, the clan of the Rose, are all of these things and more.

Warriors whose exquisite grace stuns foes into forgetting they are at battle. Courtiers that suggest the latest political philosophy and change the course of a nation's fate. DJs who drop just the right beat and ignite a youth revolution.

What do they all have in common?

Passion.

Successful Toreador, Daughters of Cacophony, and Toreador Antitribu spend every evening of their unlives passionately producing the most beautiful existence that they possibly can.

Members of clan Toreador take joy in being immortal. They see the possibilities ahead of them, stretching out over an eternity. How many mortal artists died too young? How many mortal critics couldn't support themselves on critique alone? How many poseurs age and then fade into obscurity? Vampires, living forever if they are careful and clever, are not constrained by these mortal limitations. There is always time to perfect an art form or try something entirely new.

Toreador value their connection to the mortal world. They understand that to create, one must be exposed to new ideas, see different vistas, and taste new flavors. They move among

the kine, understanding that humanity is ever changing, and change is what drives creativity, beauty, and passion.

"Nothing great in this world has ever been accomplished without passion."
-Hegel

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"Whatever a Toreador does, she does with passion. Whatever a Toreador is, she is with passion."



Are there different types of Toreador?

“And then, from the most miserable of human conditions, I was raised to the glory of my own realization in the forge fire I purified my demons, in the blows I straightened them and I made them into angels again. Each sword was a metaphor for myself, each weapon was imprinted with a little of my own soul.” - Hughes de Saint-Omer

Artists spend every moment they can perfecting their craft. They find inspiration in almost every encounter. To the artist, studying the lines of the Harpy's profile, rather than listening to what she is saying, is a better use of their energies. For some their work is never complete, and they are always perfecting their masterpiece. Others find joy in dabbling in as many artforms as possible. Spending time studying art is dangerous, as Toreador get lost in themselves when presented with high quality works of art. When drawn into a highly crafted piece, these Kindred will completely forget their surroundings and must be nudged back to reality. For the Artist, it's a worthy trade off. Only by appreciating the Masters can one define their own voice.

Poseurs prefer the lifestyle of the famous artist more than they like the work that goes into the art. They surround themselves with admirers and fans, typically humans they have entranced or ghoulé. In the past, some Poseurs would rest on the accolades of a single masterpiece, created decades ago, rejecting the label of Poseur. Others might have insisted they were critics, even if they had no knowledge of how to properly engage in critique. In recent nights, as terms like 'internet famous' or 'famous for being famous' become common, Toreador Poseurs have openly embraced the lifestyle. They reason that not everyone can be a master artisan, holed up in their studio; someone has to be out and about in society, earning money and finding a place for the Artists to show their work. The uncharitable say that the Embrace killed any artistic talent in those that identify as Poseurs, making them unable to create.

Critics are often overlooked among Clan Toreador. Many, both inside and outside the Clan, think that Critics are simply loud bores that have nothing nice to say about anyone or anything. That's not true. A thoughtful Critic can break through an artist's creative block, by pointing out both the strengths and the weaknesses in a particular piece. Critics tend to see the bigger picture, whether they are evaluating a sculpture or judging what the Seneschal



is wearing. They often serve as judges in juried art exhibits or as teachers once they have mastered an artform. Some Critics consider words to be their 'paint' and they take pride in every careful sentence uttered, whether they are speaking in public or whispering in private.

Hedonists are rarely mentioned by name, but some of the oldest known Toreador are part of this indulgent category. Hedonists push themselves towards new experiences and frequent change, often to fend off boredom. They want to remain relevant among Kindred, and often fight the underlying vampiric nature of staying quiet and safe. The term hedonism may sound negative to some, but most hedonists do not engage in 'degenerate' behaviors. Their indulgences range from the thrill of collecting every orchid in the Amazon to racing the sun home and cutting it that much closer every night. Hedonists use emotions to ignite waning passion, not just for themselves, but for those around them.



Toreador among the Camarilla and Anarchs

"All I'm saying is that the word "camarilla" only entered the English language in mid-19th century and there was only one person who was Spanish among the founders and "camarilla" is a Spanish word... guess who came up with the name?"

-Erdota Urmen de Corazon

The majority of Toreador can be found within the Camarilla. They serve at every level of leadership and support the Camarilla values, known as the Traditions. Although Toreador are often chosen by a Domain's Primogen to serve as Harpy, many Roses are well-known Princes of large Domains, loyal Archons serving the Justicariate and Keepers of Elysium, responsible for the art work and cultural artifacts that define a Domain.

Referring to themselves as the Clan of the Rose, Toreador often use roses as a symbolic icon and some members refer to the clan as The Garden.

And the rose may reflect the Toreador's interest in human affairs. Throughout history, the rose has been a symbol of beauty and strength. Clan historians note that it is no accident that the rose has been associated with royal dynasties, religious figures and powerful institutions throughout history.

Toreador are also members of the Anarch Movement, a separate sect that does not align itself with either the Camarilla or the Sabbat.

Toreador Anarchs are fiercely independent.



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Toreador Antritribu, the Thorns

"If they died reaching perfection, they didn't reach perfection. They only glanced at it as they wasted it."

-Fei Yen He: Toreador Antitribu

Not all Toreador have the same clan flaw. Those that are Antitribu (AT), sometimes calling themselves Thorns, wish to elicit emotion like any other artist, except the emotion they are most interested in is pain. Toreador ATs often use humans as a canvas, experimenting with body modification. Occasionally, they work with Tzimisce to modify themselves or other Kindred.

Toreador AT are most commonly found among the Sabbat. They are passionate about their place in the Sabbat and serve at every level. They make good Pack Priests due to their creative inclinations, knowing that showmanship is as important to a successful ritual as getting the wording right.

When it is necessary for the Sabbat to work directly with humans, Toreador AT are often their first contact. Most Toreador AT look human enough to move within mortal society, where they use their presence to make certain their marks are influencing mortal affairs in order to make money or hold power over human institutions. Thorns that engage in human activities should be cautious; if they get too wrapped up in human affairs, Packmakes may become concerned about their devotion to the Sabbat cause.



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Toreador Bloodline: Daughters of Cacophony

There once was an overzealous Toreador who trained her opera-diva ghoul just a little too hard and once embraced, the new vampire had power over her Sire. The training taught this neonate to use her gifted voice and she sang her sire into submission.

Another story credits the Toreador Antitribu with creating weaponized singing vampires in order to fight the Camarilla. Supposedly, they fed these vampire-weapons on Malkavian vitae in hopes of creating modern Sirens that could drive others insane.

A less dramatic story suggests that Daughters of Cacophony are simply Toreador that loved music so much that over time they created a social society that evolved into a new Bloodline.

Daughters of Cacophony (DoC) are mostly women. They find solace in knowing that they are part of a sisterhood. That's not to say that they hate men; they form coterie, gangs, and packs with men as easily as they do women. Likely, the original Daughters wanted to keep their new found power to themselves. Most modern Daughters admit it is easier to train a Childe in the same vocal range as themselves, so they avoid embracing men.

DoC take their training seriously. A typical embrace consists of a long period of being a Ghoul. During this time, the prospective DoC is made to endure several years of rigorous voice and musical training. Some wash out, unable to keep up with the harsh physical demands. Those who succeed in pleasing their future Sire are rewarded with the opportunity to create music for an eternity.

Melpominee is the name of the unique and versatile Discipline all Daughters possess. It allows them to use their voice as a weapon, causing others that hear them physical harm, or it can be used to simply speak to someone in another room. Clever songstress are always coming up with new ways to use Melpominee.



Cyber Cafes: Communications, Safe Houses, Meet-Ups

Entrepreneur Tekno da Vinci sought to create a secure means of communication for Clan Toreador in the mid-1990s. His creation, dubbed 'Cyber Cafes' are now in every major city and several not so large cities. Cyber Cafes are sometimes actual cafes, but can also be fronted by bars, warehouses, art schools, or museums; wherever the local Toreador deemed a safe place to congregate.

With updates from numerous Clan members over the years, the Cyber Cafe Network is currently the responsibility of Anarch Toreador, Leslie. He is credited with creating the current cloud computing platform, giving Clan Toreador a safer and more convenient

way to communicate, either person-to-person or with the Clan-at-large. Leslie and a team of Toreador administer the system to keep the Clan communications working.

The physical Cyber Cafes provide a safe place for Toreador and their Ghoul retainers to meet with locals and traveling Clanmates. They often are used to display, store, and ship priceless artwork. They can even serve as an emergency haven.

Some Cyber Cafes contain high security vaults used as storehouses for rare artwork, some of which has never been seen by the public. Remember when they 'found' that Jackson Pollock in that guy's garage? It

was not in pristine condition because it was kept in some guy's garage. It was hidden in a Cyber Cafe vault and 'found' when the local Toreador needed cash.

Cyber cafes can also serve as armories that provide a space for clanmates to train in combat and the use of weapons. Sometimes just referred to as an armory, these Clan holdings provide protection to local Toreador.

A certain amount of Influence is integral to the successful continued operation of a Cyber Cafe. These need not sit with one specific Toreador. Multiple Toreador currently run Cyber



Cafes together. Below is an example of useful influences to have in order to operate a Cyber Cafe. *(As with everything not in the OWbN Bylaws, these are up to ST discretion, and are only recommendations.):*

- Bureaucracy - Helps to avoid red tape when acquiring building permits.
- Finance/Resources - Liquid cash is always necessary when running a business.
- Health - Never a bad idea to have connections at the local clinic/hospital for human retainers.
- High Society - Depending on the front for the Cafe, this can attract the right clientele.
- Industry - If necessary, can be used to acquire speciality building materials.
- Legal - Owning a business requires legal documents.
- Media - Can ensure that the business both stays in the right news stories.
- Police - Used when security might need a little backup.
- Politics - Ensuring the local government stays friendly.
- Street - Like High Society, get the word out to attract appropriate clientele.
- Transportation - Cafes act as secure hubs to safely and discreetly transport art and people.
- University - The local academic community can help to legitimize the Cafe should it double as a gallery.



How does it all work?

Previously, Cafes were physically linked together, creating a secure network for transmission of data via fiber optic cable. With the advances in cloud computing, the need for this physical network was replaced with a cloud server.

Leslie and the team of Toreador administer the day-to-day communication duties. It is not known who physically hosts the Toreador servers, though there are rumors. The physical Cafes are uplink points with the cloud, making the creation of new Cafe locations much simpler as they no longer need to be physically linked with the network; they only need one uplink point with the cloud.

A few hubs do exist, though exactly which Cafes are able to act as hubs is a closely guarded secret only known by a handful of Network Administrators.

The cloud server has been enchanted with the ritual *Blood Spot*, ensuring that any data which passes through the cloud can only be viewed by Kindred.

However, Cafes are not just cloud uplinks. They serve several purposes (*subject to ST discretion*):

Vaults

Most Cafes will have a secure Vault for works of precious art. At a minimum, these Vaults would be air/water tight and protected against fire and earthquake. They may have additional security features based on the work put into them by the local Toreador.

Legitimate Business

Most Cafes will be built upon some sort of legitimate business, providing cover to ensure they are not discovered. As a result, there will be areas which are for anyone, areas for only Kindred, and areas for only Toreador. Some current examples are: Internet Cafe, Art/Educational Institute, Performance Venue, BDSM/Kink Club, Historical Landmark/Museum.



Private/Secure Meeting space

Cafes will have a Toreador-only area with access controls specified by the owner which will be safe and secure for Toreador to meet, and at times to sleep when necessary. These generally can have some form of a Haven rating, up to ST caveat.

Multipurpose areas

Cafes should be custom buildings when possible. Players will work with their ST to ensure it meets the needs of local Toreador.

The above is not an exhaustive list. Players are encouraged to be as creative as possible.

Getting onto the Network

All Toreador, except members of the Sabbat, are welcome on the Network.

Step One: Get Vetted

PC Administrators generally do the vetting. The Toreador Coordinator also has NPCs available. The vetting process differs depending on who is doing it, but generally includes various verification methods to confirm identity. (OOC ST clan verification)

Step Two: Get Your Key

Everyone admitted to the Network receives a unique user-specific encryption hex key generator. This needs to be used each time a new network connection is established (first time logging in from any new device). Once that initial encryption has been verified, then messages can be accessed using only the user-generated login credentials. Encryption must be re-verified every 30 days. (OOC Your email address is added to the list.)

Step Three: Profit!

Once authenticated, users will be able to send/receive messages and access Cafe services. (OOC If you aren't receiving messages check your spam folder. Most gmail applications sort the Toreador Clan list into the 'Forums' tab. If you think there is an error, please reach out to admins or the Toreador Coordinator directly.)

Toreador ATs have a separate clan list. Email Toreacoord@gmail.com to gain access to the Thorns list.

Storytellers: Attempts to infiltrate or hack the network or either list should be directed to ToreaCoord@gmail.com. The Toreador Coordinator will then direct the email to the appropriate PCs or use NPCs to determine success.

Notable Toreador: The Most Vibrant Roses in the Garden

Toreador can be found all over the world, and are active in all the Sects. Members of the Clan often serve as officers in the Camarilla, are active Anarchs, and devoted Sabbat Cainites. Some Toreador have made politics an art form and find beauty in carefully laid plans as they come to fruition.

The Toreador Justicariate, Rome **His Arbiter Elegantiea Titus Gaius Petronius Niger,** **Toreador Justicar**

"When I was young I had all the choices in the universe in front of me, but no power." Petronius takes a final gulp, finishing his drink. He waves dismissively and shakes his head. The tone of his voice turns more stern and forceful, yet full of regret. "Now...." He exhales forcibly through his nose, almost snorting. "...you see, now I have all the power I could ever want, but no choices at all."

Born to an aristocratic family, details about Petronius' early mortal life are unknown. He didn't enter any historical documentation until after he found a place of honor within the Roman Emperor Nero's court. As Nero's companion, Petronius provided advice on patrician style and social strata for the Emperor. His palace network kept him abreast of important gossip, and he used that gossip to aid not just himself, but his extended family as well. It was during the reign of Nero, Petronius earned the title Arbiter Elegantie.

Petronius is also the author of what some classical scholars consider the second oldest surviving Roman novel, the Satyricon. The Satyricon is a work of satire that uses both prose and verse to detail the mostly humorous and sometimes obscene exploits of the main character, Encolpius. The Satyricon is useful to current historians for its description of lower-class Roman life.

Due to accusations of treason against the Emperor Nero, history tells us Petronius chose to take his own life. Choosing suicide in Imperial Rome, allowed Petronius to pass his personal wealth on to whomever he liked, instead of being found guilty of treason and leaving everything to Nero. If asked today, the Justicar will simply say that he 'discarded mortal trappings' for a more permanent existence.

Petronius became Justicar in January 2001, following the abdication of his childe, Madame

Guil. Up to that point, Petronius' influence within Clan Toreador had been subtle. Some whisper that he is too 'Elder' and his behavior too erratic to be an effective Justicar. Others gossip that Petronius' known decadence and devotion to Ancient Rome is passe. All of his chosen Archons must take a Latin name to illustrate their loyalty to him.

The Lord Arbiter thinks of himself as the 'People's Justicar' and prides himself on being approachable and available to members of Camarilla society. He has a special affinity for those in Clan Ravnos (Clan Friendship) and tends to champion grass-roots causes within the Camarilla.

Sinistra Archon, The Lady Ophelia and Dextra Archon, Octavius

Petronius employs two 'chief' archons; both work directly with the Lord Arbiter to organize and execute the Justicar's will.

The Lady Ophelia, of Clan Toreador, assumed the position of Chief Archon when Petronius was named Justicar. An eloquent speaker and seasoned diplomat, The Lady Ophelia often travels on behalf of Petronius to speak directly with Princes and other Camarilla luminaries. A former member of the French nobility, Ophelia is both a politician and an accomplished harpist. Young Toreador often share rumors about the Lady's true purpose; she has been known to accomplish the Justicar's darkest duties. Older Toreador chose not to inquire too deeply into Lady Ophelia's activities.

Octavius, of Clan Ventrue, is not a new Archon, but he has advanced to become a leader at the Villa during recent nights. The Manus Dextra often handles the logistics of assigning Toreador Archons to necessary tasks, conducting interviews, and mentoring Petronius' current staff. Octavius continues to foster teamwork and offers leadership to less experienced Archons. Some question his loyalty to his own clan; others know not to test his patience with such gossip.

The City of Rome

Rome is overseen by Prince Sepervive, clan Ventrue. Prince Sepervive's court officers bear a great deal of responsibility. The Harpy, Victoria Ashe, oversees the status of the Justicariate and the Harridan, along with a few other Toreador VIPs. The Primogen of

Rome appointed Victoria Ashe after Harridan Yul's departure. The Toreador Primogen, Francesca Concetta, is responsible for helping the Keeper oversee the vast art holdings housed throughout the Eternal City.

Prince Sepervive maintains a careful oversight on Rome. Sharing the city with the Vatican and countless Roman Catholic Churches, Sepervive is careful not to antagonize his neighbors. All guests must meet with him personally to be granted Hospitality and his Scourge is notorious for making quick work of those that do not.

France

François Villon, Roi de France Prince of Paris

“Young Kindred like to say ‘Boons and Elysium are older than the Camarilla’ as a way to legitimize them. They are practically broadcasting that their own Acknowledgment was bought and paid for, bringing us full circle to those ‘older than Camarilla’ boons.”

-François Villon, on the Traditions

François Villon is a Kindred celebrity who plays politics on a world-wide scale. He is friends with Founders of the Camarilla, allows Toreador dignitaries to call Paris home and keeps an iron grip not only on his city, but all of France.

In mortal life, Villon was a French lyric poet, well-known for writing “The Ballad of the Hanged”. The majority of his mortal poetry is not highly praised by critics, but this doesn't seem to affect the Prince's stately and refined vampiric persona. In recent nights, Villon has encouraged Toreador from around the world to show their art work in Paris. Catty observers assume Villon is looking for his next lover; more savvy politicians wonder if he is poaching brilliant Toreador for his own agenda.



Many Toreador find themselves hard pressed to answer the question ‘What does Vidal Jarbeaux do exactly?’ As self-described Ambassador to the Americas, Jarbeaux resides at the Parisian court but finds himself traveling to the western hemisphere quite often.

Sometimes he visits American courts in search of Toreador artists and other times he shows up to aid clanmates politically.

When asked about his title, Jarbeaux is evasive, stating that one doesn't need a title to work for the good of the Clan. He is a keen believer that the Toreador in the Americas should be taken seriously as both artists and Camarilla leaders.

More wily Kindred do not believe his sole purpose is to find and support young Toreador talent. But as to what he is really doing, they can't, or won't, say.

Bellamy Roussel, Harpy of Paris

A fixture of the Parisian Court, Bellamy holds the position as arbiter of status and decorum for one of the oldest Camarilla domains in the world. A world-renowned critic, Bellamy shapes not only the opinion of Villon's Court, but of French culture and society. Anyone wanting to make their name known within Paris knows that impressing Bellamy is a must. Just as they know that slighting Bellamy Roussel is the quickest way to become persona non-grata at the French Court.

MJ

MJ, as she is known at the French courts, serves as a liaison between the Anarch movement and Villon. She arrived in France to study sculpture at Genevive Orseau's art academy and begrudgingly was dragged to Court functions by Genevive to 'see what it is like'. But MJ knew what it was like. She had previously been under the accounting but never received her acknowledgement. This disappointed her sire but MJ had found a home in the Anarch movement and refused to join the Camarilla.

Currently, she advises those in Villon's Court on Anarch issues and greets any Anarch Toreador that wishes to visit France.

France Geography

Villon's official court is in Paris, but he controls the rest of France through his Marquises, a position much like that of Seneschal. These Marquis reside in four major French cities; Brest, Bordeaux, Marseille and Metz. In the past these fiefs had often been led by Ventrue. New leadership was recently announced and the nine fiefs were consolidated into four.

Toreador aren't the only Kindred living in France. Villon shares the forested areas of France with Clan Gangrel and they move about the country freely. The Nosferatu frequent the extensive Parisian catacombs. And members of most Camarilla and Independent clans reside in France, under Villon's protection. Ventrue seem to be fewer in number than one would expect, but that could only be a comparison to the abundance of Toreador in most French cities.



Buenos Aires, Argentina

Prince Alexandria

Not much is known about Prince Alexandria. She and her associates own several casinos in Argentina. They use the proceeds to purchase and restore priceless art, before reselling to world class museums.

Among kindred society, Prince Alexandria has attempted to keep to herself. Although she has contacts in both France and Rome, her Harpy, Guila, tends to interact more with other Kindred.

Morton, IL

Prince Beneficent

Recently, the tiny Domain of Morton, IL has invested millions of dollars in an aggressive art district expansion. Two new art centers open near the downtown area and an outdoor music venue were added to the existing public park district. The Libby Theater has been renovated and the in-house theater company produced their first show, excerpts from *Carmen*. With a new airport and six new hotels Morton is on track to become a tri-city hot-spot and hopefully a trend setting city for culture.

Prince Beneficent (or Prince Benny) has deep connections to the French Court. As a new Prince, his aim is to develop a Toreador focused spot in North America for his clan to gather safely. Prince Benny welcomes Camarilla, Anarchs and Independents to use his Elysia and other properties to conduct business, learn new skills and art forms or simply to meet up with other Toreador.

(Morton, IL is part of the Peoria: Shattered Mirror game and is currently being run on a discord server.)

Mexico City



Miguel Orozco, Toreador Antitribu



Miguel's whole life seems to have revolved around drugs. Born in the slums of Mexico City, he sold himself to a drug dealer as a young teen, working his way into an enforcer position for a major cartel. His sudden embrace one night didn't stop him from selling drugs in order to keep his influence with mortal drug lords. Miguel is always thinking about money and how to make it.

But maybe he focused on money too much? His work with mortal prostitutes and drug kingpins drew the attention of a Bishop. He was punished for involving himself too closely with kine, but not for making money. Miguel and his pack currently work to embrace drug mules so he can keep the cartels satisfied without drawing anymore unnecessary attention.

“Darling, it is a delicate balance you know, keeping up the illusion of being useless degenerates and actually being useless degenerates...” -Archon Incisus

Toreador Clan Politics

Clan Toreador does not have a centralized leadership structure. There is no former boss or president of the Clan that tells everyone how to behave or think. Toreador often move from region to region, domain to domain, in search of inspiration or their next vice, so organization can be difficult. They regularly attend vampiric social events, but the current “popular” or dominant Toreador often changes and clan popularity can best be described as ‘easy come, easy go’. What’s popular one evening is gauche the next. The court favorite is easily replaced with the newest ‘bright young thing’.

There are however, three centers of power and clan influence that all Camarilla focused Toreador are aware of.

France

François Villon, Prince of Paris, has been noting the rapid political changes happening in the Americas for the past few hundred years. Villon doesn’t want anything sudden, like a revolution, to catch him off guard.

In an effort to build his own political influence in the Americas, he has created his own ‘attaches’ among clan Toreador. Also referred to as the Noblesse Amerique, these Kindred are loyal to France, report back to those at the French Court about Clan-related matters and are encouraged to act upon this knowledge in the best interests of the Clan. Attaches are encouraged to form networks of allies both in and out of the Clan, in order to get quick access to information.

Attaches to the French court may claim the Toreador Clan title, Attache, if they would like. This title does not give the PC any extra Camarilla status, or clan prestige. It is honorary. PCs require Storyteller consent to become Attaches.

Rome

Justicar Petronius and his Archons remain, as ever, Camarilla focused. However, Petronius can see what Villon is doing and is concerned that Attaches aren’t just working for the good of the clan, but rather for the good of Villon.

The Justicar isn’t alone in Rome. Lord Boreal and Harpy Victoria Ashe share his concerns and want to focus on the Toreador Clan’s service to the Camarilla by forming a wide network of Toreador and non-Toreador allies.

The Guild:

"This is our centerpiece and touchstone. It unites the Clan and Kindred of the Camarilla. It is a foundational piece of the Dream."

-Rook, Guild Lord, North America, on Humanity

The Guild had been inward looking for many years, but after it's reorganization in 2018, it's become more of an open secret among the Clan. Often, it's through the Guild that many Toreador learn to advance their skills and master their arts. It's the Guild that aids local Toreador when there is a misunderstanding with a Prince or Harpy. And it's the Guild that guides it's members through a system of clan prestige.

Guild leadership is known best by it's members. But just as the guild is no longer a secret, there is chatter about an ultimate Guild leader that believes that the Guild, not Villon or the Justicarate, should be the ultimate leadership within the Clan.

(The Guild is a player managed group within Clan Toreador. PCs are encouraged to seek out information regarding the Guild through RP with other PCs.)



Toreador, the Dead and the Infamous

Toreador Clanmates that are no longer with us, but will never be forgotten

- Madam Guil
- Byrd Mann
- Phoebe Marx
- Ulysses Bennet
- Natasha Erikson
- Sarisvata
- Aurora Snow
- Ligadier Truffant
- Isabelle Devaux
- Cat Foster
- Katrina Biorne
- Jaret du Lac
- Bridgett LaPoint
- Josh Lawery
- Shane Masters
- Angel LaRouge
- Calliope Van Horn
- John Keats
- Luigi Falcone
- Maria Eduarda de Alcantara Vieira
- Keiran Rylie
- Jordan Restax
- Archon Minerva

“That afternoon my mother had brought me the roses.

“Save them for my funeral,” I’d said.

- Sylvia Plath, The Bell Jar

Infamous Toreador

Toreador who betrayed their Clan and whose stories are object lessons for the young.

- Gabriel Cammerata
- Tariz
- Jack the Barber
- Pia Hunter
- Daiffydd op-Owen
- Percy Lake
- William St. Gossard
- Sariel of the Sefirot
- Davy Blanchett

The Sick Rose
By William Blake

**O Rose thou art sick.
The invisible worm,
That flies in the night
In the howling storm:**

**Has found out thy bed
Of crimson joy:
And his dark secret love
Does thy life destroy.**

Appendix A

MET conversions for Combination Disciplines

NOTE: The following suggestions are meant to be a guide for STs. These rules suggestions are not binding, nor do they represent house rules.

Coord approval is required for all non-Toreador PCs and non-Toreador NPCs to learn the following combination disciplines.

Special thanks to Jessica Amos for writing many of the MET conversions.

Artist's Intent

Libellus Sanguinis II, page 36-7 **XP Cost: 6**

Prerequisites: Auspex 3

MET System: After viewing the work of art the character wishes to examine, the player makes a Static Mental challenge, retest with Investigation, with the difficulty of twice the Crafts rating of the piece being examined. Failure means the Toreador becomes enraptured by the piece and cannot attempt further investigation until the trance ends naturally.

If the player succeeds in the challenge or after the trance ends, the character is able to determine one of the following:

- The artist's emotional state and driving motivations over the course of creating the work. ("He didn't like the project at first, but was desperate for work. He found inspiration in the technical challenges of the piece, and by the end had developed a true appreciation for the subject and enjoyed the work.")
- When the item was created
- An understanding of the creation process, as if the character witnessed it. (Note that supernatural abilities used to create the piece will often be evident, but identification of exact powers are subject to the character's Lores and how obvious they would be to an observer.)
- A clear image of the artist; or if multiple artists were involved, the number of artists and a hazy image of them as a group.

The player may receive additional information at the cost of one Mental trait per line item listed above. In the case of works created by multiple artists, the character is able to determine the emotions and motivations and visions of the artist who contributed most to the work, but must spend a mental trait to "hone in" on a specific artist or emotional drive. Likewise, if they wish to get a clear image of the artists, they must spend a mental trait per artist involved.

Bliss

Clanbook: Toreador, revised, page 73-4 **XP Cost: 7**

Prerequisites: Dominate 2, Presence 3

MET System: The PC must enter a trance while observing art. Within one hour or one scene after the trance ends, the player must make a Static Mental Challenge against a difficulty equal to double the desired Trait's permanent value. If successful, he may add one Trait to Self-Control, Conscience or Courage. This Trait remains for the duration of the scene. Only one Virtue can be increased at a time. When a Kindred uses Bliss to steel another's resolve, the player makes a Static Mental Challenge against a difficulty equal to double the target Virtue, plus one. Traits may not be increased past 5.

Diplomat's Boon

Libellus Sanguinis II, page 37 **XP Cost: 8**

Prerequisites: Presence 5, Auspex 3

MET: Player spends one blood point and initiates a static social challenge against the target. Retest is Empathy. If the player wins the challenge, they know what to say to elicit a particular response from the target.

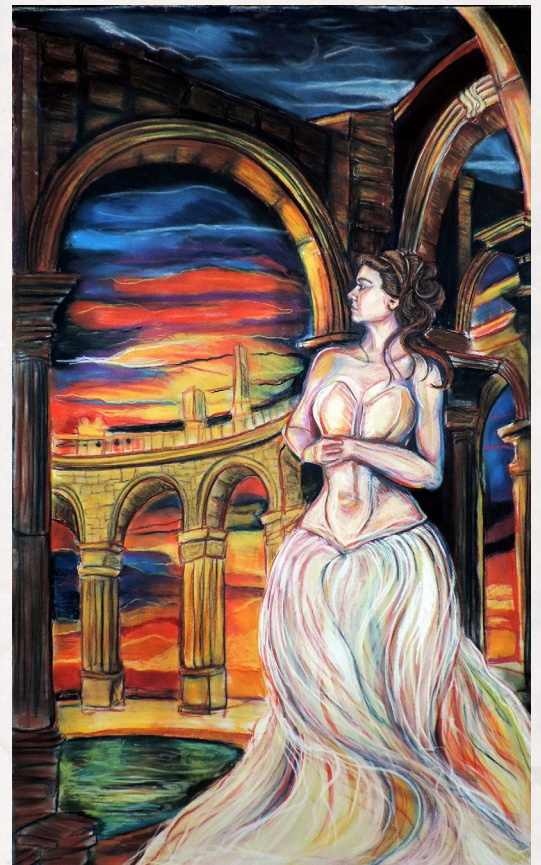
Focused Reflexes

R&U OWbN Combo Discipline **XP Cost 9**

Prerequisites: Celerity 5, Auspex 4

MET: This ability costs one temporary willpower to activate and lasts for the scene or one hour. At the beginning of a combat round, a target must be chosen. The user gains three Physical Traits quick against the declared target. However, the user is down one trait against all other opponent's physical challenges that round. Only at the beginning of a new combat round can the target be switched. An additional temporary willpower expenditure is required each time the target is switched.

If used in a physical artistic performance or dance, it is ST discretion whether this would be appropriate or not. If



'Ophelia Portrait'

Artwork Credit to Heather Ann Hernlan

applicable, it grants an additional virtual level to the performance on that target only. The performance level may not cross above generational maximum. (i.e. If normally it is danced with a performance level of three, that target perceives it as a four.) Edited slightly from the version in the R & U database.

Hand of the Master Artisan

Players Guide to the High Clans, page 168 **XP Cost: 3**

Prerequisites: Auspex 1, Celerity 1

MET: The player spends one Willpower plus any number of blood traits up to and including three. The time needed to complete the task is divided by the number of blood traits spent, rounded up. For example, if a task normally takes two hours and two blood traits are spent, the new time is one hour as $2/2 = 1$. This can only apply to one task at a time and may be paused for up to one hour without affecting the outcome. Also, this only works when attempting crafting and artistic tasks.

Scalpel Tongue

Council of Primogen page 102-3 **XP Cost: 3**

Prerequisites: Presence 1, Celerity 1

MET: As this is a role-playing power triggering off a cutting remark, you must make such a remark before using this discipline. Once the remark is made, engage the target in a social challenge declaring the use of Scalpel Tongue. Empathy and Awe are appropriate retests for both the user and the target. Target may spend a temporary Willpower for an additional retest. If the challenge is successful, the remark stuns the target into silence for 5 minutes (2 minutes if the target is a Toreador) or the end of the scene, whichever comes first.

Soul Painting

Clanbook: Toreador, Revised, page 74-75 **XP Cost: 9**

Prerequisites: Auspex 3, Presence 2

MET: The player makes a Static Social Challenge (nine trait difficulty). If successful, painting captures the subject's Nature in the work. The player may spend up to three Social Traits to illustrate the following qualities (one per Trait spent): a rough gauge of Humanity (or Path, which usually won't create a traditionally flattering work), Willpower, Self-Control, Conscience, Conviction, Instinct or Courage.

Kindred with the Soul Painting power immediately recognize every insight portrayed. If a character lacks the power, the player may (at the Storyteller's discretion) need to make a Static Mental Challenge against a difficulty equal to the number of qualities imbued into the painting (ranging from one to four Traits).

Under the Skin

Lore of the Clans, page 204-5 **XP Cost: 9**

Prerequisites: Auspex 3, Presence 3

MET: By engaging another in conversation for at least two minutes, the Toreador can discern weaknesses in the presence of his subject, and exploit them. By spending one Willpower and beating his target in a Social Challenge, the Toreador unleashes an assault of particularly painful banter which causes his mark to make a Self-Control test with a penalty of one Virtue Trait. If the target wins the challenge, she storms out of the scene. If she loses, she enters frenzy, unless target spends a Willpower to negate frenzy. She then leaves the scene as described previously. Retest empathy or intimidation. This MET conversion has been simplified from the originally printed TT rules.

"You may have heard Toreador who say our 'Clan Curse' is in fact a gift? Well, that is partly true. When we look upon beauty we are able to brush the edges of absolute Truth. Experiencing those sublime moments is our gift. Our tragedy is that we must come back, and we cannot bring it with us. We hold Truth in our hands but feel it slip our grasp again and again. At best, we remember the laughter but have forgotten the joke."

-Rachel Dubhan on the Toreador Clan Flaw

Appendix B

MET conversions for Toreador Only Merits

NOTE: The following suggestions are meant to be a guide for STs. These rules suggestions are not binding, nor do they represent house rules.

Coord approval is required for all non-Toreador PCs and non-Toreador NPCs to learn the following Merits.

Blasé (3 point merit)

Clanbook: Toreador, 1st Edition, page 40

MET System: Vampires with this merit automatically resist Presence Discipline levels 1-4 used against them, including combination powers using levels up to 4. However, if the Presence user is more than two generations older than the target, the target must spend a Willpower trait to resist. Blasé does not negate the Toreador Clan Flaw.

Controllable Thirst (1 point merit)

Clanbook: Toreador, 1st Edition, page 40

MET System: Vampires with this merit get +3 traits to any static Self-Control/Instinct challenges to prevent Frenzy when Frenzy is caused by smell, sight or taste of blood.

Greater Colors (1 point merit)

Clanbook: Toreador, 1st Edition, page 40

MET System: Toreador with this merit are more likely to become enraptured (Clan Flaw) when viewing items with a craft rating of 2. However, when using Aura Perception, the player may ask the ST for additional information. The information is up to ST discretion, but could include specific information about the target's clan, tribe, etc; if magic is used on target, what type; details the target may be obfuscating, such as true age, size, etc.

Refined (2 point merit)

Clanbook: Toreador, 1st Edition, page 40

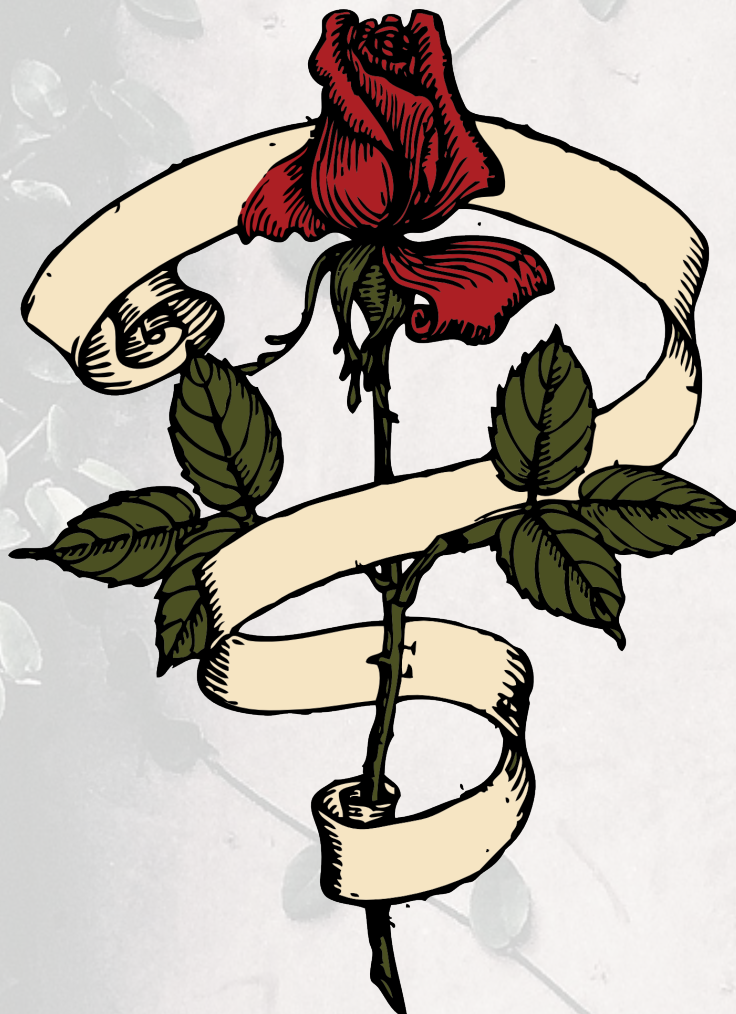
MET System: Refined Toreador know their clan's etiquette for contacting their betters. PCs with this merit have easier access to Toreador NPCs in a given area, such as a newly visited

Domain. Note this merit does not gain the PC any advantage other than initial contact. They also receive +3 Traits when using Etiquette ability. NOTE: Toreador controlled NPCs still require contact with the Toreador Coordinator's Office.

Touched by God (3 point merit)

Libellus Sanguinis II, page 38

MET System: Your art is considered truly inspired and leaves your audience spellbound. Characters with this merit receive +3 Traits on Performance and Crafts related challenges. If the art being produced relates to God, the Church or similar high ideals, players may add a free level to their artwork, not exceeding level 6. Such perfection will not go unnoticed and could lead to unwanted attention from both the mundane population and other supernatural creatures.



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