

SCION OF LUCRETIA

(CAMARILLA ONLY)

Elders called by the Beckoning, key domains falling to Anarchs, the rise of the Second Inquisition... times are hard for the Ivory Tower. In such dangerous times, mastery of the art of diplomacy is essential. Working on the front lines of conflict between Anarch revolutionaries and Camarilla Princes, the Venetian Archon Lucretia Wright is a decorated diplomat in high-risk situations. When the sect needs cooler heads to prevail, she is among the best options. You have mastered some of her lessons.

- **Peacemaker:** Your ability to bring together Kindred of opposing ideals and have them peacefully discuss their differences is renowned. Once per night, when you or a vampire in your presence is required to take a Frenzy test resulting from a political disagreement, you can allow them to pass a failed test. You also gain the first two dots of the Etiquette and Politics Skills.

- **Revitalization:** Negotiating peace is the first step to rebuilding threatened Camarilla cities. Rebuilding is the second step. You are an expert at bringing resources to bear to help. You may choose six free dots of the Contacts, Resources, or Allies Backgrounds or their associated Advantages, representing the support of other allied Camarilla cities. You may only use these backgrounds in a city where a Camarilla Authority exists (see page 301).

- **Armistice:** For conflict to be resolved, there must be peaceful discourse. You have learned how to ensure a meeting is truly safe and call an Armistice. Once every three months, prior to the beginning of a game session you may select a location within your city. You may then call any number of vampires to this location to enter into a parley. Peace is expected, and safety is assured—because of your security measures, anyone present in the scene may immediately declare Fair Escape at will. This overrides all other rules and restrictions on Fair Escape, including initiative order. If a character declares Fair Escape, they must immediately leave the scene. They may either safely escape the city or travel to a location of their choosing within the city. This mechanic expires at the end of the night.