

Clan Cappadocian

The Cappadocians are universally shunned for their macabre interests. It has been rumored that the Clan Founder was a priest in ages past and in his search for the secrets of life, death, and what lays beyond, Embraced the head of a family of incestuous merchants. After this child committed amaranth upon his sire and attempted to annihilate the rest of the clan; some of the Founder's progeny escaped into the Shadowlands. During the Shadowlands' Third Great Maelstrom, these progeny returned to the Skinlands and after meeting with the Camarilla's Inner Circle, destroyed the upstart Giovanni Clan.

With their vengeance realized, the Stiffs resumed their research into the mysteries of death, and also their practice of advising Princes in matters of wraiths and other spiritual issues. The Cappadocians are trusted for their lack of interest in earthly power; respected for their insight and wisdom; and feared for their interest in what lays beyond the shroud of death. Throughout their ordeal, an undercurrent of repressed anger and a more obvious paranoia permeates the clan, though none of the other clans have detected their subtle change in outlook. The few who have deciphered the Cappadocians' new attitude chalk it up as simply as delusions.

After their return, Clan Cappadocian has managed to reclaim all their previous holdings. Because of their near annihilation, they have fortified each to withstand assault from without. The most heavily fortified is the monastery at Erciyes, where the Elders have recovered their stolen research. It is rumored that Japheth Cappadocius keeps the wraith of Augustus Giovanni enslaved for nightly tortures.

Nickname: Stiffs

Sects

The majority of Cappadocians are found in the Camarilla, though a small, and growing, cabal are found in the Sabbat. This cabal calls themselves the Harbingers of Skulls, and they seek revenge against the main clan. The elders in the Clan are unsure what their reason is, and the Harbingers aren't saying. In the early 18th Century, all male Lamia defected to the Sabbat, and actively recruit any male Lamia neonates that they come in contact with. These Lamia Antitribu were promised a more prominent role in the Sabbat's affairs, where they often compete with the Tzimisce as pack priest.

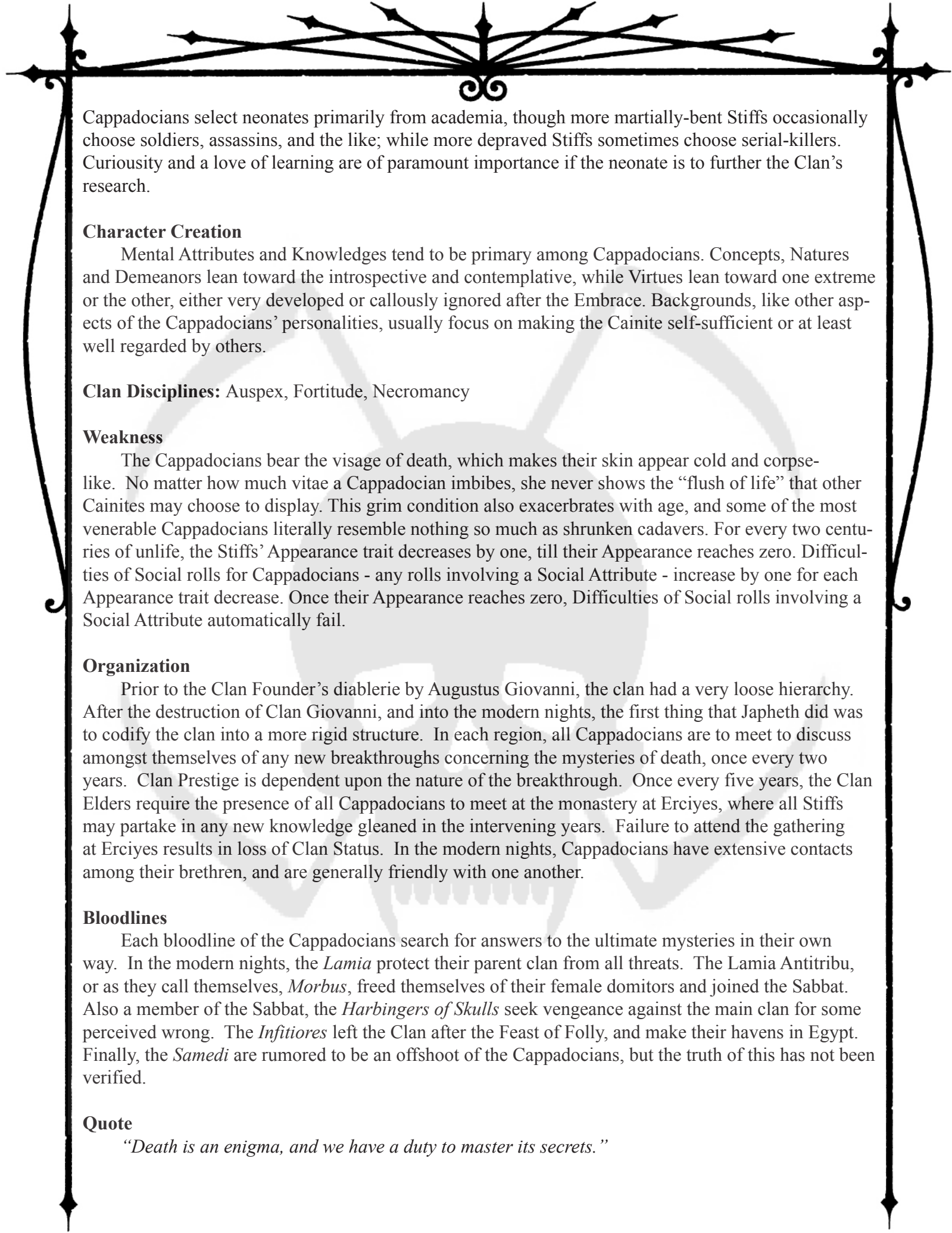
Appearance

All Cappadocians exhibit a deathly pallor that can never be assuaged by the imbibing of blood. They will attempt to hide their emaciation, in order to not bring attention to themselves. In ages past, the Stiffs typically dressed as monks or scholars because of their study of death; however, in the modern nights, Cappadocians typically dress in whatever fashion that they were in life, though they prefer free-flowing clothing that won't hinder movement.

Haven

Traditionally, members of the Clan of Death chose remote locations that were near their research, such as tombs and ossuaries. In the modern nights, the Stiffs' typically choose havens that don't attract attention of mortals and cainites. Abandoned sanitoriums, morgues, and other less savory locations are preferred by the Stiffs. Because of the nature of their research, their havens typically have extensive laboratory facilities as well.

Background



Cappadocians select neonates primarily from academia, though more martially-bent Stiffs occasionally choose soldiers, assassins, and the like; while more depraved Stiffs sometimes choose serial-killers. Curiosity and a love of learning are of paramount importance if the neonate is to further the Clan's research.

Character Creation

Mental Attributes and Knowledges tend to be primary among Cappadocians. Concepts, Natures and Demeanors lean toward the introspective and contemplative, while Virtues lean toward one extreme or the other, either very developed or callously ignored after the Embrace. Backgrounds, like other aspects of the Cappadocians' personalities, usually focus on making the Cainite self-sufficient or at least well regarded by others.

Clan Disciplines: Auspex, Fortitude, Necromancy

Weakness

The Cappadocians bear the visage of death, which makes their skin appear cold and corpse-like. No matter how much vitae a Cappadocian imbibes, she never shows the "flush of life" that other Cainites may choose to display. This grim condition also exacerbates with age, and some of the most venerable Cappadocians literally resemble nothing so much as shrunken cadavers. For every two centuries of unlife, the Stiffs' Appearance trait decreases by one, till their Appearance reaches zero. Difficulties of Social rolls for Cappadocians - any rolls involving a Social Attribute - increase by one for each Appearance trait decrease. Once their Appearance reaches zero, Difficulties of Social rolls involving a Social Attribute automatically fail.

Organization

Prior to the Clan Founder's diablerie by Augustus Giovanni, the clan had a very loose hierarchy. After the destruction of Clan Giovanni, and into the modern nights, the first thing that Japheth did was to codify the clan into a more rigid structure. In each region, all Cappadocians are to meet to discuss amongst themselves of any new breakthroughs concerning the mysteries of death, once every two years. Clan Prestige is dependent upon the nature of the breakthrough. Once every five years, the Clan Elders require the presence of all Cappadocians to meet at the monastery at Erciyes, where all Stiffs may partake in any new knowledge gleaned in the intervening years. Failure to attend the gathering at Erciyes results in loss of Clan Status. In the modern nights, Cappadocians have extensive contacts among their brethren, and are generally friendly with one another.

Bloodlines

Each bloodline of the Cappadocians search for answers to the ultimate mysteries in their own way. In the modern nights, the *Lamia* protect their parent clan from all threats. The *Lamia Antitribu*, or as they call themselves, *Morbus*, freed themselves of their female domitors and joined the Sabbat. Also a member of the Sabbat, the *Harbingers of Skulls* seek vengeance against the main clan for some perceived wrong. The *Infiores* left the Clan after the Feast of Folly, and make their havens in Egypt. Finally, the *Samedi* are rumored to be an offshoot of the Cappadocians, but the truth of this has not been verified.

Quote

"Death is an enigma, and we have a duty to master its secrets."