

Vampire the Masquerade Camarilla Status Summary

<i>Position/Merit</i>	<i>Abiding Status</i>
Inner Circle	Ascendant, Authority, Commander, Ominous
Imperator	Ascendant, Authority, Commander
Justicars	Ascendant, Authority, Commander
Archons	Commander, Noble
Alastor	Commander
Prince	Authority, Commander, and Sovereign
Seneschal	Noble, Authority (when Prince not in attendance)
Primogen	Noble
Whip	Nobel (when Primogen not in attendance)
Harpy	Prominent, Noble, and Guardian
Keeper of Elysium	Enforcer, Guardian
Sheriff	Enforcer, Privileged
Scourge	Enforcer
Elder	Confirmed, Established, Privileged
Architect of the Tower	Architect (Innate)
Prestigious Sire	Loyal (Innate)

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...by Lance Larsen

Status	Type	Sect	Passive Effect	Spent Effect
Acclaimed	Fleeting	Camarilla	Extend the passive bonus of any one status you currently possess (which is not expended) to one individual per night. Lasts for one hour, as they remain within 10 feet of you.	Request that an officer of the sect share her views or offer advice, publically or privately (as you wish), about a subject that is pertinent to the domain. This may be used to further political agendas or for personal gain, such as having the Prince speak about your party in order to encourage people to go or to maneuver a rival into saying something compromising.
Architect	Innate	Camarilla	May attend and witness Judicial Conclaves (but may not speak unless given permission), and may approach and petition any Justicar or hosting Prince at a conclave.	Place an agenda item as a topic for the Speaker at conclave.
Ascendant	Abiding	Camarilla	Immune to the powers of, and may contradict orders given by, any individual who does not have the Ascendant status.	Give Disgraced, or initiate a global blood hunt. Three expenditures (from different sources), Red Lists the target. Blood hunted or Red Listed individuals, gane Forsaken, for all Camarilla domains. Or, issue a doctrinal edict altering the practices of the sect.
Authority	Abiding	All	Award Courageous, Defender, Honorable , or Loyal or without expending. Target can only hold one awarded statu from Authority from the same source at a time.	Expend Authority to punish or pardon, giving or removing Warned or Forsaken .
Commander	Abiding	All	May issue orders to any member of your sect who does not possess Authority , and expect them to obey. Any who defy or disobey a direct order have all fleeting status traits they possess expended without effect. Fleeting traits lost in this manner are lost temporarily, and they return after one month or two games. Target cannot gain any further fleeting status while under this effect. And, may award up to three individuals the status Enforcer for single night, deputizing them under your command.	Award up to three characters either Courageous or Loyal .
Confirmed	Abiding	Camarilla	Approach any officer of the sect without a formal introduction, without social penalty.	Order a non-supernatural mortal (ghouls, revenants, etc.) who is beholden to your sect to obey your instructions, unless directly contradicting orders from master. If refuses, authority to kill the mortal (or have her killed) without reprisal. Cannot be expended in combat.

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Courageous	Fleeting	All	Can use a combat maneuver once per game without spending Willpower. Can only use this passive ability when following the directives of someone who possesses the Authority or Commander abiding status.	If not in the process of violating the laws of your sect, you may expend Courageous to allow one character (yourself or another individual) to use a combat maneuver without spending Willpower.
Courteous	Abiding	All	Cannot be targeted by Subterfuge skill to redirect blame for the use of a supernatural power.	Overcome any political gaffe or etiquette-related error made in the last five minutes. The error did occur, but those who would be offended by it must accept your apology and cannot hold the error against you.
Defender	Fleeting	All	May carry weapons to any gathering, including restricted locations. Vampiric authorities must allow you to go armed.	Reduce the number of Beast traits gained by 1 when performing an action that gains Beast traits. Cannot use more than one Defender status on a single sin.
Disgraced	Negative	All	(Censure) The sect prohibits you from carrying weapons or actively using powers in the presence of an officer of your sect, unless you receive the officer's express permission. Further, may not feed within your sect's territories, but must seek scraps elsewhere. Cannot spend or gain status while possesses the Disgraced status trait. Other characters are not required to repay boons owed to a character possessing this status. If found in violation of this censure by a sect officer, you can avoid punishment by apologizing and offering the officer a major boon. Anyone who publicly insults a Disgraced character gains the fleeting status trait Praised . Multiple characters can gain status for insulting a Disgraced individual, but no character can benefit from a single individual's Disgraced censure more than once per game. Lasts as long as you hold one or more Warned traits. If you do not possess a Warned negative status when you are awarded Disgraced , then the negative status lasts for two games or one month, whichever is longer.	
			(Punishment) If a character with the Disgraced status is found to break the censure of this status, she gains the additional status trait Forsaken , in addition to the Warned or Disgraced status.	
Enforcer	Abiding	All	May carry weapons to any gathering, including restricted locations. Vampiric authorities must allow you to go armed. May also deputize up to two other members of your sect, granting them Defender for a single night.	Give Warned to an individual whom you legitimately believe has broken the law of your sect or local domain.
Established	Abiding	All	Individual who openly insults, threatens, or obviously attacks automatically receives the negative status Warned . Characters that currently possess Authority , Commander , or Triumphant are immune.	Give Favored .

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Favored	Fleeting	All	Known to have the active support of a patron. An individual who openly attacks you automatically receives the negative status Warned , except by those that possess Authority , Commander , or Triumphant .	Negated a negative status before it is applied. Same character cannot attempt to award you negative status for the rest of the evening.
Forsaken	Negative	All	(Censure) No longer considered Accepted by your sect. Hold no status or position, and may be destroyed without repercussion from your sect. Society's laws prohibiting your Final Death no longer apply to you. A character who possesses the Authority may allow you to visit or reside within her domain, but cannot remove the Forsaken without an expenditure of the Authority status. A Forsaken character retains this status until she is formally forgiven by a character expending the Authority status on her behalf. Normally a character cannot become Forsaken unless she was first Warned and then Disgraced . However, it is possible for some sect officers to declare an individual Forsaken by their sect as part of a formal hunt for that character's Final Death. If another sect member kills a vampire who possesses the status trait Forsaken , that individual gains the status trait Triumphant . Only one character may gain status from the death of a Forsaken vampire.	
Gallant	Fleeting	Camarilla	None	Overcome any political or etiquette-related error made in the last five minutes. The error did occur, but those who would be offended by it must accept your apology, and may not hold the error against you.
Guardian	Abiding	Camarilla	Award Warned to anyone who behaves inappropriately within your jurisdiction or does not respect the authority of your proclamations.	Give Disgraced . Keepers of Elysium declare target "Profane," Harpies declare "Boonbreaker."
Honorable	Fleeting	All	Individuals who wish to openly accuse you of lying must expend one positive status (of any kind) in order to make the accusation. Even if you possess more than one Honorable trait, only one status must be expended to overcome this passive effect.	During a scene in which you would otherwise be politically forced to leave, you are allowed to join the scene or remain present -and- are immune to the spend bonus of the abiding status Prominent for the rest of the scene.
Loyal	Fleeting	All	If you receive the Warned status while you possess Loyal , the status of Loyal is stripped without expenditure rather than applying the status Warned .	Acquire any one piece of equipment or general information (such as the known location of another character) on short notice. Assistance comes from NPC minions of your sect within five minutes of this expenditure. Cannot use to gain secret or protected information, or unique equipment, but you can use it to acquire anything that a group of ghouls or low-level vampires can acquire with relative ease.

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Status	Type	Sect	Passive Effect	Spent Effect
Noble	Abiding	Camarilla	Award Acclaimed or Loyal without expending. Target can only hold one awarded status from Noble from the same source at a time.	Give Vulgar to individual who has caused significant offense.
Ominous	Abiding	Camarilla	Grants members of the Inner Circle the highest level of command; nearly everything that is allowable falls within its capacity.	When a member of the Inner Circle expends a status to give an offending Kindred the negative status Disgraced or Forsaken , it can only be removed by another member of the Inner Circle.
Praised	Fleeting	All	None	Claim a small favor (the level of assistance required from a trivial boon) from any other Accepted member of your sect. Cannot use this to gain a boon from a character who is already in your debt.
Primus Inter Pares	Innate	Camarilla	Your Authority status “outranks” other possessors of Authority . Passive and expended status effects that cannot target someone with Ascendant also cannot target you, and uses of Authority cannot undo your uses of status.	Spent to expend another character’s Authority , Established , or Privileged status without effect, or to undo any previous use of those status traits within your domain.
Privileged	Abiding	Camarilla	Cannot be openly or effectively accused of lying unless the accuser possesses Privileged , Commander , Triumphant , or Authority .	Give Vulgar .
Prominent	Abiding	All	Award Honorable or Courteous . Target can only hold one awarded status from Prominent from the same source at a time.	Target must physically leave a scene (small area or single room) for the next 10 minutes, effectively exiling them from a social situation. If they do not do so, they gain the negative status Disgraced . Cannot be expended in combat.
Sanctioned	Fleeting	Camarilla	None	When granted, this status allows a specifically defined breach of one sect law. Expend Sanctioned to break that law without incurring punishment. This action is an exception to the specific law, allowed by an Authority of a domain.
Sovereign	Abiding	Camarilla	Award Courteous , Enforcer , or Loyal without expending. Target can only hold one awarded status from Sovereign from the same source at a time. Cannot be openly contradicted within your domain, unless individual possesses Privileged or Authority .	Give Sanctioned or Forsaken (which initiate a blood hunt) in single domain.

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Triumphant	Fleeting	All	Granted special privileges at important gatherings of your sect: the best seating, advance notice of important attendees, and other advantages. Granted the right to feed in any domain controlled by your sect, with the number of downtime actions required for you to feed is reduced by 1, to a minimum of 0.	Ignore the censure of all negative status possessed by you or another character for one hour. Gain this benefit even if you have negative status that would otherwise prevent you from using status traits.
Victorious	Fleeting	All	On the night you gain the Victorious status trait, other characters capable of giving positive status can give you such status without expenditure.	When you expend any other status to immediately regain the spent trait, or remove Warned from yourself or another character within the same jurisdiction where you gained the Victorious trait.
Vulgar	Negative	Camarilla	(Censure) All fleeting status traits possessed are expended without effect. Fleeting traits lost in this manner are lost temporarily and return at the end of the game session. Cannot gain any further fleeting status while under this effect. The Vulgar trait lasts only for the night which it was given.	(Punishment) If a second Vulgar is receive, this negative status automatically upgrades to Warned .
Warned	Negative	All	(Censure) May not speak to any officer of your sect in public unless that officer first speaks to you; further, you may not contradict an officer of your sect. If you speak inappropriately, or contradict an officer, you can avoid breaking this censure by apologizing and offering the officer a minor boon. Creative officers may impose alternate restrictions. These might include cutting off the offender's finger and ordering the Warned character not to regrow it until this status is removed or forcing the offender to bear a visible mark of failure for the duration of the status Warned . These alternate restrictions cannot be used to significantly handicap a character or to force a character into a dangerous situation. If the Storyteller believes this status is being abused, she may overrule the alternate restriction and impose the default censure instead. The Warned negative status lasts for two games or one month, whichever is longer. If a character receives another Warned status while she already possesses Warned , the total duration is increased by two games or one month, whichever is longer. This continues with every further application of Warned .	(Punishment) If a character with the Warned status is found to break the censure of this status, she gains the additional status trait Disgraced in addition to her Warned status.