

SECT WAR VETERAN

The early 1990s and 2000s were full of war and violence between the Camarilla and the Sabbat, transforming what had been simple dogmatic disagreements to an all-out blood feud in North America. The Sabbat struck hard and fast, in an attempt to swarm up from their seat of power in Mexico and seize control of the Americas. In response, the Camarilla built up a brutally-effective defense led by militant legends such as Theo Bell. With a strong and systematic defense, the Camarilla seized many domains back from the Sabbat across the American south. In each of those cities, participants and survivors alike have stories of their involvement and the horrors they were forced to witness.

- **Survivor:** You fought in a domain that was scourged during the Sect War. You remember how the Sabbat and Camarilla strategized, warring in the city without alerting mortals. Once per game session, you may ask your Storyteller how to most effectively avoid breaching the Masquerade in a combat situation, how to cover up a combat-related Masquerade breach, or for a piece of information about the Sect War that may be relevant to a story in your domain.
- **Soldier:** Vampires of all stripes were pulled into the war, whether as combatants or suppliers. You were there, and you have the scars to prove it. You may select three free dots from the Resources, Herd, or Contact Backgrounds or Advantages, representing your sect's rewards for your heroic service. In addition, other soldiers of previous conflicts are willing to provide assistance directly. Once every three months, you may learn one dot of an out-of-clan discipline without instruction or the need to consume blood from another player character (though you still consume the blood of the NPC soldier). In addition, no downtimes need to be spent. The soldier who aids you will not require payment of any kind.
- **Strategist:** Vampire strike teams involved in the war moved from domain to domain, losing and capturing domains in rapid succession. The push-and-pull of this conflict led to some vampires obsessing over having defensive positions well established and prepared. Your Haven is a fortress. You gain a free two-dot Haven Background with two dots in the Security and Guards Advantages. If your Coterie has a Domain, add two dots to your coterie's Domain's Deterrents score (see pages 295).