

HIGH CLAN

You are a proud member of a “High Clan,” and your Blood sets you apart from the “Low Clans,” despite the formal notion of either supposedly set aside with the formation of the Camarilla. Because of the Blood in your veins, you believe you are entitled to certain rights, especially those which allow you to bully and issue orders to members of the Low Clans. Your Bane is less a curse and more a blessing to you, proof of your inherent nobility.

Traditionally, High Clans included Toreador, Ventrue, Lasombra, and Tzimisce. In former times, some Brujah and members of the Clan of Death bore the title. In some parts of the world, the Banu Haqim and Ministry are included as High Clans. In exceptionally rare occurrences, the Tremere may be considered a High Clan as well.

- **Peacock:** You are proud of being part of a High Clan and have been trained in etiquette, politics, and courtly graces. Once per game session, you can automatically succeed on a Frenzy test caused by being insulted, embarrassed, or humiliated by a vampire publicly known to be a member of a Low Clan. You also gain the first two dots of the Etiquette and Politics Skills.

- **Friends in High Places:** You enjoy the benefits of a network of High Clan supporters. You may choose five free dots of the Contacts, Resources, or Allies Backgrounds or their associated Advantages, representing this support.

- **Blessed, Not Cursed:** You are certain that you are not cursed. Rather, your clan weakness is a blessing that shows your true pedigree, an indulgence that teaches you about who you are and where you ought to improve yourself. Once per month, you may spend a Willpower to ignore your Clan Bane for a scene.