



TRUE BRUJAH

Sages, Clock Watchers, Trujah, Myths, The Patient Ones

"No, stay still. Your fumbling and attempts to get out of this situation are simply just a waste of your energy and my time. What is going to happen next is frankly already a foregone conclusion - I've put a lot of effort and thought into these plans, and everything is organized down to the minute so I can extract as much enjoyment out of your fall as I can."

"You Rabble would drag our prestigious line down with you, not only are you content to claim clanship in our name, but you would behave like petulant children raging against anything and everything. Where is the thought? Where is the legacy of scholarship? Where is the self restraint? I've yet to see any redeeming features from your lot... Well, perhaps not quite nothing of value; you serve as an object lesson in how not to spend eternity, and I can't deny that reclaiming your blood gives me immense satisfaction..."

Who are the True Brujah?

Stories of dead Antediluvians are nothing new, and many clans have undergone a change when the blood of the founder has been taken by another. Most of these stories happened within the memory of living kindred – some of those that took part in the events themselves are still around to even tell the story of how the death of one so ancient felt witness firsthand. Few talk of The first death however – that of Troile and her Sire – the original founder of what would become the Brujah.

Before documented history, in a time now more myth than real, the founders existed in what is called the Enoch. There, a scholar found immortality. Their patience and methodic nature was legendary even then, as was their distant nature and inability to show any sort of strong emotion. For most, this would be at worst an annoyance, but for the childer of such a vampire – especially one afflicted by their own passions – the

loneliness and rejection they felt at this treatment began to gnaw at them. From these seeds grew a great betrayal and the first death of one of the True ancients, as well as an inspiration for what was to come with the Second Generation. If one elder can fall to their childer, then surely others can too...

The Discipline of Celerity is a mainstay among the kindred of the modern age, but it's roots lie with the long dead Antedeluvian. To hear the True Brujah tell the story, the founder was scholar and a scientist, and succeeded in finding ways to manipulate the flow of time by using the deathless state of his own being as a benchmark to draw from. This legacy is often referred to as Temporis, and great tales are told of what can be achieved by it's masters. Outsiders wonder how this conclusion has been reached when they appear to have no greater capability than any other practitioner, however they never wonder that aloud when the True Brujah are present.

For many centuries, the True Brujah maintained membership almost exclusively with the Tal'mahe'Ra, the so called True Black Hand. Within the last 20 years or so though, an event brought the sect to its knees, with many of the members either finding final Death, or being shaken to the core by something they refuse to talk of. Since then, the Elders of the True Brujah have attempted to rejoin kindred society - albeit often in their own patient way. Recent years have seen them start to embrace again, and even search out those that mistakenly felt they were of the main clan so they can be reeducated as to their true potential. The rhythms of the blood between the two offshoots are surprisingly similar, and there are more True Brujah among the Rabble than either party realise or would like to admit - it's simply a case of tracking down the ones that deserve to be saved and educating them to how the Brujah have held them back.

For many True Brujah, the only thing that stirs them to true passion is the slow destruction of those that have stolen the place they should have had. The Brujah are considered the real enemy, and a crushing disappointment to their legacy.

Disciplines

Celerity: Just like their Hot Blooded cousins, the True Brujah value the swiftness Celerity brings. Unlike them however, they often refer to it as Temporis, and see it as the legacy of their founder. These powers are the potential gateway into something more, into the very stasis that keeps them timeless and removed from the ravages of

time. What truth there is to this remains to be seen, however rare is the True Brujah that can't react before an event has even seemingly occurred.

Potence: The Brujah inherited their reputation as Philosopher kings by standing on the shoulders of Giants. The True Brujah are what really founded this legacy that was shamelessly stolen from them. Potence was instrumental in the Warrior part of this reputation - when a resolution could not be reached by patience and logic, the next most logical response is to resolve it swiftly and definitively.

Presence: Largely considered to be emotionless and devoid of pity, the True Brujah nonetheless know how to play the heartstrings of those around them, bringing out feelings that they themselves long to leave behind or temper within a rigid structure. Keen debaters, the True Brujah know how to hold a crowd and win them over to the correct way of thinking.

Bane

The Blood of all Brujah, both True and False is defined by rage, whether that rage is aimed at local provocations or millennia old slights can be where there is a difference of opinion, but until a True Brujah has learned the path of the Hollow Heart, they're still subject to the same whims of their volatile blood as any other member of the clan. Subtract dice equal to the Bane Severity of the Brujah from any roll to resist fury frenzy. This cannot take the pool below one die

Compulsion: Rebellion

The Brujah are renowned for their rebellious natures, and whilst the True Brujah would argue that they don't share that affliction (and make no mistake, they consider it an Affliction!) the blood always tells. The vampire still takes a stand against whatever or whomever they see as the status quo in the situation however if another Brujah is present, then they will become the target for the disagreement instead. In addition, the True Brujah are likely to filter this compulsion through logic and practicality rather than raw emotion. This of course can be quite difficult if the alternate option is clearly the better approach - yet they will strive to find a way.

Until they've gone against their orders or expectations, perceived or real, the vampire receives a two-dice penalty to all rolls. This Compulsion ends once they've managed to either make someone change their minds (by force if necessary) or done the opposite of what was expected of them.

TRUE BRUJAH

(BRUJAH CHARACTERS ONLY)

There are tales that reach back as far as the First city of the founder of the Brujah clan Troile's most famous act of Rebellion: the destruction of her Sire by Diablerie and the assumption of the mantle of Antedeluvian. There are also tales that Troile was not the only Childe, and that line continued on, albeit in secret and with far fewer members than the Rabble. What is understood is that they could hold a grudge like only an immortal can, and the target of their ire was Clan Brujah for denying them the time to prosper.

What this group did for the resulting Millennia is shrouded in secrecy - rumours of their membership in a cabal of Antedeluvian worshipping Death Cultists are often met with stony silence or just plain confusion. Regardless of the validity of this story, the elders of the Bloodline are well connected and organised, and have an unhealthy relationship with secrecy.

The self styled True Brujah often refer to themselves as the masters of Time, and of having the abilities to supersede it's grasp. Whilst most of this is just advanced applications of Celerity, there are those that claim to have seen some unbelievable results wielded by the true owners of this legacy.

Whether you descend directly from that fabled line, or



have just taken the legend to heart and learned the secrets from its masters, the shifts in the blood can't be denied. From slaves of passion with the shortest of fuses, to controlled and calculated instigators of force, the time has come for a new Act of Rebellion.

LORE

- **Time sense:** The True Brujah claim that the Celerity of the Rabble is but a modicum of the power of the real founder, that his ways have been diluted and abused. This ability is the first step towards understanding, and is common among the bloodline. This grants a perfect grasp of time - the amount passed, in use and left to go – as well as if there are any unexplained gaps in their own timeline. They will never be caught out by lost time, however they can become a little obsessed by its passage.

- **The Blackened Hand:** Whilst the so called True Brujah used to congregate together in a mysterious sect, nowadays they are spread afar, with only their blood ties and urge for recompense holding them together. Nonetheless, they are an organized, efficient and patient group who have managed to accumulate significant resources in many fields. A player may distribute 4 dots between Resources, Influence and Mawla from these shadowy elders. These outside forces are willing to help their own blood, but always remain hidden from society, pulling strings for their

own agenda. Characters will at some point find themselves asked to perform tasks using these advantages to benefit these hidden masters.

- **Cold Logic:** It is said that the passion of the Brujah is in direct contradiction to the temperament of the lost Antedeluvian, and whilst their scholarly pursuits remain, their emotions cloud their judgment. Those that feel the pull of the rightful blood claim this analytical mind is a gift to them and can be used for greater clarity. These dispassionates gain a bonus die on all rolls using a knowledge skill, but only when they have the time to put their analytical minds to good use (More than a scene spent researching). If the Character gets a total or bestial failure on this roll, then all Insight checks are performed with minus dice equal to their Bane Severity for the rest of the night.

- **Right Time, Right Place:** The True Brujah consider themselves the true masters of the time

bending powers of Celerity, and while the reality doesn't live up to the tales the elders of the bloodline like to spin, they certainly use every aspect of it possible. Once per story, a character may use a Celerity power they do not already know that is at their current level or lower.

- **Hollow Heart:** The spawn of Troile are renowned for their short fuse and frequent attempts to solve even the simplest of problems with mindless violence. In contradiction to this, those that follow the ways of the True Brujah, try to emulate the calm serenity and brutal logic of the true founder. Characters with Hollow heart need not subtract Bane severity from Fury frenzy rolls – in fact the strict regimen allows them to add a dice to Fury frenzy checks. However, in the event that they fail the check, they gain stains equal to their Bane severity as their minds rebel against their lack of control and failure to steel themselves against the beast. In addition, followers of the Hollow heart may not freely ride the wave of frenzy. This ability only applies to fury frenzies.