

The Toreador Guild of Artists

*An informational packet of
the people, policies and philosophy
of the Guild*

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To be considered an OOC resource for anyone other than the current players of Toreador, or members of the Guild.

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INTRODUCTION

The Toreador are called many things -- "degenerates," "artistes," "poseurs" and "hedonists" being but a few. But any such lumpen categorization does the clan a disservice. Depending on the individual and her mood, Toreador are alternately elegant and flamboyant, brilliant and ludicrous, visionary and dissipated. Perhaps the only truism that can be applied to the clan is its members' aesthetic zeal. Whatever a Toreador does, she does with passion. Whatever a Toreador is, she is with passion.

To the Toreador, eternal life is to be savored. Many Toreador were artists, musicians or poets in life; many more have spent frustrating centuries producing laughable attempts at art, music or poetry. Toreador tout themselves as cultivators of all that is best about humanity. Occasionally, a particularly gifted or inspired creator is Embraced into the clan, to preserve her talent for eternity. In this manner, Clan Toreador has inducted some of humanity's greatest artists, poets and musicians into its ranks; of course, if one thing can be said about the Toreador, it is that no two of them agree on precisely what "gifted" or "inspired" means.

Of all clans, Toreador are the vampires most connected to the mortal world. While other vampires view the kine as pawns or simple sustenance, Toreador glide gracefully and effortlessly through the society of the Canaille, sampling the delights of each age as a gourmand savors rare delicacies. Toreador are the Kindred most likely to fall in love with mortals, and they surround themselves with the best, most elegant and most luxurious things -- and people -- that the world has to offer. It is, thus, acutely tragic when a Toreador succumbs to ennui and discards aesthetic pursuits in favor of pointless hedonism. Such Kindred become decadent sybarites, concerned only with indulging personal whims and vices.

Toreador are committed to the Camarilla and share the Ventrue's love of high society, though not for them the tedium of actually running things -- that's what functionaries are for, after all. Toreador know that their place is to captivate and inspire -- through their witty speech, graceful deeds and simple, scintillating existence.

Organization: Toreador have little practical organization, though their cliquishness and social networks are legendary. The clan meets frequently, but more as an excuse to host lavish parties and showings than to accomplish anything. Status among the Toreador is a tempestuous whirlwind in which one subtle smile or catty critique can lead to fortune or disaster; a prodigy may be adored one night, commit a barely perceptible faux pas, and be ostracized the next.

Quote: "Oh yes, isn't she exquisite? Yes, she's my newest find -- I'm her muse, the sweet little creature. Imagine? And what of -- oh, Thomas? Why, I could hardly say -- after all, he had his "15 minutes," as they say, but it just wasn't going to last, and it all became very tedious, so I had to say adieu. Suicide? Really? Silly boy -- he should thank me then, that I didn't give him the Embrace. It would have made things so difficult, after all...."

PART I - GUILD STRUCTURE

“Samantha stood outside the entrance to the cafe, nervously fingering her portfolio. Dressed conservatively, she tried to recapture the calm that she had when the Prince of the domain granted her Hospitality. There, a touch of sex appeal and some moderate use of Presence ensured that she would be allowed to remain. But tonight was different. Tonight was a meeting of her clan, where the Toreador of the domain would judge her, and determine her place among them. Tonight she met the Guild.”

The Toreador Guild of OWbN differs from the Guild as described in the Toreador Clanbook and VtM: TT materials. In OWbN the Guild is more structured. Each regional Guild is lead by a Guildmaster (some consider it a gender-neutral term, others insist on Guildmistress where appropriate). The Guildmaster is the only Toreador who can award Toreador prestige. Awards are made for a variety of factors: artistic accomplishment, loyalty, service, and rank. Since the Guild is nominally devoted to promoting art and artists, prestige should be awarded predominantly for artistic accomplishment. Every Toreador in good standing is awarded the prestige “*Loyal*” upon admission to the Guild. The first prestige commonly awarded is “*Talented*” to Artistes and “*Stylish*” to Poseurs. The distinction between what constitutes an Artiste or Poseur is a debate that continues to this very night.

There are no official Guild positions beneath Guildmaster. Guildmasters may make up such positions (Deputy Guildmaster, etc.) but they do not come with any additional prestige or authority except for that awarded by the Guildmaster. Upon becoming Guildmaster, the PC received one additional prestige of their choice, typically “*Venerable*”. Your fellow Guild members are the best source of advice on what trait to take or what traits to give to worthy Guild members.

How one becomes a Guildmaster is decided on a region-by-region basis. Guildmasters have been appointed by popular election, by Guildlord fiat, seized the position on their own, and sought confirmation from outside Elders, Guildmasters and Guildlords. There is flexibility built into the organization and this is one example. Most often members of the clan in a given region submit a list of suitable candidates to their Guildlord, and the selection is made from there.

Guildmasters are empowered to block or override decisions made by Primogen. Guildlords are empowered to block or override decisions made by Guildmasters. These are not powers to be invoked frivolously. Abuse of these powers will result in expulsion from the Guild, loss of prestige/status, death and/or worse. For obvious reasons this is a very controversial power. It should be invoked less frequently than a blood hunt or launch of nuclear missiles. Most PC’s have never known a Guildmaster or Guildlord that overturned a decision made by a Primogen.

At this time, Toreador prestige very rarely goes above ten, with one being a new inductee, above ten being the Pautach or Justicar. PC’s who have been active on the lists for more than a year, achieve national attention, and/or occupy a position of authority within the Guild commonly hold six to seven prestige. It is very rare for a non-Toreador to hold more than two Toreador prestige or for PC’s of less than one year’s play to hold more than five.

Membership in the Guild does not preclude membership in other coterie’s, societies, city

positions, secret orders, etc. It is recommended that one avoid the dreaded “Guildmaster/Primogen” combo. It locks all other Toreador PC’s out of positions of power and consolidates both artistic and political power under one Toreador despot. We’ve all seen times when this is unavoidable but the power block should be abandoned as soon as possible.

Allowing infiltration of the Guild under false pretenses, or forwarding Guild correspondence to non-Toreador carries a death sentence. If you *have* to share information with a non-Toreador, rewrite it in your own words and send it as a separate e-mail. If your loyalty to your coterie overshadows your loyalty to the Guild, this may not be the organization for you.

Above the Guildmasters are the Guildlords, seven in all, one for each continent. Guildlords oversee the Guild in their areas, assist with disputes, award or remove prestige, or remove Guildmasters who are clearly inappropriate. Guildlords can also call for a mobilization of the Clan on a national or international basis. There is no obligation to uphold this call, as the Guild is primarily an artistic institution. A strong Guildlord with an issue important to all can mobilize significant political resources. A weak Guildlord or one who backs a dubious proposal less so. Repercussions for failing to uphold a mobilization are handled on a region-by-region basis.

Above the Guildlords is the Pautach, the Clan Elder best able to shepherd the collective artistic resources and agenda of the Clan. The Pautach is rarely seen and almost never heard from. The Pautach may appoint a “Wandering Guildlord” in his or her stead to oversee or investigate Clan affairs anywhere in the world.

Although the Guild hierarchy resembles the structure of Clan Tremere in theory it is far more informal in practice. While Clan Tremere demands obedience from its pyramid hierarchy, Clan Toreador shepherds its members in a structure that serves as a buffer between the imperious and impulsive tyranny of the Elders and the passionate, stubborn, anarchistic tendencies of the young. Primogen are undisputed masters of Clan affairs in their own domain. Guildmasters work in favor of the “big picture”, coordinating the activities of many territories with state and national objectives.

At least, that’s how it works in theory.

In reality, a Guild is only as strong or active as the Guildmaster who leads it. Some Guildmasters rule over several domains with an iron fist, while some are figureheads over one fractious domain. Ideally, Guildmasters are examples of artistic achievement in their region and capable of mobilizing cultural resources to promote and defend the arts and artists under their care. More often, most problems that beset the Guild are beyond the capabilities of any one Guildmaster or Guild to solve. For example, (former) Prince Justin Moore of Indianapolis or the Sabbat assaults on Tampa high society. Guildmasters are also Kindred and just as willing to use their position against clanmates for any perceived offense.

“Ezekiel dropped the report he had just received back onto his blotter with a snarl of irritation. His ghouls had just gotten back from the gallery he was supposed to open in two weeks, to be told that it had no staff, no security, and no art. The Tremere Prince had seemed surprised that there was any question about it... weren’t the Toreador responsible for this sort of thing? Hitting one of the buttons on his phone, he waited for the correct party to pick up on the other end. After a few minutes quick discussion, he added another line to the conference.... Finally,

several promises and favors later, he sat back and looked at the cold cup of coffee sitting on his desk. He had secured a capable staff, including catering and there were several crates of artwork scheduled to be delivered by sunset tomorrow. He notified his ghouls of the details, and then began writing a letter to the Toreador of the area. The clan's image needs to be maintained, which meant at least one performance.

Halfway through, the phone rang, the line that meant it was family. Setting the letter aside, Ezekiel answered the phone, and soon was again deep in conversation, planning for the gallery opening."

If the Guild concept is not working in your domain, there is no shame in paying lip service to it on the national level and ignoring it on the local level. As long as your PC conducts him/herself carefully (public "fuck you" letters to the whole Guild being an extreme opposite example) there should be little backlash. Anarchs are welcome in the Guild and have demonstrated that they are trustworthy members. Predictably, they place more emphasis on artistic achievement than on status or Guild position.

Toreador do not discuss the Guild outside of the Clan nor do they list any Guild title when listing their honorifics in correspondence to non-Toreador. It is an internal convention not open to general discussion or public scrutiny. Toreador are encouraged to spread misinformation about the hierarchy of the Guild.

A simple refusal to participate, indifference, laziness, etc. will not Get you kicked out of the Guild system. Nothing, in fact, will get you kicked out short of ostracization from the clan. To "opt out," the Toreador must state publicly that she renounces all prestige, refutes the authority of the Guild to grant or remove status, refutes the authority of the Guild to critique her work and, in essence, alienates all those in her clan. She is seen as something worse than an Anarch, for even the Anarchs stick by each other...

Guildmembers

Except for a few rare cases, all members and adopted members of Clan Toreador are members of the Guild. Most ghouls that have served for any length of time know of the existence of the Guild but will not necessarily know it's true scale and purpose. Ghouls are not members but are often asked to carry out tasks for the Guild. The Guildmaster holds all members of the Guild accountable for their actions. If their actions have no impact on the Clan as a whole then the Guildmaster should take no interest, if the action helps build the clan the Guildmaster may assist but not always openly. Remember, we are a social clan, and at times we can not appear to associate with people of little social standing or people on the out, etc. Now if what you are doing will adversely affect the clan, expect to have a chat with the Guildmaster. If you can explain your action to them satisfactorily then they will probably let you on your way. But if you can't then they will ask you to stop, if you refuse then they will TELL you to stop. If you continue to refuse then they have the power to suspend you from the Guild. Other Guildmembers at this point rarely invite you to social-gatherings, sometimes misinform you of local fashion and generally make things difficult for you. If you persist then, on approval from his superiors, the Guildmaster will remove you from the clan.

But it's not all bad. If you find out about a plot to discredit you, and thus the Clan/Guild, then inform the Guildmaster, he should be only too happy to assist you in foiling the plot as it keeps the Guild in a better social and thus a better political position. If you find out about a plan that is

aimed at the Clan, inform the Guildmaster and he will gather the Clan to oppose it. You can try to stop it yourself if you are trying to gain favor within the clan, and thus Status/Prestige. But if you fail and the plot comes to fruition and the Guildmaster finds out you failed to inform him in time... well lets just say that I don't think it will be only the Guildmaster that you will have to explain yourself to.

Now don't go thinking that this is all a one way street. If you think that your Guildmaster is pushing his own agenda's or making incorrect decisions with the information at hand, then you can ask them to account for themselves. But the suggested thing is wait till after you have done what they asked. When asked to account for things, the Guildmaster will explain with all knowledge available to him concerning the situation, some of which may not have been available to you at the time. If you think that they acted right let the matter drop, the Guildmaster will understand that you also are only looking out for the Clan. If you still think that the Guildmaster is wrong, then you can request that your Local Guildlord ask for an accounting, and if found lacking the Guildlord will deal with the Guildmaster. If the Guildlord finishes the investigation and finds in favor of the Guildmaster, then you may find yourself receiving a short sharp lesson in what happens when you waste a Guildlord's time (if the matter was a close account then this will not be a worry).

If this is the case, then you now need a new Guildmaster. The Guildlord may or may not appoint a caretaker to this position. All members of the Guild must make a list of people that they think are suitable for the job and forward it to the Guildlord who will usually select someone from the list, on the very rare occasion that they don't then there is probably a good reason.

Guildmasters

The Guildmaster is a Clan representative, therefore if as a clan you think that you Guildmaster is not serving the best interests of the Clan, then you can ask them to step down. You can then start deciding on a New Guildmaster, as the Old Guildmaster will make his final. Sometimes the Guildlord will come and investigate the replacement of the Guildmaster (or send one of his staff) or he may not.

In each region a person is appointed the job of Guildmaster. It becomes their job to oversee the well being of the Clan; they are to be obeyed in all things that affect the Clan. As such they can over-rule the Primogen member in matters concerning the clan but not where the matter concerns primarily the Camarilla. Guildmasters have the power to suspend a Primogen (as they are a Guild Member) from the Guild and then call a Guild meeting to discuss the Primogen's position, although they will usually have to account for their actions to their Guildlord. Guildmasters are considered "*Venerable*" to the clan. It is the job of the Guildmaster to co-ordinate any Guild agenda's in their city, and to align the Clan in times of adversity. Guildmasters are also the point of contact for visiting members of the Clan from other cities. The Guildmaster should then make the Status and Prestige of the Clan Member known, not only to other members of our Clan but to all personages of importance in the area, most importantly the Prince and the Harpy. Most Guildmasters will take it on themselves to act as chaperone to the visitor until they accustom themselves to the city, but some Guildmasters appoint other members of the Guild to do this job.

Guildlords

Guildmasters are also expected to report Guild activities to the Guildlord in charge of their area. They are also responsible to their Guild Members in that they are to pass along any notices,

declarations, etc. from their superiors to the local members. As a group in an area it is the Guildmasters that supply a list of candidates to the Pautach for the position of Guildlord if it becomes vacant. The Pautach will usually select somebody from this list but is not required to do so! Often local Guildmasters maybe asked to advise their Guildlord on matters that may effect them and because the Guildmaster is more often aware of how this matter could effect the local political situation of the clan. Guildlord's are not required to listen but will usually take the advice given.

Now don't think this job is all privilege, it's not. Often the local members of your Clan are going to give you grief over your decisions a lot of the time they do not have all the information you have (or have personal stakes in the matter).

But remember act always for the Clan/Guild first and you will almost always be in the right. At anytime if you feel that you can no longer perform your duties you can step down from the job of Guildlord, although it is wise to give your members notice so as they have time to select a new candidate.

Pautach

The Pautach is the representative of the Guild globally; it is he who consults with the members of our Clan that set policy (himself included). He co-ordinates the efforts of the clan globally and directs any global agendas of the clan. He is not a member of the Justicial staff, but is under her jurisdiction as a member of the Camarilla. While she is 'technically' under his as a member of the Guild. *(I'm not too sure how they get around this but since it seems to work and we leave it alone ... and well no system is perfect *LOL*)*. It is the Pautach that has the ability to permanently remove someone from the Guild, although he usually goes with whatever decision the Masters and Lords have already decided. In the Clan he is considered, "*Loyal*", "*Dedicated*", and "*Revered*" due to his position.

It is the Pautach that has final approval on any new Guildlord; it is the Pautach that Guildmasters apply to when they have concerns about a Guildlord's dedication. It is the Pautach that passes on information to those others in the Guild that he thinks need to know! He is the ultimate level of authority in the clan that Members can approach. He is answerable only to the Treador Inner Circle member for any clan Matters. If he breaches Camarilla law then he is answerable to the local representative of that law, i.e. Prince, Archon, Justicar etc. Not that any Pautach has ever pushed his position, that is why they often take up a roving life style while in their office, so as they do not have to worry about local matters in an area where they live! The concerns that the Pautach must oversee are many and as such his time is at a premium. So make sure you have need of him before you call on his assistance in any matter.

The Identity of each Pautach is carefully hidden so that people/members don't send trivial matters to him. He rules through the Guildlord's and has complete faith in them to only forward relevant items to his desk. The current Pautach has a given the Wandering Guildlord the 'power' to speak with his voice.

PART II - LEXICON

Acropoli: Prepared places of refuge for Toreador on the run or in danger.

Anarch: A vampire who has forsaken his affiliation with the Camarilla in favor of existence as an independent. Most claiming the title in the present night have been Embraced within the last hundred years.

Apprentice: An artist with at least one level of ability in an appropriate field, and member of the appropriate College.

Becoming, The: The moment one passes from being a fledgling into “full” vampire status. One may not Become until his sire deems him ready and gain’s the prince’s approval.

Blood Doll: A mortal who freely gives her blood to a vampire. Most blood dolls gain a perverse satisfaction from the Kiss, and actively seek out vampires that will take their vitae.

Butterfly: One who mingles among the mortal high-society element and feeds exclusively from the famous and wealthy.

Canaille: The bovine masses of humanity, especially the uncultured and unsavory. The Canaille are viewed primarily as a source of sustenance.

Casanova: A vampire who seduces mortals to take their blood, but does not kill them. Casanovas typically erase the memory of their presence from their vessels’ minds.

Cauchemar: A vampire who feeds exclusively on sleeping victims.

College: A Toreador organization in which artists are loosely organized by artform, under a Dean.

Concordat: Peace treaty, modifying terms can be put at the front to distinguish between local or national, formal or informal, i.e. "Le Grande Concordat of 1999."

Dean: Head of a College; responsible for the guiding and instruction of a particular field of Art.

Fledgling: A newly created vampire, still under his Sire’s protection.

Gentry: A Kindred who preys at nightclubs, bars and other establishments of the “red-light district”, where mortals engage in reverie.

Guildlord: Guild position above Guildmaster, responsible for an entire continent. Guildlords report to the Pautach.

Guildmaster: Guild position above Guildmember, responsible for an area ranging from a single domain to a geographic area. Guildmasters report to the Guildlord.

Interdiction: Collectively turning our back on a person, place or thing. Already done to Tampa once, could be applied to other cities, artists, artistic movements, etc.

Journeyman: Intermediate College ranking, indicating that the artist has progressed beyond basic understanding of their Art.

Lush: A vampire who typically feeds from drugged or drunk mortals in order to experience their inebriation.

Lysis: Quiet campaign of breaking down a person or thing; private, formalized revenge.

Master: An artist that has learned everything they can of an artform, and is capable of instructing in that art. Title applies to the college of the artist's primary Art.

Nestor: Term that can be used in public in place of confidential terms such as "Guildmaster", "Guillord" or "Pautach".

Omphalos: Artwork prioritized by the Clan as meriting eternal preservation.

On the Marquee: Referring to a Toreador's mortal identity; usually used in reference to Toreador who maintain dual-identities because of fame.

Papillon: The red-light district; the area of town punctuated by drinking establishments, brothels, gambling houses and other locales of ill-repute. The prime hunting grounds of a city, where the disappearance of mortals goes hand in hand with the areas general seediness.

Parcenary: Agreement or arrangements made in advance for a clanmates possessions and influences to revert to control of the clan or his/her family upon Final Death.

Pautach: The head of the Toreador Guild, responsible for the artistic guidance of the Guild.

Quintain: Someone or something that is deliberately made a target in order to distract attention from Clan Toreador's true objectives.

Quisling: Those who betray Clan or Guild.

Siren: A vampire who seduces mortals in order to drink from them, and then only takes a small quantity of blood, so as to avoid killing them.

Soidisant: Adoptees into Clan Toreador or those who are allowed to pretend they are Toreador with our permission.

Sub Rosa: Utter confidentiality. Originally from Rome, where secret meetings were designated by hanging a rose upside down from the ceiling of the meeting room.

Tease: A term for a female Casanova.

PART III - GUILD POLICY

A political convention is after all not a meeting of a corporation's board of directors; it is a fiesta, a carnival, a pig-rooting, horse-snorting, band-playing, voice-screaming medieval get-together of greed, practical lust, compromised idealism, career-advancement, meeting, feud, vendetta, conciliation, of rabble-rousers, fist fights (as it used to be), embraces, drunks (again as it used to be) and collective rivers of animal sweat.

- - *Norman Mailer "Some Honorable Men: Political Conventions"*

Goals

The Toreador Guild is dedicated to promoting and preserving the arts, judging what is worthy of immortalization, and nurturing and assisting fellow artists. The Guild does this by bringing all Artistes and friends of the Arts together in communication and cooperation. Advancing Clan-wide political agendas may sometimes be required to further the interests of Art, but Art is always primary.

What is Art?

"Art! Who comprehends her? With whom can one consult concerning this great goddess?"
-- Ludwig Van Beethoven

Art is an expression of sublime concepts (nature of humanity, beauty, truth, love, etc.) given form and rendered with excellence. It communicates, reveals, and advances a philosophical agenda...even if that agenda is relevant only to ones fellow artists.

No two Toreador have ever completely agreed on what is art.

Membership

The Guild is primarily a Toreador-only institution. Kindred of appreciable artistic talent who have allied themselves with Clan Toreador, are fully committed to the goals of the Guild, and capable of honorably maintaining the trust of Clan Toreador and secrecy of the Guild may be admitted at the discretion of the Guildlord.

Ghouls

Ghouls can be valuable and reliable members of the Clan. They cannot however be members of the Guild. The Guild is only open to Kindred. The only time ghouls are seen posting to the Guild is to announce something on behalf of their Regnant. As local Guild meetings are commonly salons, it is the decision of the local Guildmaster as to whether or not ghouls are allowed.

Patronage

"Art is a jealous mistress."
-- Ralph Waldo Emerson

Each of you will find a mortal artist or protege to take into your patronage. The choice of mortal and their field of expertise are entirely up to you. You will be responsible for promoting their career, critiquing their work, overseeing their training and opportunities.

Each of you will be judged by the quality of protege you have selected. Turning your protégé into a Ghoul is considered by most to be a hindrance to the expression of their full creativity. Should you wish to sponsor more than one artist, feel free. Only one candidate will be considered when your patronage is reviewed. Should you feel confident in your choice, please share that talent with the rest of the clan.

Send your protege on tour, send us copies of their albums, hang their work in several galleries or print it nationwide.

This policy is not mandatory. You are free to disregard it. However, for shirking your traditional responsibilities as a member of the Guild, your prestige will suffer.

Prestige

"It is art that makes life, makes interest, makes importance, for our consideration and application of these things, and I know of no substitute whatever for the force and beauty of its process."

-- Henry James

Upon becoming a member of the Guild, every Toreador is to be considered "*Loyal*".

Every Toreador Artiste who proves themselves, is awarded "*Talented*".

Poseurs who make their first significant contribution (hosting an Elysium, supporting artists, etc.) are awarded the prestige "*Stylish*".

Once a Toreador Artiste masters their art form and the Guildmaster reviews their work, they are considered "*Accomplished*"

Toreador Artistes who master two or more fields are considered a "*Master*" or "*Virtuoso*" (or similar impressive title).

Artistes who have mastered more than three art forms acquire one additional prestige, decided upon by their Guildmaster.

The prestige "*Immortalized*" can be given to Artistes who have a significant body of work that will stand the test of time. (Fame-5 and Art-5) The Artiste must be considered dead by mortal society for a significant period of time.

The awarding and stripping of Prestige is handled, in most cases, by Guildmasters. Artistic Prestige (such as "*Talented*" or "*Accomplished*" must be approved by the Dean of the appropriate College (see Colleges for more details)).

Toreador, and the Other Clans

What the Other Clans think of the Toreador:

Brujah: "Have any of these Kindred ever actually done anything? Or do they just snipe at each other every night?"

Gangrel: "We hold them in contempt because they have earned nothing better. They must learn to serve instead of take."

Malkavian: "Puppets who pull their own strings, or offer them to anyone who wants to make them dance."

Nosferatu: "Empty-headed whelps who should be spanked."
Tremere: "They are Aesop's grasshopper; we are the ant. They think to justify their immortality with their art and their parties, but the cold times are coming sooner than they think."
Ventrue: "Truly, their great passion must be a curse, for Kindred lack the ability to create what they may only impotently observe."

What the Toreador think of the Other Clans:

Brujah: "On the first night, their passion terrifies. On the second night, their passion fascinates. On the third night, their passion inflames. After that...frankly, their passion begins to bore."
Gangrel: "We don't claim to understand them. Are they Kindred at all?"
Malkavian: "The fractured kaleidoscope of their thoughts is enchanting at first glimpse. Gaze at it too long though, and one grows prone to terrible headaches."
Nosferatu: "Odious beasts! And to think they are allowed in the halls of culture! Oh, how gauche..."
Tremere: "Honesty is not a word we associate with this clan, but we respect them for their dedication."
Ventrue: "The patricians of our kind, the Ventrue are the only ones with the refinement to appreciate art, though not as we do."

Signatures

Toreador have also considered adding the following distinctive honorifics after their name when signing correspondence.

WELCOMED means you have been invited or allowed to visit.

PRESENTED means you have visited, but have not requested Residency or Feeding Rights as a Resident.

ACCEPTED means you have been granted Hospitality, Residency and Feeding Rights in a Domain.

ACKNOWLEDGED is listed under one's status in the domain it was first awarded when released from the Accounting.

Example

--`-Byrd-Mann--,--}(@

Clan Toreador

Chicago Primogen

North American Elder

(Status 8 + 1)

WELCOMED in all Domains

PRESENTED in Paris, Rome, London, Milan, Florence, Prague, Munich, Athens, Chicago, New Orleans, Kenosha, Springfield, Milwaukee, Hamilton, Gary, Indianapolis, Cincinnati

ACCEPTED in Paris, Rome, London, Milan, Florence, Prague, Munich, Athens, Chicago, New Orleans

((STATUS LISTING - Includes ACKNOWLEDGED))
((PRESTIGE, when applicable))

Boons

Trivial Boon

I shall do a one-time favor for the person to whom I owe this Boon. I shall aid him by protecting him when I have no reason to do that, even if it places me into conflict with people. I shall agree to use a discipline for him if he requires it. I shall support his political maneuver this night even if it means I have to fly in the face of my Clan or my Prince. It is a single favor that I owe- once he has called it in, it is cancelled. I will not place myself in a position to break my word, however, nor will I betray my Clan or My Prince or any Oaths of loyalty I have taken.

Minor Boon

I shall endeavor to fulfil the dept I owe: I have inconvenienced the person to whom I owe this boon by asking him to do the favor for me in the first place. I understand that I may be inconvenienced by the favor(s) he asks back in return. If need be, I will secure his safe passage into a hostile city. I shall reveal unto him secrets I know that could endanger members of my Clan or my Domain. I shall destroy (not kill) his enemies, whomever they may be. I shall offer physical protection for many nights -- this I accept because I asked roughly the same of the one I owe.

Major Boon

I shall accept that I have earned a great debt to the one to whom I owe this Boon. He has given much time, effort and compromised perhaps many things he believes in to give me this favor; thus I do return it. I understand that if required I would even teach him the immortal powers that the Embrace conferred upon me. I shall aid him in whatever political goal he so desires, even if this means openly standing against my Prince or my Clan.

I shall not reveal this boon when doing so. I would, if he so wished, locate or give him property I own or which he would wish, even if gaining this property is taken at the expense of another.

Blood Boon

I do accept that the person to whom I owe this Boon is one to whom I owe many things, perhaps more than can ever be repaid. I am in the debt now - my current existence was dependent upon him. Thus, I owe him things that can never be repaid. I will place myself in danger for him; if my Blood is shed, then I care not. If this means I betray my Clan and Prince and bring him low, I care not. He has done the same for me, so I accept that I shall do it for him.

Life Boon

I owe someone a life boon; my life is his; my will is his; my body is his. The debt I owe can never be repaid, lest somehow I save his life. I am his to command; I am but a tool for his will; he rules me, and he gives me purpose. I shall do whatever is asked of me, and if this means that I am to die then so be it - I live only because of him and thus my life is his to command.

The Traditions

The First Tradition: The Masquerade

Thou shalt not reveal thy true nature to those not of the Blood. Doing so shall renounce thy

claims of Blood.

The Second Tradition: Domain

Thy domain is thy own concern. All others owe thee respect while in it. None may challenge thy word while in thy domain.

The Third Tradition: The Progeny

Thou shall only Sire another with the permission of thine elder. If thou createst another without thine Elder's leave, both thou and thy Progeny shall be slain.

The Fourth Tradition: The Accounting

Those thou create are thine own children. Until thy Progeny shall be Released, thou shall command them in all things. Their sins are thine to endure.

The Fifth Tradition: Hospitality

Honor one another's domain. When thou comest to a foreign city, thou shall present thyself to the one who ruleth there. Without the word of acceptance, thou art nothing.

The Sixth Tradition: Destruction

Thou art forbidden to destroy another of thy kind. The right of destruction belongeth only to thine Elder. Only the Eldest among thee shall call the Blood Hunt.

PART IV - COLLEGES

“We all know that Art is not truth. Art is a lie that makes us realize the truth, at least the truth that is given to us to understand.”

Pablo Picasso

“Phoebe rolled her eyes, sarcasm in her expression as well as her token applause. The would-be inductee to the College of Theater finished her curtain call and practically flounced off the stage, her confidence apparent to all. Phoebe spoke low, her voice carrying to the ears of her nearby companions. “Now, did you *see* the way she blew the finale? I know I’m *just* a poseur and all, but I’ll certainly be mentioning her slip-ups to Medea. Between that and these lousy seats she got for us, I’ll be very surprised if she makes it in. Stefon, make a note for me to pen a quick letter to my dear Liggy, also. I’ll be damned if I get slighted by some neonate artiste who hasn’t yet learned the fine arts of ass-kissing.” A sly smile spread across Phoebe’s face as she gracefully exited the theater, recalling that she’d had yet to grant Hospitality to the little trollop, too....”

The Guild is organized on a regional level because Guildmasters in close proximity to their Guild members are best able to judge local work. (*OOC: It also allows players who don’t have easy access to e-mail or who don’t spend much time on-line to still be included.*) As we have seen it also allows us to mobilize well for emergencies such as total breakdowns in Guild communications. It does not however encourage cross-pollination of ideas and study by Toreador in widely disparate fields.

To deal with that issue, the Guild will also be organizing according to genre in Colleges. The Colleges are as follows:

Music:

Singers, Musicians, Songwriters, Composers, etc.

When you can almost feel your heart beat to the sound of the drums, and the orchestra calls to you like a sweet lover at midnight, then you know that you belong in the College of Music. Members of this College sing the songs of their soul using vocals and instruments and record them as music notes to be replayed for centuries. From traditional tribal music to the 1812 Overture, music has inspired and moved us since the dawn of time.

“Music, the greatest good that mortals know
And all of heaven we have below.”

Joseph Addison

Letters:

Journalists, Writers, Philosophers, Playwrights, Literary critics, etc.

While the College of Music is swept away in sound and the visual colleges immortalize beauty by sight, members of the College of Letters take that sound and those sights and condense them like dewdrops that fall onto the page. These form the books, poetry and beliefs of generations to come. Every generation has been shaped by words, from the Torah and the Bible to *Catcher in the Rye* they have changed the way we think about us and bridged the gap of culture and distance. Headed by the man whose mastery of this art goes without question, Dean John Keats, this college records life as it is, and as it should be.

“Words are, of course, the most powerful drug used by mankind.”
Rudyard Kipling

Crafts:

Sculpture, Metalwork, Woodwork, Fashion, Architecture, Restorationists, etc.

When the inspiration moves you and you find you must create, your hands seize their medium and you begin. Your artwork is born out of your imagination and shaped by your fancy. The end result leaves onlookers breathless and in awe of what comes so very naturally to you. Mont Saint Michel, The Thinker and other great pieces have stood the test of time and remain works of genius. No doubt you know Dean Tekno da Vinci is unparalleled in his craft, and this college takes what others see as ordinary material and transform it into masterpieces.

“A dress makes no sense unless it inspires men to want to take it off you.”
Francoise Sagan

Theater:

Actors, Comedians, Directors, Dancers, Technical personnel, Performance artists, etc.

You have known your whole life that the whole world is a stage, and that is where you have made your home. Whether you are called on stage to perform or work behind the scenes to make the magic happen, you entertain while communicating your message to the audience then let them go to mull it over. Greek tragedies, Shakespeare to today and Rent have given us a chance to explore the sides of humanity and ourselves that we often seek to forget.

“You're an actor, are you? Well, all that means is: you are irresponsible, irrational, romantic, and incapable of handling an adult emotion or a universal concept without first reducing it to something personal, material, sensational -- and probably sexual!”
George Herman, A Company of Wayward Saints

Visual Arts:

Painters, Photographers, Filmmakers, Mixed visual media

Life is beauty, beauty is art, and art is life. You seek to capture a second of life as it passes by into the eternity of your work. A child's smile, a mother's tear, powerful emotion and then they move on, but you have preserved it. Members of this College tend to trek out in search of their inspiration, and bring back the wonders that they have found. Recently this field has expanded to nearly limitless possibilities while not forgetting its roots. From Picasso's Guernica 1937 to Schindler's List, the Visual Arts teach us about life.

“Every artist dips his brush in his own soul and paints his own nature into his pictures.”
Henry Ward Beecher

War:

Fighters, Martial artists, Strategists, Defenders of the clan, Sophistry leadership, Subterfuge, Public speakers, Spies, Diplomats, etc.

Do not be mistaken into believing that all members of this college are blood thirsty, quite the opposite in fact. Those who can lead a call to arms or rally the crowd are just as critical as those that are behind the curtain in the war council and those on the battlefield. The same spirit that

moves others to create artwork riles members of this college to create change. Throughout the history of mankind those who studied battle and the tactics of war triumphed over those who ignored it's virtues. Lead by Dean Narcissus Prince, this college is chiefly responsible for the defense and expansion of the clan.

“Tactics are what you use when there is something that can be done, strategy is what you use when there is nothing that can be done.”

Unknown

The Specifics

It is possible to be a member of more than one college. Your membership is based on your field of study. For instance, a playwright studies writing and is a member of the College of Letters. Although plays cannot be staged without actors and actresses, a playwright would not be a student of that college unless they were also pursuing an acting career. Writing a play and performing in a play are two different but complimentary fields. Rivalry within individual colleges and cooperation with related schools is expected.

Deans of the various colleges, Toreador willing to accept the task of organizing and rallying all like-minded Artistes together, will be decided over the next few months. Choosing particular names for those colleges can be made at that time. Deans select one prestige trait of their choice upon being appointed. We encourage avoiding a “Dean/Guildmaster” combo and a “Dean/Guildmaster/Primogen” combo is verboten.

The term “college” does not denote a physical or geographic location; merely a mutual association based on similar interest. The terms salon, school, club, fellowship, lodge, troupe are equally appropriate. It is not mandatory to use the term “Dean”, the following work equally well: boss, maestro, prima donna, director, first chair, professor, etc.

For example, a Toreador guitarist from Kenosha would be a member of the Wisconsin Guild under Guildmaster Antoine Vermillion. He would review his work and award his prestige. The guitarist would also be a member of the Musical College, under a dean, where he would (hopefully) collaborate and study with his fellow musically-inclined Artistes.

Prestige would accrue to those who studied under particularly gifted teachers. Prestige would also accrue to teachers who went on to produce particularly talented students. Colleges that produce an abundance of talented and/or famous students would become more distinguished, resulting in increased prestige for their members and vice versa. Any prestige awards would be ratified and tracked by your local Guildmaster (unless the duty of tracking prestige is delegated to a local Clan harpy).

If you are uncertain as to which college(s) you belong, send an “application” to the likeliest dean or consult your Guildmaster.

College Ranks and Positions

APPRENTICES

To be recognized as an apprentice to a College, the character must have at least one level of ability in an appropriate field. If a character has no performance levels whatsoever, they will not

be recognized as an apprentice within the College until they prove otherwise. Apprentices have no vote in College issues, and traditionally are kept under the tutelage of one of the Masters. Kindred remain Apprentices until they have developed a body of qualified work that is then judged by a Dean and ratified by a Guildmaster. Non-Toreador may be members of Toreador colleges. No apprentice may teach art or exhibit their work without permission from the Dean.

JOURNEYMEN

After serving as an Apprentice, the character may seek the position of Journeyman by petitioning their College Dean. The Dean is likely to ignore the request unless the character has attained the third level in an appropriate ability and prepared a body of work. Apprentices seeking Journeyman status are expected to prepare, at the direction of their Dean, a "Senior Exhibit" or "Senior Exhibition." This Senior Exhibit or Senior Exhibition must be publicly shown and reviewed by the Dean (or the Dean's representative). If the work is reviewed favorably, the character is elevated to Journeyman status. If the work is reviewed unfavorably, the character loses prestige and cannot exhibit again for three months.

Journeyman may exhibit their work but not accept commissions. Journeymen may be called upon to assist Apprentices but may not do so without permission. Non-Toreador of exceptional talent may become Journeymen but have no privileges within their college.

MASTERS

When a Journeyman feels that she has achieved true mastery of her art, she may petition the Dean to become a Master. Five levels in the appropriate ability is normally required. If the Dean decides that the journeyman is worthy, the character must demonstrate a significant, well-reviewed body of work and may attempt a "Master's Piece." This piece, when completed, will be judged by the Dean, College Masters, and person's Guildmaster. A 1/2 to one page write-up, as well as the showing being a major social event is customary. If the piece and body of work are deemed worthy, the artist is recognized as a Master Artiste within the Guild. If the piece and body of work are deemed unworthy, the artist loses prestige and may not make another attempt for six months. Master Artistes enjoy great privileges within their colleges. They may review and instruct all Apprentices, take students at will, accept commissions, and review the work of Journeymen. They enjoy great autonomy and prestige. A Master may oversee (indeed is expected to seek out) larger projects. Non-Toreador are *rarely* elevated to this position.

DEANS

The Dean, always a Toreador, determines the commissions that will be accepted and projects sponsored by their college. Deans need not go by that title, they are free to choose whatever suits them, as they are free to set policy, direction, and procedure for their College (which need not be called a college.) Deans are recommended by Guildmasters and appointed by the Guildlord. A Dean's responsibility is to teach, promote, show, protect and preserve the arts practiced by their college. It is a wide-ranging mandate of grave responsibility.

THE POSEURS

Poseurs fill a very valuable role within the Guild. They make or break the careers of unworthy artistes. Experience shows that Deans, Masters, and Guildmasters will be generous with their praise. Poseurs are the check that balances out this prestige inflation and ensures that Artistes only receive reward for their best work and effort. Showings of Toreador work can only take place with the approval of the local Poseurs. If there are no local Poseurs, the approval of a regional Poseur must be sought out. Poseurs are often the source of funding for most Artistes

and their exhibitions. Indeed, Poseurs who fund or host a successful exhibition of a “Master’s piece” or “Senior Exhibition” earn prestige.

They must be the sole organizer and host of the event. At these events, ANY Poseur may veto the work and nullify that Artiste’s chance of being promoted. The praise of critics is hard won and jealously guarded.

Furthermore, at any public exhibition of any Toreador’s work, a Poseur is able to strip prestige from the Artiste being featured. The Poseur must critique a work as substandard before doing so and must spend a significant portion of the evening “trashing” the reputation of the Artiste in question. (Much like how a Harpy effects the stripping of status.) Multiple Poseurs may “gang bang” a hapless Artiste and ruin the work of months in a single evening. Poseurs with an ability level of art criticism equal or higher to the work being critiqued can halve the time required before an Artiste’s “Master’s piece” or “Senior Exhibition” can be attempted again.

Additional Mechanics

Members of the guild can earn prestige vicariously through the Accomplishments of those they fund, or through the successes of their social events. In the latter, they are more directly at the mercy of the Poseurs. Masters and Deans may choose to sponsor proteges. Doing so is risky. A protege of a prominent Master (a prominent master is defined as a Toreador Artiste of seven or more prestige) automatically gains one prestige. When a protégé gains prestige for their work, the sponsor gains prestige as well. If a protege loses prestige for their work, the sponsor loses prestige along with them. In this manner, Poseurs can wield terrifying power over multiple Artistes. No more than three prestige can be gained or lost in this manner.

Poseurs can acquire additional prestige from acquiring extraordinary physical art pieces from talented mortal artists or sponsoring extraordinary mortal exhibitions (publications, etc.). The artwork must be publicly displayed or shown for this to occur. The local Guildmaster awards the prestige if he/she deems the acquisition of the piece/sponsored exhibition, a social “coup.”

Once an Artiste is promoted to Master status in any one College they are often considered “committed” to their chosen field, they are discouraged from studying in other Colleges and from advancing beyond Journeyman level in any other College. Changing colleges is possible but risks significant loss of status and/or prestige.

PART V - HOUSES

Political alliances between Toreador should likewise be formed under the guise of Houses or Families. Lana, for instance, is the head of House Di Medici, a House that is powerful in California but has no sway in Chicago. Chicago is the stomping ground of the Hunter Family, which has no sway in Northeast. The Northeast is dominated by House Osborne, which has no control over the South. And so on...

It is from San Francisco that the penchant for Houses was born. In San Francisco, Toreador are not refugees who emerge from nowhere on the latest Greyhound bus, but are groomed as ghouls to become powerful additions to noble families. All Toreador know the names of these families. In a Clan that distinguishes itself for celebrity, these Kindred are the cream that has risen to the top.

House Di Medici, House Normandy, The Hunter Family and House Osborne are the most predominant houses in the United States.

House Normandy

His name was Soren, and he bore out of Norway, as the souls of the damned shall do on Judgement Day. Pillaging his way across England and France, he fell to his knees before the city of Paris. What he saw in that hamlet on the shores of the Seine in A.D. 856 is uncertain, but he retired his troops to Normandy, and pledged to disturb Paris no more. Not long afterwards, Soren appeared in the Court of Paris, to be Presented as the chilled of Theophano. Over time, Soren gained much respect as a patron of the arts, and established an excellent relationship with Prince Alexandre. This trend culminated in the Treaty of Clichy, wherein Soren pledged his line in service to the Prince of Paris, in AD 1001.

Paris, the city that was to become the center of Western civilization for a millennium, was in need of an exemplary Prince. Soren recognized that the weight of the ages is a heavy burden, and thus his line would dedicate themselves to helping the Prince of Paris bear that burden. To touch the heart of an ancient is a difficult task.

Each childe Embraced into the House is done so only with the utmost assurance in her capabilities, as it will be demanded of each and every member of the House to possess some unique style of Art, that has either never been seen before on this Earth, or has been lost to the ages. This Art is presented before the Prince of Paris, traditionally about a century after a childe's Embrace. Until that time, a childe is considered a junior member of the House, is forbidden from keeping ghouls or siring, and furthermore from becoming a Prince or a Guildmaster. In addition, she is forbidden from entering Ile-de-France, the Domain of Paris.

The childe's Presentation is a worldwide event. Every living member of the House must be able to attend. Once a date is secured, the Toreador as a whole are invited. Few ever forget what they witness on such a night.

House Normandy counts less than twenty members worldwide. They are scattered through France, England, Scotland, Belgium, Holland, Germany, Denmark, Luxembourg, Norway, and

Sweden. Three currently live in the United States: two in San Francisco, and one in New England. Even though the Praxis of Paris has changed hands, the Treaty has held firm, guided by the sure hand of Soren. From his chateau in Normandy, the Patriarch watches his progeny as they wade through the deluge of time.

The Hunter Family

Despite the Hunters' standing as the "black sheep" of Clan Toreador, there can be no doubt that their very existence is of great significance to the Toreador as a whole. Having controlled the Chicago area for several years, working behind the scenes with mortal influence and an incomparable information network, the Hunter Family is a force to be reckoned with. They often protect or assist Toreador efforts in the Midwest, despite their near-ostracism from the Clan.

Founded by the infamous Pia Hunter, the Hunter history is as convoluted as it is disdained. One of the world's most accomplished fashion designers, Pia Hunter created Hunterwear Ltd., which has since become (and remains) a fashion institution of great standing throughout the world. She earned laurels and great respect from the Clan, even as her reputation for scandal grew exponentially. Pia's involvement with some of the most notorious figures of the Americas in tandem with her close associations with the Giovanni eventually led to her downfall--but not before she became the unfortunate victim of thaumaturgical and necromantic experimentation.

As a result, and for reasons not publicly known, several (but not all) of Pia's Childer have been distanced from the Clan's pure Toreador blood. Thaumaturgists are unable to clearly define the nature of the Hunter Family from their vitae. Despite this, out of respect for Pia's great contributions to the Clan and based on their own merits, the Hunter line has been officially adopted into Clan Toreador by the direct word of Justicar Madame Guil.

Although a few of the Hunters choose not to invoke their right of adoption, to a one they are artists of great talent. Most Hunters choose to maintain their connection with the Clan.

To this day, the Hunters remain scrutinized, scandalized and shunned by a majority of the Toreador. Despite this fact, several of Pia's Childer, most notably the infamous Tobias Hunter and his "sister" Rhiannon, remain in the spotlight of Kindred affairs. Although not all of the Hunters choose to take Pia's name as their own, nor openly flaunt their association with the Hunter Family, they are widespread and influential. After all, Hunters can still call upon the Family's established network to further various agendas.

The Hunters organize their lineage much like a mortal family would, referring to their various "siblings" by the appropriate titles: brother, sister, aunt, uncle, etc. It's unknown by what criteria Hunters are chosen for embrace, as they are considerably varied in scope, but the family is widespread. It's currently rumored to contain at least 30 members, many of whom were embraced since Pia's death, three years ago. Regardless of their reputation for extreme and violent infighting, if there is one certainty about the Hunter Family, it is that they will fiercely defend one another against all comers.

PART VI - ADVANCED CONCEPTS

“The Unity of the Rose”

Introduced by Lana di Medici of San Francisco in 1998, the term “of the Rose” came into vogue -- often in a scented missive along with a subtle rebuke. All Toreador are Roses, of the Rose. One’s duty and obligation to one’s fellow Roses supercedes all other concerns. We are one family, said Lana, and even when we are at odds we must remember and treasure our loyalty and devotion to one another. Many Toreador fell under the persuasive spell cast by Lana di Medici and devoted themselves exclusively as defenders of the Clan. It was a Golden Age. Or at least, that’s how it was supposed to be.

“Diplomacy”

Toreador are known for their willingness to make secret deals and alliances to advance their objectives and those of the Clan. For as long as he has been a member of the Guild, Daiffydd op-Owen of New Zealand, pursued alliances on behalf of Clan Toreador. Sometimes public, more often private, he single handedly built an international network of like-minded individuals who worked together to solve inter-clan disputes before they erupted into bloodshed. Daiffydd’s utopian dream was a strong alliance with Clan Brujah to limit the teaching of Celerity to non-Brujah and Toreador. For a time he was very successful although no one knows exactly how successful. The allegiances of the Rose, like the hidden objectives of its members, were always shrouded in mystery.

“Adoptions”

Byrd Mann, Toreador comedian and gadfly of Chicago, knew a good deal when he saw one. For reasons unfathomable, some Kindred were destined to be allies of Clan Toreador. These Kindred, who distinguished themselves either by artistic talent or personal loyalty, were sometimes sheltered within the welcoming embrace of the Guild itself. Over the years, Clan Toreador has sheltered loyal Setites, Daughters of Cacophony, Ravnos, and Caitiff. The decision is never made frivolously, the security of the entire Clan can be placed at risk, and far too many Toreador have proven themselves poor judges of character and their allies more loyal to themselves and their coterie than the Clan itself.

But every once and awhile, that rare Lick comes along and the Clan is strengthened by their presence.

“Service”

Ulysses of Maryland was among the first Toreador to realize that service to Her Grace, Justicar Guil, served the Clan as a whole. The interests of the Toreador Justicar and Her clanmates are almost seamlessly intertwined. Under his capable leadership, the Guild was reinstituted in its present form and became a quasi-political entity to be respected and feared. Was it not for the diplomatic outreach effort lead by Ulysses, many of the Clan’s Elders would not be with us tonight. Periodically, the Guild will be mobilized on behalf of its Justicar; a mutually beneficial relationship established by Ulysses that would outlive individual members.

“Manipulation”

Why do the hard work yourself when you can get some poor schlub to do it for you? That’s the

theory behind Ezekiel Osborne's personal style on "how to win friends and influence people." Osborne is Guildmaster for the Northeast and continues to send out rosy reports that mystify the rest of the Guild. Ventrue willingly finance his projects. Brujah think twice before challenging him. Tremere rollover and go all googly at his approach. How does he do it? Manipulation -- a skill every Toreador should possess in abundance. No Toreador can be everywhere or do everything. The next best thing is to have enough friends so that "everywhere" and "everything" become inconsequential.

"Legacy"

Emerald Ruthven of Cleveland and Nicholas Payne of Virginia represent two Toreador who lived their lives planning for the future. Emerald, a chef and dancer, and Nicholas, a swordsman (see "War-e-ador") amassed significant personal influences and used them to establish cultural institutions that serve not only their personal legacy but also the Clan as a whole. The Emerald Ruthven Foundation is known throughout the Midwest for its contributions to artistic and health campaigns. The Nicholas Payne Memorial Library is a vast repository of occult tomes and center for medieval scholarship. Although neither is still among us this evening, their names live on through the legacy they left behind.

"Fame"

Pia Hunter, a name that will live on in infamy. Pia and her descendants the Hunter children have forever been at the center of a vast, drama that has spanned the domains of North America and captured the attention of all denizens of the Night. Pia epitomized the Toreador drive to live life to its fullest and always occupy center stage. She is the founder of Hunterwear, Inc. -- an internationally famous clothing line and sire of the Hunter brood, a mixed lineage of complicated origin that comes up inconclusively on Tremere blood tests. Pia ruled the Chicago scene alongside other Olympians such as the First Family, Malice, and newcomer, Byrd Mann. Luminaries from around the planet attended her funeral. The curtain always comes down. It's your job to ensure that the audience remembers the performance.

"Houses"

Confronted point blank by the withering wrath of Her Excellency, Justicar Masako, at the San Francisco Conclave of 1999, Griffyne du Lac (a.k.a. "Mr. Shiny pants") has gone on to become Prince of San Francisco -- a domain noted for its Olympian Elders whose smallest whim creates statewide repercussions. (He came to the position after the death of Prince Robert Masters-Smithsson, a Brujah Olympian who shook the Camarilla to its foundations.) San Francisco has given "birth" to more than its fair share of noted Toreador. It is from San Francisco that the penchant for Houses was born (House di Medici, House Normandy). In San Francisco, Toreador are not refugees who emerge from nowhere on the latest Greyhound bus, but are groomed as ghouls to become powerful additions to noble families. All Toreador knows the names of these families. In a Clan that distinguishes itself for celebrity, these Kindred are the cream that has risen to the top.

"Sex Appeal"

There's a reason why so many women have been Embraced Toreador. It's because in death most men still live as they did in life lead around by their johnson's, chasing every pretty face. While the phenomenon isn't limited to female Toreador alone, they seem to have the greatest successes. The smart Toreador so endowed knows how to make best use of their ass-ets. The

number of noteworthy Toreador who have excelled in this category is too long to list. Chances are if you reside in a domain for any length of time, you'll hear wistful tales of a certain Toreador who is alternately worshipped and derided but definitely made head-way in the domain based on looks alone. Natasha Eriksen, (former) Guildmaster of Wisconsin, although known for her beauty, didn't fit the stereotype. Her success was due entirely to hard work, talent and organizational ability.

“Mortal Life”

Toreador, by necessity, are part of mortal life, in spite of the grumbling and attempts at separation. Mortal courts, cities and churches are Toreador playgrounds, and the Toreador who attempts to separate himself entirely from mortal company will soon find the loneliness and limited companionship of his brethren maddening. Many Cainites have noted that the Toreador seem to need mortals in spite of themselves – as mirrors of themselves, as inspiration, as audience. Some claim that this is why the notion of Toreador hermits and ascetics makes for rich comedy; how could the social Toreador consider locking himself away on some mountain with only the birds to preen for?

Everywhere one looks in the life of the clan, one finds mortals – as subjects, friends, allies, coworkers, contacts, lovers, spouses, students and children. While the Toreador are certainly not the only Cainites to have associations with mortals, few others hold the living so close and so deep. For as many benefits as such connections might be, there are few worse wounds than a strike at a Toreador's mortal relations. The loss of a trusted ally or casual friend can send an Artisan into a fit of melancholy, while the death or destruction of a parent, lover, childe or spouse reduces him to rubble. Should however, the vampire find the strength of spirit to turn on his foes while in the throes of despair, the enemy can expect neither surcease nor mercy.

“Bitch! Bitch! Bitch!”

The flip side to Toreador charm and charisma, effect tool of a Harpy's arsenal, the hallmark of the burnout; the catty bitch is a Clan stereotype that just won't go away. Ligadier Truffaut, self-appointed “Wicked Queen of the East” is currently the loudest, proudest and most memorable member of this bitter breed. Verbal banter, wit, and innuendo are a Toreador's stock-in-trade at Elysiums where cutting barbs, not cutting weapons, win the field. Such tactics have been used to shame an opponent into obscurity, goad them to rash action, or focus attention on an issue of importance to the Clan. It's a dangerous game, enflaming the passions of such violent monsters, but for some the rewards are worth it. Truffaut is one of the masters of this “art.”

In Gary, the rallying cry has become “Snobbery! Mockery! And Elitism!” A mantra that could easily be adopted by Clan Toreador as a whole.

“Power”

Eventually, a Toreador may live long enough, despite all their best attempts at dilatory decadence, to become a power in their own right. It starts innocuously enough interrogating new arrivals under Auspex, repelling invaders with a sword wielded at Celerity, etc. Before they know it, a Toreador is at the top of the political heap as Prince, Primogen, or a “really, scary (wo)man.” Phoebe Marx exemplifies both the benefits and the price that Power carries, having resurrected Chicago from the ashes of a Sabbat takeover. She uses political acumen to defend herself and her Domain against the most feared coteries in the Midwest, and despite her

notorious, shady reputation, when she speaks, Kindred listen. Although her allies are many, her enemies number far greater, and she's had to sell a great deal of her self as well as her reputation to remain Queen of the Mountain.

“Position”

It is difficult for Toreador to strike a balance between artistic pursuits and political life. You may think that you are the exception, but no Toreador has ever been able to produce great works at the same rate once they embarked on a political career. Position does have its perks, being able to work on behalf of the rest of the Clan or Guild among them. Because we are not the most martial of Clans, it can be a delicate balancing act. Diplomacy and manipulation only go so far. Our own Justicar, Her Grace, Madam Guil, learned that at the 1998 MidAtlantic Conclave, when she was forced into hiding by a mob of 30 Brujah who sought Her death. This embarrassing incident led to Her Grace being forced to give Her heart to the Her Excellency, Justicar Masako of Clan Brujah -- a diplomatic nightmare just recently resolved by the impassioned evidence presented by Guildlord Truffaut.

“Breaking the Rules”

It can be a lot of fun to ignore the rules of Kindred society and tweak the noses of those who would lord over one. It is a dangerous sport, however, and not to be considered without first understanding the risks. There are certainly some benefits to ignoring Status, not the least of which is gaining the respect and admiration of the anarchs. Even some elders might admire a reprobates courage -- though most will be annoyed with her brazenness. Play it the way you want it. Just keep in mind that every cause has its effect. Don't be surprised when things escalate out of control after a character commits what she thought was a minor transgression.

One word of advice: *A vampire who must talk back to someone with higher Status should not do it in public. The vampire may make an enemy, but at least he will not lose status.*

“Relationships Between Toreador”

In public and/or mixed settings, Toreador interact with each other based on their relative levels of status. In private and/or Guild settings, Toreador interact with each other based on their relative levels of prestige.

This policy is a significant concession to Toreador Anarchs and a gesture of great respect to Artistes and Patrons of note. Not all Camarilla Toreador, whose status is often hard won and zealously prized, are comfortable with deferring to low (or no) status Artistes of higher prestige. Always keep that in mind when choosing to "lord" your prestige over a high status clanmate.

There are currently three topics under discussion in regards to prestige.

One is changing the limit on prestige to allow for greater recognition of contributions to Clan and Guild.

The second is zeroing out all Toreador prestige every season (OOC: year) to reflect the fickleness of Toreador favor, celebrity, and popularity.

The third is that all non-positional prestige awards have a built in "expiration date," making staying in favor an ongoing and challenging process.

“Ancient Orders”

We do not know for certain if there was a Guild or formal system of Toreador organization in the

centuries prior to the Middle Ages. The Elders have not shared that piece of wisdom with us. There are rumors of various Greek "orders" organized around the Muses, specific deities or kine philosophers. The truth of these rumors is only imparted to those Toreador who are ushered into the inner Cabals of Toreador Elders and even then is suspect.

(OOC: Requires Toreador Clan Lore - 5)

“In The Beginning”

The first known Toreador Guilds were formed during the Middle Ages in tandem with similar mortal institutions. Guilds were the equivalent of technical schools or colleges in an age where literacy and knowledge were at a premium. They were flexible and informal often rising or disbanding over the slightest whim. Regardless, they are the first evidence we have of an organized, comprehensive clan-wide effort by Clan Toreador to teach artistic skills and steer the careers of proteges. The organizational principles behind the Guilds prefigure the formation of the Camarilla.

(OOC: Requires Toreador Clan Lore - 3)

“Cults”

There are as many types of Kindred-sponsored cults as there are reasons for forming them. Toreador, because of their mastery of the discipline of Presence, tend to be among the Kindred most likely to deliberately form a cult. In modern nights many cults have been considered a potential threat to the Masquerade and should never be entered into lightly. Modern cults can be divided up into three categories: blood cults, issue cults, and cults of personality.

Blood cults are the most common; mortals herded together for any plausible reason to feed the insatiable appetite of a Kindred mistress.

Issue cults are more subdued and easily manipulated, mortals banding together for ideology and revolutionary fervor. Issue cults are often formed and disbanded for specific agendas (women's reproductive rights, NEA funding, etc.) and are most likely to bump up against the efforts of other Kindred. (Brujah are frequent sponsors of issue cults.)

Cults of personality (the Toreador favorite) tend to arise spontaneously and fluctuate wildly from benign fascination to dangerous obsession. Although blood cults pose the greatest threat to the Masquerade, cults of personality, when they do go bad... do so in a spectacular and often fatal conflagration.

“Schools”

Those Toreador who want some of the benefits of cults without all the drawbacks often gravitate to artistic schools. Whether as a teacher to a small group of students or a visionary founder of an entire academy, schools mirror the structure and intent of the Guild and maximize the opportunities for Toreador to mold the efforts of young artists. Many Toreador cloak their feeding or herds behind such institutions. Others stalk the halls for new childer. Still others fortify schools as a bastion not only of their haven, but also of their influence empire.

Whichever mode you prefer (including avoiding schools outright) schools are a factor in every Toreador's larger plan.

“Salons”

Every Toreador, especially those who eschew cults and schools as too much work, hold salons. No Toreador exists in a vacuum. Each requires an audience, no matter how small. A salon, at its most basic, is the small group over which a Toreador exerts control. The salon is the smallest

arena where any Toreador - Artistes and Poseurs - holds court or does battle. The rules and traditions governing Toreador and their salons are intricate and too lengthy to go into here. The term itself is entirely arbitrary, referring in some contexts to the location or the event. One's salon could be a party, rave, dinner, mass, retreat, ball, dance, symposium, class, or Elysium.

PART VII - WHO'S WHO

"It's the good girls who keep diaries; the bad girls never have the time."
Tallulah Bankhead

In a clan infamous for shifting favor from person to person almost on a whim, who can remain in the spotlight for long without getting burned? Clan Toreador's favor seems to be made up of equal parts Status, Prestige, whim and luck.
Who are they going to talk about tonight?

Lana di Medici

Secretariat-General to Her Grace, Madame Justicar Guil and Grande Harpy of Paris France, Lana watches over the Roses, making sure that the Toreador all follow the rules of prestation with the grace and eloquence that the Toreador clan possesses.

Introduced by Lana di Medici of San Francisco in 1998, the term "of the Rose" came into vogue -- often in a scented missive along with a subtle rebuke. All Toreador are Roses; of the Rose. One's duty and obligation to one's fellow Roses supercedes all other concerns. We are one family, said Lana, and even when we are at odds we must remember and treasure our loyalty and devotion to one another.

Acknowledged in the Camarilla
Cherished, by Her Grace, Madame Justicar Guil
Trusted, by Her Grace, Madame Justicar Guil
Well Known
Famous, by reputation
Loyal, by former Prince Lucifer of Malkav
Wise, by former Prince Winchester of Ventruue (loaned to Harpy Thomas Stoker)
Cherished, by former Prince Simon Gael of Gangrel
Beloved, by former Toreador Primogen Alexander Spencer
Trustworthy, by former Toreador Primogen Sophia St. Cyr

Toreador Prestige (8): Elder, Exalted, Famous, Loyal x 2, Trustworthy, Influential and Praised
Brujah Prestige (4): Respected, Esteemed, Wise, Trusted
Ventruue Prestige: Befriended
Anarch Prestige: Cherished

Madame Guil

Guil is easily the most friendly and approachable of the Justicars, but those who look past the surface know she is more bloodthirsty than many of them. She does not seem to be prejudiced against Kindred of non-Cam clans, but *does* occasionally seem to have a grudge against elders, and, for a while, it seemed as if she were deliberately persecuting Brujah--at least, the Brujah think so.

Little is known of her past--she is a Camarilla hero from the days of the French Revolution, where she helped to restore order, and became a close friend of Prince Villion of Paris. She has been a Justicar longer than any current Justicar except Lucian, and holds more status than any Justicar except Lucian.

She often invites charming and beautiful Kindred to attend her in Paris, and most of them return

home afterwards. Those that do tell stories of pleasure and depravity that permanently scar the mind but nevertheless cannot be regretted.

It is rumored that Justicar Masako holds her heart.

She prefers to be addressed as "Your Grace", and prefers all mail to her to be sent to her Secretariat General, Lana di Medici.

Positions Held: Justicar

Toreador Prestige: 10

Byrd Mann

Appointed Guildlord of North America after Ulysses, Byrd led the clan with a combination of stern measures and well-applied jokes. Equally lavish with punishment and praise, Byrd preferred to reserve his comments for times when they were necessary.

Slaughtered in late September of 2000 for his involvement in the exposure of Giovanni violators of the Accords, his last words to his clan were a request not for vengeance, but justice.

Byrd has served in most positions in the Camarilla, from Primogen to Harpy.

--`-Byrd-Mann--,--}(@

Chicago Primogen

Status: Acknowledged, Esteemed, Famous, Magnificent, Respected, Trustworthy (x2), Revered (+ REPUTATION)

PRESTIGE:

Eloquent, Stylish, Admired, Master Artisan, Master Craftsman, Genius, World-renowned, Loyal, Dedicated, Elder, Venerable, Nimble

GANGREL: Artful (per Prince Simon Gael), Fearless (per Logan Syril)

VENTRUE: Trusted, Made-Man (per Prince Jean-Paul Florent IV)

GIOVANNI: Nice Ass (per Rico Giovanni) Friend of the Family (per Don Antonio)

Phoebe Marx

The very essence of notoriety, Phoebe Marx has catapulted herself full speed into the political machine of Clan Toreador. Poised and graceful, passionate and decadent, she embodies the powerful Poseur, using her talents at gossip, deal making and spin doctoring to protect both the Clan and her own personal interests. Once a lowly outcast from London, Phoebe now sits high upon the throne of Chicago as Prince, having survived the Sabbat incursions and the tyranny of the First Family, as well as a former romance with the infamous Tobias Hunter. Despite the rumors that surround Phoebe - rumors ranging from her Sabbat Sympathies to her bloodthirsty rulership - she is well-loved by her citizens. Her political peers watch and listen to her closely, even those who do not respect her, as she's often the forefront of brewing political storms.

Current Position: Prince of Chicago

Positions Held: Lesser Harpy, Whip, Primogen, Seneschal

Acknowledged, Admired, Revered, Dedicated, Praised, Cherished, Well-Known, Exalted, Famous

TOREADOR: Loyal, Venerable, Useful, Bardlike, Formidable, Wicked
GIOVANNI: Not a Target
MALKAVIAN: Voice of Reason

Daiffydd op-Owen

Daiffydd appeared in the Camarilla Ranks of Clan Toreador sometime in the early 1990's but will not mention what he was doing before then, saying only that he was wandering for sometime.

He moved to New Zealand in 1995 and after a slow start became Guildmaster of Auckland in 1996. At the 1996 Conclave in Hamilton, New Zealand, he was asked by the other Guildmasters present to act as a central point for Guild Activities in New Zealand. When then Guildlord Huan Fernandez heard of this he sent one of his people to speak with Daiffydd. Neither of them will mention what was discussed, but after then meeting Huan Fernandez ratified Daiffydd's position as Guild Overseer of New Zealand.

Daiffydd has been very active in the Camarilla in New Zealand, have been Prince of Wellington, Harpy, Sheriff and Seneschal of Hamilton and Keeper of Elysium in Tauranga. He Currently holds no Camarilla Position.

Daiffydd is also known to have a standing invitation to the court of Madame Guil and has on occasion worked directly for Her Graces Office, although details on this work are not public. Daiffydd is a very friendly and charming fellow, he tries to educate those under his guidance rather than rule. If he makes a decision about the direction of the clan and is asked why he will explain his reasoning. He is slow to anger and even slower to forget. But once roused has been known to be fully ready to put his life on the line for the Clan.

There are rumors that Daiffydd is not of true Toreador blood, but Daiffydd will neither confirm nor deny these rumors. And if the Elders of the Clan know, they also do not say anything. As for his art form, Daiffydd is a singer beyond compare.

Current Positions:

Guild Overseer of New Zealand

Status:

Acknowledged by the Prince of Kelowna, Canada

Admired by Chandra DeVine, Primogen of Kelowna, Canada

Loyal by word of Prince Phantom of Wellington, New Zealand

Trusted by word of Madame Guil, Toreador Justicar

Revered by Prince Stilleto of Auckland, New Zealand

Respected By Prince Stilleto of Auckland, New Zealand

Toreador Prestige: Admired, Knowledgeable, Well-known, Loyal x2, Revered, Respected

Ezekiel Osborne

If you want something done quickly and quietly, he is the man to call. His seeming ability to resolve problems before anyone else can pick up their phones is renowned, and often leaves heads spinning. Couple that with his quick wit and mastery of words and it's easy to see why he has charm to spare. Dubbed the "Official Straight Man" of the clan, his shy grin and sincere admiration have won over women across the nation. The ladies also affectionately call Ezekiel, known as Zeke to his friends and close associates, "Big Daddy". But don't let his flirting fool you either, he is a man of genuine passion and implacable devotion to his clan. He is an artist, a

defender of prestation, and a loyal friend.

Current Position: Harpy

Positions Held: Whip, Primogen, Harpy, Keeper of Elysium

Acknowledged

Admired by word of the Primogen of Vernon

Cherished by word of the Prince of Vernon

Cherished by word of the Prince of Hartford

Efficient by the Prince of New England

Informative by the Prince of New England

Influential for my position as Harpy

Prestige:

Toreador: Accomplished, Loyal, Passionate, Resourceful, Talented, The Standard, Trusted, Venerable

Venture: Trustworthy

Tremere: Respected (x2)

Ravnos: Pimp Daddy

Malkavian: Nifty, Enlightened

Assan Sura

This is a name to fear and dread. As the Wandering Guildlord he can turn up anywhere and anytime and when he does it usually means trouble. Assan Sura is a philosopher and a warrior. He is the Voice of the Pautach and general troubleshooter for the Guild.

When the war with the Assamites was in full swing Assan Sura was in the front lines. But when it was decided that the Camarilla would accept the surrender of the Assamites Assan Sura stormed off into the night. No one knows why he has such hatred, but all know that he will enforce the Treaty of Tyre in it's intended wording. Assamites run when word reaches them that Assan Sura is in the area. While it is rumored that there is a group of Assamites that are permanently assigned to tracking down and killing this Toreador. If Assan Sura announces himself in a Domain he will never reside there long. Often he will come into the Domain, make himself known to the bare minimum of people then quietly observe.

Assan Sura is well over 600 years old but will neither name his Sire nor his Embrace date. Although rumour has it that he is either the Grandchilde of Francios Villion (Prince of Paris) or Calisti y Calisto.

Positions held: Wandering Guildlord, Voice of the Pautach

Status: Acknowledged, Respected, Well-known, He has taken no position in the Camarilla.

Prestige: Feared x2, Respected, Accomplished, Loyal, Esteemed, Well-known, Knowledgeable, Implacable

Ligadier Truffaut

Ligadier is one of the more outspoken members of Clan Toreador with comments and behavior

that range widely from the outré to hysterical to flamboyancy and even melancholy. Scandal follows in his wake. His critics (of which there are many) decry him as beyond the pale, outraged by behavior, which stomps on every social more. His admirers (of which there are many) love him as the court jester of the Camarilla three-ring circus; delighting in each witty triumph of the enfant terrible. On one point critics and supporters agree: Ligadier is a man of great passion.

It is this unbridled passion, this "in-the-moment" spirit, which fuels his work. And his continued survival is due in part to the undeniable brilliance of it.

Positions held: Seneschal, Primogen, Whip, Clan Harpy, Guildmaster of Tampa, Guildmaster of the MidAtlantic, Current Guildlord of the United States

Status: Variable

Toreador Prestige: Loyal, Accomplished, Talented, Flawless, Virtuoso, Intellectual, Maestro

PART VIII - TOREADOR LORE

Level 1 -- Unreleased childer/Anarchs/Infiltrators

- Understands the essential Toreador "mission" -- preservation and promotion of the arts and humanities
- Knows terms such as "Artiste", "Poseur", "Salon" and "Guild" but does not understand them fully
- Buys into the Toreador stereotypes
- No knowledge of major Toreador or events of significance
- Understands the basic expectations of Toreador: dress well, gossip, attend high society functions, etc.
- Believes the rumors and misinformation that is spread about the Clan, Guild, inner workings and Toreador of note. *(OOC: No NPC Toreador mentor will teach Clan lore beyond this level to non-Toreador.)*
- Able to perform/display artwork presence without prior approval only in domains with no credible Toreador.
- Access to Toreador communications limited or at the suffrage of another.

Level 2 -- Newly released childer/Savvy Anarchs

- Knows of Clan Toreador's basic positions on all other clans and the Clan's objectives in relation to them
- Understands the difference between Artistes and Poseurs
- Understands the basic principles and operations of the Guilds
- Understands Clan Toreador's ideals and objectives
- Able to separate bald faced lies about the Clan, Guild and their inner workings from the truth.
- Has been indoctrinated into not sharing Clan lore with non-Toreador, admitting them to the Guild, and understands the penalty for doing so.
- Able to perform/display artwork in any credible domain with permission occasionally at considerable expense or inconvenience.
- Lore beyond this level is too intricate and complicated to be written-down, taught to non-Toreador, extracted through conditioning, necromancy, etc.

Level 3 -- Up-and-Coming Toreador/Ancillae

- Knows of most events of importance to Clan Toreador from 1700's to present
- Understands the inner workings of the Clan and Guild and is able to operate fluidly in both
- Knows of important Toreador (Status or Prestige of 4 or higher)
- Aware of the impact of Clan Toreador upon major artistic movements and which artists have been Embraced
- Has heard some rumors that are true about Clan Toreador
- Sometimes able to secure permission to travel to Europe.
- Able to perform/display artwork in any credible domain with permission at limited expense or inconvenience. Able to perform/display in uncontrolled domains with no difficulty.

Toreador Lore Level 3 or above becomes a requirement to hold senior position within the Clan or Camarilla and be taken seriously by one's peers.

*Lore of this level is only available to Toreador who have been in play for 6 months or more.
Access to regular Toreador communications.*

Level 4 -- Established Toreador/Senior Ancillae

- Able to launch investigations into possible infiltrators into Clan and/or Guild with reasonable chance of success.
- Letters returned and name recognized by all Toreador of note
- Knows of most events of importance to Clan Toreador from 1400's to present
- Aware of the impact of Clan Toreador upon minor artistic movements and which Toreador were patrons to which artists.
- Able to obtain permission to travel within Europe easily.
- Can recognize all important Toreador, identify major lineages and .
- Able to separate truth from rumor about the history of Clan and Guild for the past 100 years.
- Privy to some disturbing Clan secrets and hidden agendas.
- Able to serve as a mentor background for other Toreador.
- Permission readily granted for one's display/performance of artwork in domains with credible Toreador presence.
- Your permission required for lesser Toreador to display/perform artwork in domains under your sway.
- Able to call upon other Toreador to bolster one's personal and political position.
- Childer you Embrace may go on to benefit from your Reputation (*OOC: may buy reputation merit*)
- May establish a lineage or house of one's own.
- Able to limit other Toreador's access to internal communications.

Lore of this level is only available to Toreador who have been in play for one year or more.

Level 5 -- Senior Ancillae/Junior Elder/Powerfully Established Toreador

- Knows of most events of importance to Clan Toreador from 500 to present.
- Suspects the truth of most events of importance to Clan Toreador from 1 AD to 500.
- Knows in depth about Medieval Toreador Guilds and Ancient Toreador Orders.
- Able to participate as a minor player in the Jihad of European Toreador
- Privy to information about European Toreador: coteries, lineages, secrets, movements, etc.
- May have read or learned about some Toreador-specific references from the Book of Nod.
- Not only privy to but participating in some disturbing Clan secrets and hidden agendas.
- Suspects who the true Clan Founder may be.
- Your approval essential for any lesser Toreador to display/perform or advance within Clan and/or Guild in any area in or near areas you control.
- Access to and control over many of the affairs of the Clan and Guild.
- Able to command significant resources in uncovering infiltrators; set Clan-wide policy.

Lore of this level is only available to Toreador who have been in play for two years or more.