

## **Tremere System Reference Document 2014**

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

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

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

Alignment: Lawful Neutral with Lawful Evil Tendencies. Prohibited school of magic: None.

### **The Camarilla**

- Rebuild trust within the other Founding Clans.
- Utilize prestaton to benefit the Clan as a whole, to shore up weak areas and to keep areas in which the Pyramid is strong unassailable.
- Build alliances with Kindred of all levels of power in order to protect the Pyramid from attacks (both political, physical, or spiritual) by their enemies.
- Defend the lives of worthy members of the Clan against attacks with a ferocity that gives opponents pause.
- Allow Camarilla justice to function against members of the Clan who run afoul of the sect's laws.

### **The Sabbat**

- Show value and allegiance to the ideals of the Camarilla by destroying or capturing members of the Sabbat wherever possible.
- Push for the dissolution or ignoring of the Treaty of Fire.
- Research and combat the blood magic of the Sabbat.
- Hunt down defectors to the Sabbat and use their defections for political gain.

## **The Anarch Movement**

- Monitor the Anarchs through their Pyramid-loyal members.
- Use contacts within the Anarchs to profit from any events that could benefit the Clan.

## **Clan Assamite**

- Prevent the Assamites from gaining a Justicar.
- Resolve the Assamite political issue once and for all, preferably through giving them full membership but no seat on the Inner Circle.
- Oppress Assamites when possible, but not at the cost of political alliances.

## **Baali Bloodline**

- Destroy or capture the Baali when found.

## **Followers of Set**

- Maintain alliances with key members of the Followers of Set.
- Pursue the agenda that faith-based magics cultivate loyalties outside of the Camarilla.
- Prevent the Eye of the Serpent from becoming an alliance akin to High Saturday.

## **Gargoyles**

- Allow the former slaves to exist.
- Reinforce that Gargoyles are considered Caitiff within the Camarilla.
- Destroy or capture or control those that become problematic, but not at the cost of political capital.

### **Clan Giovanni**

- Maintain the special relationship between Giovanni and Tremere through High Saturday.
- Act as Clan Giovanni's ally within the Camarilla to bolster both Clans' position.

### **Clan Ravnos**

- Work to maintain its alliance via the trimira of House Virtue with the sadhu of Clan Ravnos.
- Persecute or oppress individual Ravnos as appropriate for members of a non-Founding Clan.
- Pursue the agenda that faith-based magics cultivate loyalties outside of the Camarilla.

### **Infernalism**

- Do not act as demon hunters.
- Research, catalogue, and destroy those who barter with Hell.
- Maintain the stance that vampires cannot defeat Hell, but they can defeat Hell's agents.
- Promote the idea that Celestial and Infernal interactions with vampires is a breach of the Masquerade.
- Punish Horned Society to the fullest extent when it makes mistakes.

### **Thaumaturgy**

- Offer Thaumaturgy to select individuals for reward or payment.
- Utilize prestation in such affairs.
- Promote not using overly-complicated or enslaving Blood Contracts to enforce such arrangements.
- Pursue the agenda that faith-based magics cultivate loyalties outside of the Camarilla.
- Encourage the learning of common and uncommon Thaumaturgy over that of rarer Thaumaturgy.

## **Houses**

- Find PCs within the Houses to act as points of contact for those Houses.
- Promote the culture of the Houses as defined in the House Packet.

## **Secret Societies**

- Promote the culture of the Secret Societies as defined by the various packets governing the Secret Societies.
- Push for incremental membership.
- Rewards active PCs within the Societies.

## **The Changed**

- The Pyramid as a whole has no interest in the Changed.

## **Thin-Bloods/Caitiff**

- Oppress and destroy them when possible.
- Prevent them from gaining political power within the Camarilla.
- Research those that develop Inceptor Disciplines to unlock the secrets of their blood.