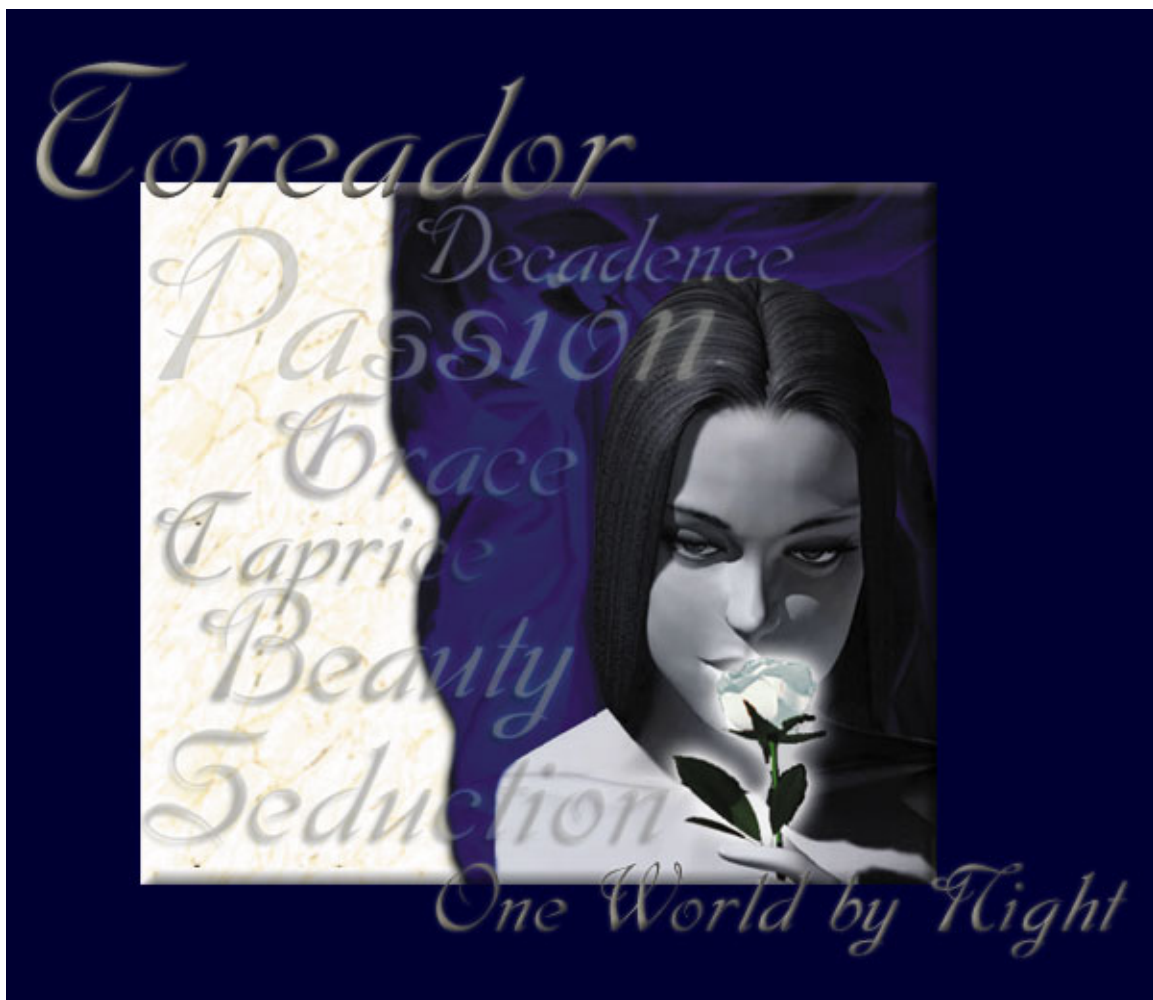


One World by Night

Toreador Clan Packet



*“Whatever a Toreador does, she does with
passion.
Whatever a Toreador is, she is with passion.”*

I. **INTRODUCTION**

The Toreador are called many things – ‘degenerates,’ ‘artistes,’ ‘poseurs’ and ‘hedonists’ being but a few. But any such lumen categorization does the clan a disservice. Depending on the individual and her mood, Toreador are alternately elegant and flamboyant, brilliant and ludicrous, visionary and dissipated. Perhaps the only truism that can be applied to the clan is its members' aesthetic zeal.

To the Toreador, eternal life is to be savoured. They see themselves as the keepers of immortality. Many Toreador were artists, musicians or poets in life; many more have spent frustrating centuries producing laughable attempts at art, music or poetry - If one thing can be said about the Toreador, it is that no two of them agree on precisely what "gifted" or "inspired" means.

Of all clans, Toreador are the vampires most connected to the mortal world, and Toreador are the Kindred most likely to fall in love with mortals. Toreador live in the social circles, making gossip, slander, and status their sword, shield, and currency. They wield a good rumor like a weapon, status like a solid suit of armor. Words are the hallmark of a Toreador "warrior," not the vile and primitive weapons of humanity.

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

II. **THE GUILD**

1. *Overview*

Whether a Toreador is an artiste seeking greater accolades from the Clan or simply a socialite looking to measure egos against one's peers, Toreador maintain a convoluted pecking order. Although not nearly as structured or formal as Clan Ventrue, Clan Toreador uses an internal structure – known as The Guild – to help manage its intricate web of interactions.

The Guild's purpose...at least, on the surface level...is to foster creativity among Clan Toreador, whether through artistic collaboration, the hosting of social events or the maintenance of significant cultural centers, such as museums, theatres, dance clubs and more. On a more subtle level, The Guild is a proving ground for ambitious Toreador, allowing reputations to be made...or broken...as one's skill allows.

The nature of The Guild is ever-changing – as fads come and go and new personalities take the spotlight, The Guild is altered to reflect current popular thinking. As such, it can be difficult to apply a strict definition or description to The Guild, but certain elements tend to remain constant.

Guildmembers:

Especially throughout North America, members of Clan Toreador are Guildmembers. Most ghouls that have served for any length of time know of the existence of the Guild but will not necessarily know its true scale and purpose. Ghouls are not members but are often commissioned to carry out tasks for the Guild.

Guildmasters:

Within North America, each small region is led by a single Guildmaster. Some Guildmasters preside over only a single domain, while others hold sway over a handful of Camarilla domains. The Guild exists outside, and irrelevant to, the domain borders determined by Camarilla Princes. Instead, the jurisdiction of a single Guildmaster is decided by the number of Guild members in his or her area and by the number of significant artistic and cultural resources found within that area.

Assistant Guildlords:

Guildmasters themselves are grouped into larger regional clusters - usually determined by "East Coast," "West Coast" and "Midwest." Each of these regions is overseen by an "Assistant Guildlord." That Assistant Guildlord is charged with ensuring that all Guildmasters are performing their duties adequately, keeping their regions active and cohesive, and reporting any activities of note back to the Guildlord.

The Guildlords:

A Guildlord is both head and heart of her region. There is but one Guildlord for each major cultural area of the world. At current, there are seven Guildlords representing North America, South America, Western Europe, Eastern Europe, Africa, Asia and Pacifica.

These individuals are charged with keeping national, relative prestige levels meaningful, communicating the artistic and aesthetic successes to the Elders and inspiring the Guild to new heights. It has been said that the single most important role a Guildlord plays is to inspire the Guild's evolution; to keep its members dreaming - working ever harder to achieving the platonic ideal of what it is to be Toreador.

The Voice of the Pautach:

But even the Guildlords report to someone - and that is Katherine de Montpellier, The Voice of the Pautach. Katherine absorbs the information from each of the Guildlords, returning a coherent picture to her superior, the pinnacle and head of the entire global Guild. This leader, the Pautach, the Great Mystery, the Faceless, is the ultimate personification of the Guild and the culmination of its efforts. Only the most crucial Elders of the Clan are aware of his (or her) true identity.

A. Structure

The Toreador Guild of OWbN differs from the Guild as described in the Toreador Clanbook and VtM: TT materials. In OWbN, the Guild is more structured. Over 10 years of player character actions have determined the nature of the beast that is the Guild. The relative power levels between local, regional and national Guild officers are in a constant, low level of flux determined only by the charisma and sway each of those officers possesses. The Guild is ever-changing, dependant upon OWBN PC actions and gameplay. This packet offers players a brief overview of The Guild, but other Toreador players are the best, most current source of information.

1. Guildmembers & Prestige

Guildmembers supply the creative works of the Clan. Each Toreador upon their admittance into the Guild – usually upon being released from the Accounting – receives

their first Prestige (similar to a status trait, but applicable only to Toreador). For lack of any better moniker, this first Prestige is usually “Loyal,” but any appropriate descriptor can be used as Prestige.

Members of the guild can earn prestige vicariously through the accomplishments of those they fund, or through their own successes. Through diligent work, practice and finally acknowledgement, both Poseurs and Artistes can raise their prestige standing within the Guild. Prestige is granted by ranking leaders of the Guild – any Toreador holding the title of Guildmaster, Assistant Guildlord, Guildlord or Voice can grant and strip Prestige at whim.

The overall standing of one in the eyes of the Clan is represented by the sum total of one’s Prestige within the Guild, making it a precious commodity indeed. Prestige may be granted as either “positive,” which adds to one’s overall standing, or “negative,” which detracts from one’s overall standing. For more on granting and stripping prestige, see the sections, below.

2. ***Guildmasters***

A Guildmaster or Guildmistress is the Guild position above Guildmember and is responsible for an area ranging from a single domain to a geographic area, as described above. Guildmasters always report to their corresponding Guildlord. Upon being elected to the position of Guildmaster, the individual in question receives an additional Prestige, usually "Venerable." It is the job of the Guildmaster to coordinate any Guild agendas in their area and to align the Clan in times of adversity. Guildmasters are also the point of contact for visiting members of the Clan from other cities. Most Guildmasters will take it on themselves to act as chaperone to the visitor until they accustom themselves to the city, but some Guildmasters appoint other members of the Guild to do this job.

The Guildmaster is a Clan representative, therefore if relevant Guildmembers believe that their Guildmaster is not serving the best interests of the Clan, then they can ask them to step down. Guildmembers may then begin decision on electing a new Guildmaster; this process is very similar to the selection of a Primogen in most Domains. Sometimes the Guildlord will come and investigate the replacement of the Guildmaster (or send one of his staff) or he may elect not to interfere.

When a Guildmaster is elected in a particular area, it becomes their job to oversee the well being of the Clan’s creative interests. In addition, they are to be obeyed in all things that affect creative projects. In this capacity, they can over-rule a Primogen member in matters concerning art, but not where the matter concerns primarily the Camarilla,

creating a delicate balance of power between the two positions. Guildmasters have the power to suspend any member, including the Primogen (if they are a Guildmember) from the Guild, although in some cases they will usually have to account for their actions to their Guildlord.

3. *GuildLords*

There are only seven Guildlords recognized by the Clan. Each oversees a major geographical region: North America, South America, Western Europe, Eastern Europe, Africa, Asia and Pacifica.

Each Guildlord oversees their region by maintaining contact with the various Guildmasters, and often seek the advice of the Guildmasters on significant matters. It is the constant duty of the Guildlords to maintain a vigil over the social pulse of their region, utilizing national and continental trends to the advantage of Guild and Clan.

With a few spoken words, a Guildlord can decimate an upcoming artist or institute new trends. They have access to the ears of the most respected Clan Elders, and while a Guildlord might not hold an official position within the Camarilla, the Lords are valued like precious gems among the Clan.

When a Guildlord must be replaced, Guildmasters from the region in question submit suggestions to the Voice of the Pautach, who then carries recommendations to the Great Mystery. After a period of contemplation, the Pautach will name a new Guildlord - who may or may not have been recommended by the local Guildmasters.

Guildlords carry positional prestige, usually "Masterful" and "Avant Garde." A Guildlord can over-rule any decree made by a Guildmaster, and can remove and appoint Guildmasters at whim. Guildlords can also grant and strip prestige with the same whimsy, and can have a Toreador removed from the Guild with a single condemnation. Any new Guildmaster who rises to local power must earn his approval before they can claim the prestige of their new position. The Guildlord is ultimately responsible for determining and directing the efforts of the Guild throughout their area of influence.

4. *The Voice*

In years previous, a mysterious Kindred known as Assan Sura held the position of "Wandering Guildlord." This Toreador called no single Domain or region home, but moved throughout the Kindred realms, making the will of the Pautach known to the Guildlords and their servants. Assan Sura was recognized as the messenger of the Pautach, and spoke on the Mystery's authority.

In recent nights, however, Assan Sura has disappeared, leaving no trace and a disruptive silence in the wake of his departure. A few years ago, requiring a new Rose to carry his will across the world, the Pautach named a new Wandering Guildlord -- Her Divine Grace, Madame Guil. With the unfortunate passing of Madame Guil, the renowned painter Katherine de Montpellier has been appointed this great honor.

As the Voice, Katherine carries considerable authority within the Toreador Guild. The position carries all the privilege of a Guildlord, but Katherine may enact her authority within any region of the world. She is privy to the identity and machinations of the head of the Guild, the Pautach himself, and as such can mediate disputes between Guildlords, if necessary. With the ear of the Pautach, Katherine holds great sway over the Toreador Guild, and Kindred have quite literally killed solely in the hopes of earning her attentions.

5. *The Pautach*

The Pautach is the unseen representative of the Guild globally; it is he who consults with the Toreador that set policy (himself included). He coordinates the efforts of the Guild globally and directs any global agendas of the Guild. He is not a member of the Justicial staff, but is under his jurisdiction as a member of the Camarilla. However, when concerning Guild matters, even the Toreador Justicar falls beneath the jurisdiction of the Pautach.

It is the Pautach that has final approval on any new Guildlord; it is the Pautach that Guildmasters apply to when they have concerns about a Guildlord's dedication. He is the ultimate level of Guild authority and is answerable only to the greatest of Toreador Elders for any clan matters. The position carries no weight within Camarilla politics at large - if he breaches Camarilla law, for example, then the Pautach is answerable to the local representative of that law, i.e. Prince, Archon, Justicar etc. The concerns that the Pautach must oversee are many and as such his time is at a premium. Guildlords must make certain they have need of him before calling on his assistance in any matter.

The identity of the Pautach is carefully hidden so that Guildmembers do not send trivial matters to him. He rules through the reigning Guildlords and has complete faith in them to only forward relevant items to his desk. The Pautach's views and decisions are displayed by his Voice.

6. *Artistes & Poseurs*

Artistes:

An Artiste is a Toreador skilled in one or more traditional art forms and is talented in displaying said forms. Although Toreador endlessly debate the nature of "true art," most

artistes' skills fall within a handful of categories: music, literature, crafts, theatre and dance. Examples of each can be any of the following:

- Music: Singers, Musicians, Songwriters, Composers
- Literature: Writers, Philosophers, Playwrights
- Crafts: Sculptors, Architects, Painters
- Theater: Actors/Actresses
- Dance: Classical Dancers, Ballerinas, Modern Dancers

Poseurs:

It can be difficult to define what constitutes a Poseur, and many Toreador hold their own ideas as to what this role entails. Some Toreador see Poseur as a derogatory term – an insult used to indicate one without respectable skills. Non-traditional artists, or those who have yet to create noteworthy traditional works are often included in this definition.

Other Toreador use the term in a more positive light, using it to describe those clanmates who, instead of focusing on creative arts, hone their social and political skills and wield them as weapons on behalf of the Clan. Many powerful and noteworthy Toreador hosts, critics and seductresses have been proud to call themselves Poseurs, and they often find themselves with valuable and important roles within the Guild.

At any public exhibition of any Toreador's work, a Poseur is able to strip prestige from the featured artist. The Poseur must critique a work as substandard before doing so and must spend ample time during the evening demeaning the reputation of the artist in question. Multiple Poseurs may ridicule a hapless Artiste and ruin the work of months in a single evening.

3. Prestige

Toreador Prestige acts as a recognized measure of one's standing to Toreador throughout the world. Toreador Prestige is also a reflection of accomplishments achieved within the Guild. Those artistes or poseurs who have impressed their local Guildmaster/mistress may receive Prestige based on their respective reputations.

Toreador Prestige may also be stripped from those who have acted inappropriately as per their standing within the Clan. Such a loss of Prestige can be seen as humiliation by the Toreador Clan and allows the unfortunate victim to fall under ridicule by her own peers. Such a disgrace can create great difficulties in retaining one's former standing within the

Clan. One's overall reputation can be evaluated by adding the total number of both positive and negative prestige. The higher the positive total, the more highly regarded the Toreador is, and conversely, a Toreador with a negative total is seen with derision and scorn by the Clan. A Toreador may hold no more than ten (10) personal positive Toreador Prestige. This limit may be exceeded by positional prestige such as that of Guildmaster/mistress, Guildlord, The Voice, and The Pautach.

1. *Granting & Stripping*

The awarding and stripping of Prestige is normally conducted by local Guildmasters. Guildmasters have the authority to award and strip prestige as they deem fit. However, excessive awarding and stripping of prestige can reflect poorly upon the Guildmaster in question. The grant and removal of Clan Prestige is a process that should be carefully considered and not abused by those who sit as Guildmaster. Negative prestige may also be "awarded" to those who have faltered within the Guild. This form of prestige is most unfavorable and can diminish one's standing within the Guild. Examples of negative prestige are "Dull," "Tasteless," "Boring," "Passé," etc.

2. *Guildmember Prestige*

Upon becoming a Guildmember, a Toreador is afforded many opportunities to increase their standing within the Clan. Through acceptance, diligent work, successful art shows, and various acclimates a Guildmember can accumulate respectable Prestige within the Clan. Clan Prestige for achievements in the Guild follows the following guidelines:

Upon becoming a member of the Guild, every Toreador is to be considered "Loyal". Please note this is only upon becoming a member of the Guild, not just being a Toreador.

Every Toreador Artiste who proves themselves to their local GuildMaster/Mistress is often awarded "Talented."

Poseurs who make their first significant artistic contribution are typically awarded the prestige "Stylish" to kick off their career. This can be rather insulting to some self-proclaimed Artistes.

Once a Toreador Artiste masters their art form and the Guildmaster reviews their work, they are often considered "Accomplished."

Toreador Artistes who master two or more fields can be considered a "Master" or "Virtuoso" (or similar impressive title).

Artistes who have mastered more than three art forms may acquire one additional prestige, decided upon by their Guildmaster.

The prestige "Immortalized" *can* be given to Artistes who have a significant body of work that will stand the test of time. (Fame-5 and Art-5) The Artiste must usually be considered dead by mortal society for a significant period of time to earn this award.

Not all Guildmasters follow these guidelines when awarding prestige however. Guildmasters are, after all, given a large degree of autonomy when running the Guild within their region.

These are a few samples of prestige. Toreador are encouraged to nurture their creative side when endowing recognition on their fellow clansmen.

3. *Positional Prestige*

Toreador Prestige can be received by earning position within the Guild. For each position, a Toreador is bestowed a certain amount of prestige which personifies additional standing within the Guild. Officers of the Guild may appoint assistants to perform duties and may grant appropriate Prestige as they define fit for those assistant positions.

Upon achieving the position of Guildmaster/mistress, the Toreador in question is typically seen as "Venerable."

Those of Clan Toreador who are nominated to the continental position of GuildLord are usually seen as "Masterful" and "Avant Garde."

The Wandering Guildlord or Voice of the Pautach is seen as "Insightful," "Impeccable" and "Benevolent" for her service to the Guild.

The mysterious Pautach of Clan Toreador holds the Prestige of "Inspirational," "Immaculate," "Glorious" and "Illustrious" as per their ultimate standing within the Guild.

4. *Toreador Recognition for other Clans*

At times, there are instances when neither boons, status, nor even "Clan Friendship" qualifies as sufficient reward for those outside of Clan Toreador who have assisted or proven themselves in the eyes of the clan. The Toreador Clan is renowned for their offering of acknowledgement or "titles" to those who they consider pets, allies or even enemies.

The particular type of prestige granted to Kindred outside the Clan is called "Recognition." This form of acknowledgement identifies those who are seen by Clan Toreador as "Loyal", "Cherished", "Colorful" or any other descriptive phrase which members of clan Toreador deem fit.

Any Guildmaster or more highly-placed official may grant Toreador Recognition. However, it is strongly suggested that the regional clan be consulted before recognizing a non-clan member. Recognition may be stripped or abolished by a Guildmaster or a Guildlord at any time.

5. *Sample Prestige*

Below are submissions of sample prestige that can be awarded (both favorably and unfavorably) by stations within the Guild. Keep in mind that these are just examples and that all Toreador are encouraged to be as creative with Prestige and Recognition as possible.

Positive Prestige:

Loyal, Cherished, Colorful, Talented, Stylish, En Vogue, Avant Garde, Marvelous, Shiny, Happening, Well Dressed, Useful, Influential, Cutting Edge, Sexy, Visionary, Breathless, Stupendous, Incredible, Wondrous, etc.

Negative Prestige:

Fashion Victim, Captain Obvious, Inadequate, Tasteless, Bore, Passe, Disco Duck, Cry Baby, Loudmouth, Tyrant, Depraved, Untalented, Barbaric, Dense, Ignorant, Failure, Gauche, Insufficient, Spoiled, Two Left Feet, Hapless, Bubblegum, etc.

4. **Guild Policy**

The Toreador Guild is dedicated to promoting and preserving the arts, judging what is worthy of praise, and nurturing and assisting fellow artists. The Guild does this by bringing all Artistes and friends of the Arts together in communication and cooperation. Advancing Clan-wide political agendas may sometimes be required to further the interests of commendable art, but art is always primary.

Successful art is an expression of sublime concepts (nature of humanity, beauty, truth, love, etc.) given form and rendered with excellence. It communicates, reveals and advances a philosophical agenda, even if that agenda is relevant only to one's fellow artists.

The Toreador Clan constantly debates upon what constitutes true art. Throughout the years, no two Toreador have ever completely agreed as to what personifies superb art.

1. *Membership*

The Guild is a Toreador-only institution. Kindred of appreciable artistic talents, who have allied themselves with Clan Toreador, are fully committed to the goals of the Guild, and capable of honorably maintaining the trust of Clan Toreador and secrecy of the Guild may be admitted at the discretion of the Guildlord, although this is the rarest of circumstances.

Ghouls can be valuable and reliable members of the Clan. They cannot however be members of the Guild. The Guild is only open to Kindred. The only time ghouls are seen posting missives to the Guild is to announce something on behalf of their Regnant. As local Guild meetings are commonly salons, it is the decision of the local Guildmaster as to whether or not ghouls are allowed to attend.

At times, non-clan members, such as Caitiff, are permitted to be inducted into the Toreador Clan. In those instances, each addition should be considered on a case-by-case basis whether or not the inductee is worthy of joining the Guild. Those inducted into the Clan must possess Guild qualities (that of an artiste or a poseur) before even being considered as a potential Guildmember. If a Toreador is unable to decide upon an adopted clan member's possible acceptance into the Guild, consultation should commence with the local Guildmaster. Each non-clan Guild potential should be interviewed and evaluated thoroughly before a decision of acceptance or denial is made.

Please note that Kindred adopted into clan Toreador are extremely rare, and their admittance into the Guild is even more rare.

2. *Patronage*

As the Toreador Guild sees itself as responsible for maintaining the Arts, many Guild members find a mortal artist or protégé to take into patronage. The choice of mortal and their field of expertise lie entirely within the judgment of the Toreador. The mentor will be responsible for promoting their career, critiquing their work, overseeing their training and offering other opportunities.

A Toreador may be judged by the quality of protégé they have selected. Turning a protégé into a Ghoul is considered by most to be a hindrance to the expression of their

full creativity. Should a Toreador wish to sponsor more than one artist, they are encouraged to do so.

The taking of a protégé is not mandatory. However, for shirking traditional responsibilities as a member of the Guild, a Toreador's prestige will certainly suffer.

3. *Secrecy*

The Guild is a semi-secret organization kept within the Toreador Clan. While most Toreador are aware of its existence, the workings of the Guild are kept away from members of other Clans. It is every Toreador's duty to preserve the sanctity and mystery of the Guild.

Over the last decade the secrecy of the Guild has been found wanting. The leadership of the Guild, while ideally desiring to maintain an utter moratorium on their Guild secrets, has come to the realization that its mystique has been compromised. For that reason, recent discussions have concluded to cease wasting energies on futile campaigns of secrecy from loose-lipped Kindred and rather to focus on keeping a lock and key on their hierarchy. Often, deliberate misinformation is spread by Toreador to confuse the populace of the true nature of the Guild. The hope is these fables keep other clans unable to infiltrate Clan Toreador's inner workings.

Sharing any detailed, accurate Guild information with non-clan members is considered a violation of the Guild's secrecy. To compromise this safety places the existence of the Guild and its goals in jeopardy. Those who violate the secrecy of the Guild will most assuredly find themselves beneath punishment of Guildmasters, the Guildlord, The Voice, and even the Pautach. There are no set standards as to exact disciplinary actions for revealing secrets of the Guild, but punishments are always severe. One may find themselves at a loss of Prestige, gaining negative Prestige, exiled from the Clan, put into torpor, or, in some instances, earning harsher punishments.

All stations within the Guild may offer opinion on the punishment of one who has violated Guild secrecy, but it is strongly suggested that the local Guildmaster first be informed of any potential leaks in the Guild so that evaluation of the accused can be made. From that point, he or she may petition the Guildlord for advice, recommendation, or judgment on the matter. The Guildlord need not be sought for guidance on every breach of Guild security but should be informed on the identities of those found guilty.

When one is found to have compromised the mystery of the Guild to outsiders, it is the Toreador clan's duty to conceal the breach through either creative methods or dismissing it completely so that this "senseless rumor" can be nullified. After punishment has been enforced, it is common practice for all Guildmembers to be notified of the treachery,

insolence, and punishment of those who have compromised the secrecy of the Guild. Such gossip is rich, after all.

Although the Guild is often considered the soul of the Clan, not all Toreador choose to become members. However, even these Toreador are entitled by their birthright to knowledge of the Guild and its workings -- indeed, most Toreador are instructed about the Guild's workings as ghouls or during their Accounting. These wayward Toreador are expected to also maintain the Guild's secrecy, and may find themselves the target of much ire, should they ignore the Clan's artistic organization.

Despite their knowledge of the Guild, non-Guild Toreador are often exempt from any but the most vague discussions about the Guild's workings. Often, these hints are dropped by Guildmembers to remind the rogue roses that they are not "in with the in-crowd."

5. Colleges

The Guild is organized on a regional level because Guildmasters in close proximity to their Guild members are best able to judge local work. As the Clan has seen it also allows Toreador to mobilize well for emergencies such as total breakdowns in Guild communication. It does not, however, encourage cross-pollination of ideas and study by Toreador in widely disparate fields.

To deal with that issue, the Guild had once organized Colleges in accordance to genre. However these efforts have yet to become accepted by the clan at large. Although the Colleges recently fell out of favor, there has been a re-emerging interest in breathing new life into the Colleges. For this reason, the Colleges are undergoing several changes which may not be reflected in this document.

For now there is no accepted college system in place in OWBN. Below are the past rules for the small contingent of PCs that are trying to resurrect it.

Purpose:

Colleges assist in placing Toreador with specific talents among their peers. In doing so, the Colleges allow Toreador to share ideas with fellows who have similar interests and goals.

It is possible to be a member of more than one college. A Toreador's membership is based on his or her field of study. For instance, a playwright studies writing and is a member of the College of Letters. Although plays cannot be staged without actors and actresses, a playwright would not be a student of the College of Theater unless they were also pursuing

an acting career. Writing a play and performing in a play are two different but complimentary fields. Rivalry within individual colleges and cooperation with related schools is expected.

Organization:

Deans of the various colleges, Toreador willing to accept the task of organizing and rallying all like-minded Artistes together, are chosen by Guildmasters, the Guildlord or a cooperation of both. Deans select one prestige trait of their choice upon being appointed. It is discouraged to hold a "Dean/Guildmaster" or "Dean/Guildmaster/Primogen" combination.

The term "College" does not denote a physical or geographic location; merely a mutual association based on similar interest. The terms salon, school, club, fellowship, lodge, troupe are equally appropriate. It is not mandatory to use the term "Dean," either. The following terms work equally well: boss, maestro, prima donna, director, first chair, professor, etc.

Prestige could accrue to those who study under particularly gifted teachers. Prestige could also accrue to teachers who went on to produce particularly talented students. Colleges that produce an abundance of talented and/or famous students can become more distinguished, resulting in increased prestige for their members and vice versa. Any prestige awarded would be ratified and tracked by the recipient's local Guildmaster unless the duty of tracking prestige is delegated to another.

If a Toreador is uncertain as to which college(s) they belong, they should send an "application" to the likeliest Dean or consult their Guildmaster.

1. *Schools*

The current Guild Colleges are *Music, Letters, Crafts, Theater, Visual Arts* and *War*.

Descriptions and examples are listed below:

Music:

Singers, Musicians, Songwriters, Composers, etc. When you can almost feel your heart beat to the sound of the drums, and the orchestra calls to you like a sweet lover at midnight, then you know that you belong in the College of Music. Members of this College sing the songs of their soul using vocals and instruments and record them as music notes to be replayed for centuries. From traditional tribal music to the 1812 Overture, music has inspired and moved us since the dawn of time.

Letters:

Journalists, Writers, Philosophers, Playwrights, Literary critics, etc.

While the College of Music is swept away in sound and the visual colleges immortalize beauty by sight, members of the College of Letters take that sound and those sights and

condense them like dewdrops that fall onto the page. These form the books, poetry and beliefs of generations to come. Every generation has been shaped by words, from the Torah and the Bible to *Catcher in the Rye*, these works have changed the way we think about us and bridged the gap of culture and distance. This college records life as it is, and as it should be.

Crafts:

Sculpture, Metalwork, Woodwork, Fashion, Architecture, Restoration, etc.

When the inspiration moves you and you find you must create, your hands seize a medium and you begin. Your artwork is born out of your imagination and shaped by your fancy. The end result leaves onlookers breathless and in awe of what comes so very naturally to you. *Mont Saint Michel, The Thinker* and other great pieces have stood the test of time and remain works of genius. This college takes what others see as ordinary material and transform it into masterpieces.

Theater:

Actor, Comedians, Directors, Dancers, Technical personnel, Performance artists, etc.

You have known your whole life that the whole world is a stage, and that is where you have made your home. Whether you are called on stage to perform or work behind the scenes to make the magic happen, you entertain while communicating your message to the audience then let them go to mull it over. From Shakespeare to *RENT*, these performances have given us a chance to explore the sides of humanity and ourselves that we often seek to forget, yet require for sustenance.

Visual Arts:

Painters, Photographers, Filmmakers, Mixed visual media, etc.

Life is beauty, beauty is art, and art is life. You seek to capture a second of life as it passes by into the eternity of your work. A child's smile, a mother's tear, powerful emotion and then they move on, but you have preserved it. Members of this College tend to trek out in search of their inspiration, and bring back the wonders that they have found. Recently this field has expanded to nearly limitless possibilities while not forgetting its roots. From Picasso's *Guernica 1937* to *Schindler's List*, the Visual Arts teach us about life.

War:

Fighters, Martial Artists, Strategists, Defenders of the clan, Sophistry Leadership, Subterfuge, Public Speakers, Spies, Diplomats, etc.

Do not be mistaken into believing that all members of this college are blood thirsty, quite the opposite in fact. Those who can lead a call to arms or rally the crowd are just as critical as those that are behind the curtain in the war council and those on the battlefield. The same spirit that moves others to create artwork riles members of this college to create change. Throughout the history of mankind those who studied battle and the tactics of war triumphed over those who ignored it's virtues. This college is chiefly responsible for

the defense and expansion of the clan and often seeks the advice of politically apt Poseurs.

2. *Rank & Position*

While each College has a unique makeup determined by its Dean, many Colleges follow a traditional structure. The following positions outline just a few possibilities:

Apprentices:

To be recognized as an apprentice to a College, a Toreador must have at least one level of ability in an appropriate field. If a character has no performance levels whatsoever, they will not be recognized as an apprentice within a College until they proven otherwise. Apprentices have no say in College issues, and traditionally are kept under the tutelage of one of the Masters. Kindred remain Apprentices until they have developed a body of qualified work that is then judged by a Dean and ratified by a Guildmaster. No apprentice may teach art or exhibit their work without permission from the Dean.

Journeyman:

After serving as an Apprentice, the character may seek the position of Journeyman by petitioning their College Dean. The Dean is likely to ignore the request unless the character has attained the third level in an appropriate ability and prepared a body of work. Apprentices seeking Journeyman status are often expected to prepare, at the direction of their Dean, a "Senior Exhibit" or "Senior Exhibition." This Senior Exhibit or Senior Exhibition must be publicly shown and by the Dean (or the Dean's representative). If the work is reviewed favorably, the character is elevated to Journeyman status. If the work is reviewed unfavorably, the character typically loses prestige and cannot exhibit again for three months.

Often, Journeyman may exhibit their work but may not accept commissions. Journeyman may be called upon to assist Apprentices but may not do so without permission. Non-Toreador of exceptional talent may become Journeyman but have no privileges within their college.

Masters:

When a Journeyman feels that she has achieved true mastery of her art, she may petition the Dean to become a Master. Five levels in the appropriate ability are normally required. If the Dean decides that the journeyman is worthy, the character must demonstrate a significant, well-reviewed body of work and may attempt a "Master's Piece." This piece, when completed, will be judged by the Dean, College Masters, and person's Guildmaster. A write-up, as well as a showing at a major social event is customary. If the piece and body of work are deemed worthy, the artist is recognized as a Master Artiste within the Guild. If the pieces and body of work are deemed unworthy, the artist loses prestige and may not make another attempt for six months. Master Artistes enjoy great privileges within their colleges. They may review and instruct all Apprentices, take students at will,

accept commissions, and review the work of Journeymen. They enjoy great autonomy and prestige. A Master may oversee (indeed is expected to seek out) larger projects.

Deans:

The Dean determines the commissions that will be accepted and projects sponsored by their college. Deans need not go by that title, they are free to choose whatever suits them, as they are free to set policy, direction, and procedure for their College (which need not be called a college.) Deans are recommended by Guildmasters and appointed by the Guildlord. A Dean's responsibility is to teach, promote, show, protect and preserve the arts practiced by their college. It is a wide-ranging mandate of grave responsibility.

6. **Cyber-Café**

Entrepreneur Tekno da Vinci sought out to create a secure means of communication for the Toreador—the Cyber-Cafés. He succeeded.

The Cafés now span the globe, providing a safe haven for communication, the storage and display of art, and the study of information collected about the enemies of the Roses. This chain of Café/Galleries is open 24 hours a day, 7 days a week, for easy access by both the Toreador and their ghouléd servants. Both the Gallery and the Café are available to the public as well, and they have caused quite a stir among the crème de la crème worldwide.

Toreador come to Tekno's Cyber-Café to hobnob with their fellow Roses, as well as with mortal artists who may pass through. These Roses have everything at their disposal in the Café – from computer terminals to gourmet coffee. They also come to trade; contacts, works of art, information, and money move from Rose to Rose. The end result is a high-end, posh gallery with a chic clientele; in short, the Cyber-Café is the place to be.

Toreador local to each Domain run the cafés, assisted by ghouls -- though most of the staff is mortal and unaware of what goes on behind the scenes- a complex web of communication and transportation. Every Café has a secure location associated with it, whether it is on a subbasement level or at a nearby warehouse. These secret areas hold vaults filled with works displayed and sold in each Gallery, priceless works which the public can never see, the venue for communications from phone number lists to the secure listservs and private rooms for Guild meetings. Also hidden away are the extensive archives of information... all of the dirty little secrets that have been found out and stored for later use. The Roses keep records of everything from the latest fashion trends and scandals to the latest known Sabbat movements. In short, the Cyber-Cafés hold everything a Rose needs, all available with cheesecake and a side of catty gossip.

If you wish to join the elite ranks of Cyber-Café owners, you must first have the desire to succeed. Once the passion is in your heart, you will find a way to expand our circle.

OOC:

Required Influences (Subject to ST approval):

- Bureaucracy x 4 - To avoid red tape, appropriate building permits, etc.
- Finance x 3/Resources x 5 - To fund your business venture
- Health x 3 - To protect you in case of customer injury
- High Society x 4 - To ensure that you have a worthy clientele
- Industry x 4 - To acquire quality materials
- Legal x 3 - To keep your business above board to the mortal eye
- Media x 4 - To make sure that everyone who's anyone knows about your newest hotspot
- Police x 2 - To get streets closed to assist construction
- Politics x 2 - To avoid any local political issues that may get in the way
- Transportation x 2 - To facilitate shipping any special supplies or equipment out of the public eye

Estimated cost to create each Café: \$2.7 million US

This includes all computers, building & underground construction, equipment, hiring staff, supplies, security, misc. items and payoffs to local officials for special needs.

(Cost may vary from region to region by \$500,000.)

All of these influences are optional, depending on how your Café is created and where it is located. For example, a Café created in a pre-existing building will require only minimal Industry (as the need for building supplies focuses only on renovations) and less Bureaucracy (as you no longer need to acquire land, building permits, and construction site inspectors).

As always, this list of course is only a guideline and a PC's Storyteller is of course the final word on how and if a café is created within any given game

NOTE: This chart reflects IC actions and status and thus is always changing. Do not count on it to be current. Instead, seek IC validation from PCs or NPCs.

Location	Proprietor	Contact	Status
Sacramento, CA	Tekno da Vinci (?)	teknovampire@hotmail.com	complete
San Francisco, CA			in process
Oakland, CA			in process
Tampa FL	Mr. Albright	fuzzyposse@aol.com	complete
Washington, DC			in process
Hamilton, NZ			in process
Hartford, CT	Sabine Troy	ibukij@aol.com	complete
Vernon, CT	Sabine Troy	ibukij@aol.com	complete

Westchester, NY	Christina Doyle	christina@houseosborne.zzn.com	complete
Crystal City, VA			complete
Suburban, MD			complete
Green Bay, WI			in process
Milwaukee, WI	Devin Van Zilthai	zilthai@hotmail.com	in process
Baltimore, MD			complete
Paris, France	Katherine de Montpelier	exquis_cadavre@yahoo.com	complete
New England			in process
Cincinnati, OH			in process
Chicago, IL			complete
Cleveland, OH			in process
Phoenix, AZ	Khrystiana Marovich	khrystiana@hotmail.com	complete
Champaign, IL	Agnes de Lyons	atlantia@hotmail.com	
Sheboygan, WI	Juno	luna_angelic@yahoo.com	complete

III. NOTABLE TOREADOR

“The crème de la crème of the clan, these are the names and faces that every Toreador should know. They are our strength, our support, and our conviction . . . the most vibrant Roses in the Garden.”

1. Clan Leaders

“We look to these Toreador to lead us, to shape us, and to guide us through the wilds of the Garden and beyond.”

1. *His Arbiter Eleganciae Titus Petronius Niger, Toreador Justicar*

For 2,000 years, Petronius has been known as the Arbiter Eleganciae. He has held this title since the reign of Emperor Nero in ancient Rome. As a leader in Nero's court, His Elegance Petronius determined style and social strata for all of Rome – he hosted parties in the court, catered to the needs of important figures and provided gossip to the Emperor.

As Petronius discarded the trappings of his mortal life, he left behind a will that included his fictional creation *The Satyricon*, a work lauded as the first piece of literature in history to be written in prose rather than poetry. This composition was a landmark in literary history, as His Elegance was one of the world's first known satirists.

Petronius became Justicar in January of 2001, following the abdication of that same seat by Madame Guil. Until the time of his rise, Petronius' workings among the clan were largely subtle and quiet, though he has stepped up to leadership with aplomb. His behavior since his rise has been erratic, and some whisper that the ways of an Elder such as Petronius may be too inscrutable for a Justicar's seat.

Despite his eccentricities, Petronius has already made bold actions since his ascension. He is known to be sympathetic to Kindred clans outside of the Camarilla, and has demonstrated this by helping to bring the Schismatic Assamites into the Camarilla as probationary sect members. Petronius looks upon even the often-ignored Ravnos with favor; he is rumored to have spent a great deal of time in their company and still retains open dealings with the clan (Clan Friendship). The only exception to the favor of His Elegance is Clan Gangrel – the sympathy of His Elegance extends only to those who wish to work with the Camarilla, not to those who abandon it.

His Elegance, the Justicar, still carries over a Roman theme in his nightly life. Latin is the language of choice in his home, and all of his chosen Archons take a Roman name to illustrate their loyalty to him. Although Petronius has resided in other Domains in the past, he currently resides in his beloved Rome, in a great estate outside the city.

2. *Chief Archon, The Lady Ophelia*

Justicar Petronius is an Elder, and therefore not often encountered by the Clan, especially in North America. To the average eye, he works primarily through the Lady Ophelia. She is the one the Roses seek to request an audience with His Elegance and often serves as the voice that calls Roses to the Justicar should he desire an audience himself.

Ophelia became Chief Archon when Petronius assumed the Justicarial seat for Clan Toreador. A Toreador herself, she tends to speak eloquently and often, guiding the younger members of her Clan to an understanding of the Elder's strange ways. She is French by nationality, and is reputed to have been French nobility as well. Ophelia was once known as an accomplished harpist, but she dropped out of the Toreador public arena more than 200 years ago, when she entered into Petronius' service. Her talent with a harp remains strong however, and her recent performances have all focused on ancient Roman poetry and songs--it seems she is accomplished at translating ancient works into modern music.

Lady Ophelia has a dark reputation as Petronius' right hand. Her eloquence and poise cannot completely overcome the rumors that she undertakes Petronius' most secret (and most discreet) tasks. Despite the intrigue, or perhaps because of it, she seems to be earning the respect and adoration of the neonate Kindred who go to her for assistance and guidance. She is also known to be the lover of Archon Lucretia, of Clan Malkavian.

3. ***Katherine de Montpellier- The Voice of the Pautach***

Formerly a French noblewoman, Katherine de Montpellier learned to paint in secret, hiding her talent from her mortal family. She was taken as a protégé by a Kindred patron, who eventually granted her the Embrace. Freed from mortal concerns, Katherine's skill continued to grow until she became famous throughout France as a sublime Artiste of the highest order.

Katherine claims to have earned success beyond the wildest imagination of most Toreador. It is rumoured that she oversaw the construction of Notre Dame, inspired both Dante Alighieri and Leonardo Da Vinci, and inspired several great works during the Renaissance. While the rumors run wild, one fact is known to be true – it is Katherine who single-handedly developed the artistic skill known as Soul Painting. To this day, she is one of the very few who can teach this skill to aspiring painters – and her price is high.

Katherine's glories were cut short, however, by the Inquisition. Torpored by their efforts, she spent centuries in a starved slumber until her recent awakening in 1999, after which she re-entered Toreador society with imperturbability. A powerful elder in her own right, Katherine is a formidable force within Clan Toreador.

Katherine is egotistical, arrogant, temperamental and derogatory in the extreme – especially in regards to modern culture and technology, to which she is not yet accustomed. Her sharp tongue and scathing criticism has ruined more than one would-be Artiste. Even so, no Toreador can deny that she is a true master of Art, a fact that certainly contributed to her recent appointment to the position of Voice of the Pautach. She offers guidance to the Guild from her home in Montpellier, France.

4. ***Adriean Barota – Eastern European GuildLord***

A Russian noble by birth, Adriean Barota grew up among the political and social elite of the 1800s. His embrace served to solidify his cultural background and he soon became a renowned art critic. After growing up in the limelight of a war-torn empire, Adriean stepped away from political dealings shortly after his embrace in order to focus on his work of making and breaking careers throughout Europe. However, Adriean soon saw that his experience could help his fellow Roses to bloom. He began to touch on the political arena from the stands, offering support but avoiding office.

Barota has only recently returned to active politics among Clan Toreador. He was appointed to the role of Eastern European Guildlord by Madame Guil in early 2002, and has made a point of travelling to the other Guildlords' areas to observe firsthand how the Guild and artworks of the Toreador Clan differ from region to region. He is known to make appearances at Toreador galas all over the world.

6. Jordan Restax – North American Guildlord

A combination of both old world sensibility and new interpretations, Jordan Restax began his career as a protégé for a powerful kindred patron. His mentor had become fascinated with the advent of new technology, and shepherded his mastery of the nascent art of filmmaking. Following his embrace, he traveled the world to gain a greater understanding and appreciation of the different forms of art and new concepts of beauty.

It was only in recent years that it became clear that he needed to take a more active involvement in the world of Kindred politics. His skills enabled him to quickly become immersed, and his passion was recognized by Clan Toreador when he was named North American Guildlord by Madame Guil in 2004. He also served as Prince of the Twin Cities, MN until he stepped down to focus more on the needs of the Clan."

1. The Elite

“Every night fashions change, trends are set and destroyed, and careers blossom or crumble at the whims of these Toreador. “

1. ***Tiffan E. Cole***
2. ***Griffyne Lake***
3. ***Shane Masters***
4. ***Lilyana Salvatore***
5. ***Gabriel Sefirot***
6. ***Sariel Sefirot***
7. ***Julia St. Gossard***
8. ***Julian St. John***
9. ***Lily Townsend***
10. ***Calliope Van Horne***
11. ***Isabella Visconti***
12. ***Clarence Williams***

3. *History*

“Our fallen brothers and sisters. . . these Roses are forever in our hearts and minds.”

1. *Madame Guil*
2. *Ulysses Bennett*
3. *Natasha Erikson*
4. *Byrd Mann*
5. *Phoebe Marx*
6. *Ezekiel Osborne*
7. *Sarisvata*
8. *Aurora Snow*
9. *Ligadier Truffaut*
10. *Isabelle Deveaux*
11. *Cat Foster*
12. *Katerina Biorne*
13. *Jaret du Lac*
14. *Bridgette LaPointe*

i. *Infamy*

“We must be wary of the danger that may lurk in our garden, whether or not it wears the petals of a Rose.”

1. *Gabriel Cammerata*
2. *Tariq*
3. *Jack the Barber*
4. *Shade*
5. *Pia Hunter*
6. *The uber-Assamite*
7. *Daiffydd op-Owen*
8. *Percy Lake*
9. *William St. Gossard*

IV. **OPTIONAL RULES**

NOTE: It is the understanding of this coordinator office that each game in OWBN has their own rules for crafts and performance creation. The below rules are in NO WAY binding. Instead, they are optional rules that may be utilized by STs at their own leisure. The STs of a game have final say in their own house rules so long as they do not contradict OWBN binding rules to genre.

1. *Master Level Toreador Craft Productions*

Purpose:

In OWBN there has been a growing trend to allow players to produce pieces of art at a rating above five. This is not possible under normal circumstance since the ability maximum for an 8th generation Toreador is five. The question becomes how to provide an explanation, allowing players to achieve high levels of art while keeping the integrity of the game.

Overview; Suggested Explanations of High Level Toreador Crafts and Performances:

White Wolf cannon does mention that the Toreador are able to place their very being, life force, or essence into their work in the struggle to create a single piece that will live on into immortality. It is even rumoured that Toreador can increase the craft of their work with the expenditure of their very lives. Some of the pieces created in this manner appear to interact with the viewers impressing themselves indelibly on the audience's psyche.

When a Toreador expends his or her life force to create master works, that passion forever marks those works. The greater the amount of life force that is imbued into a piece, the greater the phantom life of that piece. Below are suggested explanations of interactions with the masterwork. Under no circumstances can the masterwork harm the viewer (beyond humanity and derangement tests if required).

Crafts:

These are the most common masterworks that individuals will experience. They are physical items that to some degree have a life of their own, the interaction must be suggested by the piece and any viewer can always look away instead of being drawn into the masterwork.

Level Description (these are cumulative items)

5. The piece seems to look at the viewer or move in some basic way. Example; out of the corner of your eye the eyes a portrait follow you around the room or the river seems to flow when you look at it quickly.
5. The piece does move in small ways. When looking right at the person its eyes follow you. Water wheels turn on mills. Branches of trees sway in the wind. An engraving twists on steel. On statues, eyes move and clothing seems to flutter.
5. The piece moves in moderate ways and the viewer feels one tactile sensation of weak nature. The head of a figure or statue will move, smile wink, etc. Leaves will fall from

trees or snow from the sky. Clouds move across the sky. The viewer will feel a chill like a cloud blew over the sun. The warmth of the sun on a spring day. A feeling of spiders crawling across one's skin.

5. The piece will move in several moderate ways, the viewer can feel two tactile sensations of a weak nature and smell and or taste one sensation of weak nature. Several figures can appear to slightly move or a statue may play an instrument. If a painting is of the sea, you might feel the sea mist and taste and smell the salt sea air.

5. The piece will move in one major manner, the viewer can feel one medium tactile or emotional sensation, can smell and taste two minor sensations, and can hear up to one sentence or sound repeating (you can be clever and trap a performance in here). The viewer can now feel love, joy, hate or physical discomfort or pleasure. The master craft will appear to move in a cycle or a loop or may even interact with other pieces or crafts. The craft will also employ a short amount of sound. A statue of a Harper can now appear to sit and play the harp. The viewer will feel warm and joyful as they listen to the melody. Perhaps they will smell spring flowers.

5. This piece will seem to move in two major manners, the viewer will feel one strong tactile sense, and the piece can produce one short performance. The viewer can now feel pain or euphoria from the masterwork.

Performances:

Masterwork performances are rare. When performed they are considered the greatest gift a toreador can give, even in this day of digital recording. (When recording the recording artist must be able to record at a level 5 of expertise and even then the recording performance level will be one less than the live performance). There are physical actions that to some degree have a life of their own, the interaction must be suggested by the piece and any viewer can always look away instead of being drawn into the masterwork.

Level Description (these are cumulative items)

5. The performance raises one minor desired emotion in the audio,(joy, discomfort, sadness, happiness).

5. The performance can call images into the heads of the audience and can alternate between two minor emotions. For instance a dance can alternate between happiness and sadness and bring to mind that the dancer is dressed in a particular manner and look a particular way.

5. The performance can make the audience feel a certain tactile sensation while evoking a medium emotion in the audience. For example, a dancer performing a dance of a great battle can appear to be a general to the audience the audience can alternate between dread and determination and then at the climax believe a light rain has begun and feel the relief and joy at the victory.

5. The performance now gains a backdrop and taste and smell in a minor sensation. The battle is now taking place in a wood and the audience smells the smoke of burning trees in the air.
5. Other figures will now appear to interact with the performer in a minor manner and complex medium emotions can be woven together. The general now has a figure (lower detail) rushing by in combat.
5. The minor character can now have as much detail as the performer. They will appear to have emotions and motives of their own. The audience can also know experience one strong tactile sensation (like pain of euphoria).

Mechanics:

Crafts:

1. A Toreador must have a craft ability at level five in the area of the piece be produced and have won the craft challenges for the item to be crafts level five (each game runs these differently).
2. Once a week a Toreador may spend six permanent social traits to increase the crafts level of a piece by one until she reaches one social trait. The character may not use any bonus traits due to items, *vicissitude* or specializations for this purpose. Also the Character may not buy any social traits during this time.
3. Then the player may “kill” the character by expending the Toreador’s life force for an additional craft level, or stay alive and stop where she is.
4. No discipline can make a Toreador do this (it must be the player’s free will).

Example:

A 10th generation Toreador with 12 social traits and a specialization in painting creates a level five painting. The Toreador then spends a week and 6 permanent social traits to raise the painting to crafts at level six. The Toreador now has 6 social traits and works another week spending 6 more social traits to raise the painting to crafts at level 7. The Toreador now has 0 social traits and can not spend six more traits because the specialization cannot be used and the Toreador can only go to negative 5 traits. The player decides to kill the character and spends a week and the life force of the Toreador and raises the painting to level 8. The character is now dead, but has produced a crafts 8 painting.

Performances:

1. A Toreador must have a performance ability at level five in the area of the performance and have won the craft challenges for the performance to be level five (each game runs these differently).
2. Unlike with crafts, the Toreador may immediately spend blocks of six permanent social traits to increase the crafts level of a piece by one up to negative five social traits. The character may not use any bonus traits due to items, *viscitude*, or specializations. Also the Character may not buy any social traits during this time.
3. Then the player may kill the character by expending the Toreador's life force for an additional craft level.
4. The bonuses last for the length of the performance and the social traits are not removed until the end of the performance. (The performer remains graceful and beautiful until the end)
5. No discipline can make a Toreador do this (it must be the player's free will).

Example:

8th generation Toreador with 14 social traits and a specialization in dancing performs a dance at level five. The Toreador then spends 18 permanent social traits to raise the performance to crafts at level 8. The Toreador now has 4 negative social traits. The player decides to kill the character spends the life force of the Toreador and raises the performance to level 9. At the end of the performance the character loses the social traits and the life force. The character is now dead, but performed at performance 9.

(Rule submitted by: Ed Nabors)

B. NEW COMBO POWERS

I. BLISS

Prerequisites:

Dominate 2; Presence 3 (Toreador only)

Cost: 7XP

MET Rules: The character 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 remainder of one hour or 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. (Book: Revised Toreador Clanbook Pg: 73)

2. FOCUSED REFLEXES

Prerequisites:

Celerity 5, Auspex 4, (Toreador only)

Cost: 9XP

Throughout clan history, the Toreador have been gifted with great speed and enhanced senses. Through practice and training, a Toreador named Juno, known for his zealotry to the clan and combat ingenuity sought to combine the clans gifts. Through the practiced focus of the senses, this allows a Toreador to select a single opponent in combat and read their every move. This give the rose a superior advantage in reflexes, both evading and slipping through a foes defense. So focused does the user become on that opponent however, that they are less alert to any others in combat around them.

Artistically, this ability can also be used in certain types of performance or dance where it might be important to impress a single target of the audience. (In this usage it would grant a +1 to the performance ability against that target alone).

MET Rules: 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.

Used in an artistic performance or dance, it is ST discretion whether this would be appropriate or not. For example a stripper on a pole would work well, but not an orator giving a speech. If 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.)

3. SCALPEL TONGUE

Prerequisites:

Presence 1 (Awe), Celerity 1 (Alacrity)

Cost: 4 XP

System:

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. Leadership is the appropriate retest for both the user and target of this power. As this is a social challenge, Awe is also appropriate. The target may also spend a Temporary Willpower to gain a final 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.

4. UNDER THEN SKIN

Requirements: Auspex 3 ; Presence 3 (Toreador only)

Cost: 7XP

MET Rules: Masters of social persuasion must know what makes others tick. 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 a willpower and besting 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. If she loses, she enters frenzy—a particular faux pas in such formal settings. (Book: Council of Primogen Pg: 103)

C. Suggested House Rule – DoubleTalk

The book MET rules state that: "When their characters use DoubleTalk, the players involved should make a hand signal to clarify what is spoken normally and what is secretly communicated. Suggested is the left hand tugging the left earlobe, to signify that what is being said differs from what those skilled with Doubletalk hear.

When a character listens for DoubleTalk in a conversation, the player makes a static mental challenge (difficulty 5 traits). If successful, the character hears what was said. A failure means she heard nothing.

When a character speaks Doubletalk in a conversation, the player make a static mental challenge (difficulty 6 traits). If successful, the character can seamlessly insert Doubletalk into the conversation. A failure means he won't be understood.

In both cases a single challenge is necessary for the entire conversation."

This rule is vague, and often cumbersome in many circumstances. It is suggested that OWbN Storytellers consider adopting the following suggested clarification for the power "DoubleTalk":

A) Doubletalk may only be used by those possessing the combo discipline. This goes for both speaking AND comprehending/deciphering. A character without DoubleTalk on their sheet has no chance of picking up or understanding DoubleTalk, whether or not they are the intended target or an eavesdropper.

(note: in all instances below, "eavesdropper" still indicates someone who possesses the power of DoubleTalk.)

B) The only person required to make the static mental challenge is the speaker using the discipline. No additional challenge is required to pick the speaker's words back up by a listener who is the *intended target* of the speaker's words. Any number of intended targets can be chosen by the speaker, although all must be in normal audible range.

C) Eavesdroppers who are NOT intended targets of the speaker's words must also make a static mental challenge to pick up the use of DoubleTalk. Eavesdroppers who FAIL this static mental challenge not only cannot understand the DoubleTalk, but are NOT aware that DoubleTalk is being used at all. Regardless if one is an intended or eavesdropping listener, it is impossible (outside of normal visual cues) to fully tell who is the actual intended target of the DoubleTalk. (In other words, if someone is DoubleTalking while addressing a room, and is therefore not making eye contact with anyone, it is impossible to tell just by listening who the speaker intended to address, if one is an eavesdropper.)

D) DoubleTalk can be combined with any language known by the speaker, although the listener must also be able to understand the language as well to receive the message. It is recommended that STs increase the difficulty for the static mental challenge in this situation.

E) The speaker may also choose whichever words are heard "openly" to cover the DoubleTalk. These can be in any language known by the speaker, and does not have to be the same language used for the "hidden" words. HOWEVER: A sufficient amount of syllables *must* be used "openly" to cover the syllables being "hidden" – It is recommended that approximately two "open" syllables be used for each "hidden" one. Use logical judgment here, but there's no way

that " *cough* Um, hello? *sigh*" is going to cover up "When I drop my fork, get pissed off at the guy next to you and spill your drink in his lap."

F) Both the "open" and "hidden" statements are heard and are comprehensible to the targets and successful eavesdroppers. Thus, the targets know both what the general audience has heard and what they have heard, and how the two differ. Targets will also know that DoubleTalk was used to convey the two separate messages. I feel that this distinction is particularly important as the "crux" of the power.

G) Should the speaker's initial static challenge FAIL, it may be retested with the Expression ability. Should the overall challenge fail, the speaker flubs over their words in a way that cannot be covered with Etiquette. Neither the hidden nor open statements are understandable at all in the case of a failure...it's gibberish. (Somewhat akin to what would normally come out of someone's mouth when they trip over their own words.) ANYONE in audible range of such a flub who POSSESSES the combo power will automatically recognize it as a failed attempt at the use of DoubleTalk. Anyone WITHOUT DoubleTalk has no idea whatsoever that the speaker attempted to use DoubleTalk. Normal uses of "Awareness" or other abilities to detect Discipline use still apply and can be used here, although someone who detects the failed use of DoubleTalk in this way who does not themselves possess the power (or loads of Toreador Lore) are unlikely to know what power was used.

H) DoubleTalk may be used in any situation where audible speech applies. Thus, it may be used over a telephone, over a broadcast system or even in an audio recording. (Note that the additional lip movements typically hidden by the Obfuscate portion of the power will not likely be hidden by someone videotaped using DoubleTalk.) It cannot be used in combination with non-speech, however--no DoubleTalk sign language, note-passing or Telepathy.

DoubleTalk rules by: Loopy

CREDITS:

This packet is a revision of the former packet on the old Toreador website. The authors are not listed so we accredit and honor those who gave so many hours and LiveJournal posts in the creation of said packet.

Updates for this packet include edits from Kenny Lull, Jen "Loopy" Smith, Mike Grey, Heather Santoro, Monica Marlowe, Mark Brantner, Stef Moser and probably others I'm missing.

Optional rules for creation by Ed Nabors