

DESCENDANT OF JUDAH MACCABEUS

(SALUBRI CHARACTERS ONLY)

Historically, Judah Maccabeus was a Jewish priest and famous revolutionary, having successfully driven the Seleucid Empire and their Hellenic influence out of Jerusalem. However, amongst Kindred, he is all that and more; a paragon that every Salubri holds in high esteem. Despite being severely outnumbered and most of his countrymen complying with blasphemy, Judah's faith that God was with him never shook, remaining convicted and courageous to the end.

His moniker "Maccabeus" translates as "the Hammer," which is quite fitting for a man who was never subtle in his efforts to do what he believed in. Judah's Childer tend to be hard-headed, pious, and unwavering, and more often than not, don't have the best reputation amongst "high and mighty" Kindred society. As his progeny, you couldn't care less about what godless buffoons think of you. You have a message to send, a point to make, and a war to win.



● **Blooded:** While not exactly common knowledge, Judah Maccabeus was a Blooded Warrior with an Angel name, though he rarely used it. Like your ancestor, you also possess an Angel name, which could have been self-coined or gained through the mythical Bleeding of Samiel. Whenever using this Angel name in intimidation, you may gain up to two bonus dice to assist your efforts. However, for each bonus dice you gain, you additionally gain one dot of the Status Flaw with the particular group you are attempting to stare down. This Status lasts until the end of the Story.

●● **Hit and Run:** It was no small feat that the Maccabees family was able to wreak havoc on the Seleucid Empire, considering the military of Antiochus IV numbered in the millions compared to Judah's small band of rebels. Certainly, Judah Maccabeus was a brilliant tactician, but the success of his rebellion was largely due to his mastery over guerilla warfare. Once per story, you may automatically succeed on any stealth or survival check whenever it pertains to setting up an ambush.

●●● **Warrior-Priest:** Though universally known and respected as a revolutionary and a warrior, Judah was first and foremost a priest, and a zealous one at that. His sermons and speeches were known to fill the hearts of his men with resolve, ready to fight to the death for the glory of God. You also possess this unique talent of your ancestor.

Once per session, you may use the *Auspex* power *Obeah* in the context of any religious ceremony, which could range from a Catholic Mass to Sabbath Ritae. The Salubri makes the *Auspex* roll regularly, followed by a *Charisma* + *Performance* roll at a difficulty determined by the Storyteller. Every margin of success is equal to one additional person affected by *Obeah*, taking your *Vampiric* Discipline mingled with your zealous preaching to heart.

●●●● **Friend of the Instigators:** If it wasn't for his overwhelming commitment to the Code of Samiel, many would have sworn Judah was Embraced as a Brujah. He certainly possessed mastery over the ideas of rebellion Brujah so often made use of,

as well as their martial Disciplines. The Brujah Disciplines in Judah's blood still run strong in you, and you may purchase either *Celerity*, *Potence*, or *Presence* as a fourth in-Clan Discipline.

●●●●● **Who is like unto God?:** When Judah saw the blasphemies committed in Jerusalem, he tore his clothes, put on sackcloth, and mourned greatly. The King's officers came to Modein, forcing the people to offer sacrifices unto Zeus, and Judah the Hammer strongly refused, inciting his fellow Israelites to rebellion. As he finished speaking, a Jew came forward to sacrifice to Zeus on the altar. Judah was greatly enraged by this, killing him upon the altar and fleeing to the hills, where he united the warriors of Israel.

Once per Chronicle, provided your cause lies strongly in line with your convictions, you may openly declare that your revolution has begun. Your Ambition changes to ensuring the success of your cause no matter what. Any stains gained DIRECTLY in pursuit of this Ambition are mitigated as if by convictions.