

the
CAMARILLA

MORTEM POST

The National Coordinator's Newsletter

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The Camarilla, a White Wolf World of Darkness Fan Club

NC Stuff

The Awards of ICC

Every year a very hard choice is made... actually several of them.

The Camarilla 2006 Awards

International Members of the Year: Eddy Webb and Alesia Clardy

International Storyteller of the Year: Phil Rickaby

International New Member of the Year: Kathy Bunt

US Member of the Year: Adam Smythe

US New Member of the Year: Adam Tomplait

US Storyteller of the Year: Lesley Packel

US Coordinator of the Year: Ricky Kramer

Congratulations to these hard workers and we hope they will stay around for a long time.

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Welcome to IRC

IRC stands for Internet Relay Chat. You can find a lot of client (or program) options on the web to download and install. Aside from downloading a program, you can access IRC by using a webclient. The White Wolf web page hosts a web chat client if you are unable to access an IRC client from your computer.

When participating in the Camarilla Sanctioned IRC Chat rooms, you must adhere to the Code of Conduct and IRC Policies. It seems like a whole lot of rules, but it's really not. The Darkmyst Network is the Networks of servers that our Camarilla IRC Channels are located on.

You connect to this network by typing:

/server irc.darkmyst.org . Then you can access the main ooc channel by typing /join #cam-ooc .

Ops are nicks with an @ symbol in front of their nicks. Ops are members who are hired to manage IRC, ensure the rules are being followed, and help members when needed.

IRC is often very useful and a great place to socialize. Many members use IRC as a way to talk to other members, make arrangements for visiting other domains or for sharing hotel rooms for cons. It is also a good place to ask for help or get advice and opinions from members from all over the world. In addition to the social aspect of IRC, there are IC Channels to play your characters in.

The IC Channels are still just chat rooms, but it is instead your characters that are chatting. This can be useful for communicating with other characters. You can make arrangements to travel to other cities or just find out what's going on in other cities. Often, characters get on IRC in order to get information that they cannot access locally.

IRC has its own draw due to the simple fact that it is live when your game may not be. The role play is right there. Many characters use IRC as a way to plan their next big political move, plan their next sabotage attempt or maybe their just bored and looking for

some other person to talk to. Either way, it's a great place for communication, whether IC or OOC.

Aside from the channels provided by the Global IRC Admin's office, there are many Camarilla Activities held on IRC. Many regions, domains, and even global officers, will run online games, which are sanctioned and worth XP just like any other game. There have been several Global Mage games, including games based in the UK. There is also an online domain for members who don't live within reach of a physical domain, and they are called the House of the Fourwinds (see main IRC website).

There are a lot of benefits in using IRC. I encourage all members to join us! For more information you should visit <http://camarilla.white-wolf.com/irc>

Michelle Rogers US2002021047
Acting IRC Admin – Wiki Goddess



Congratulations
go to
Pearce Dreadin
ANC Prestige
for having reviewed over
100,000 prestige entries.

That's Amazing.
His brain didn't even melt.

High Status Without High Travel Costs

Greetings and salutations, my brothers and sisters in hobby-dom. My name is Harley Herrin. I live in Phoenix, Arizona, with my beautiful wife, Lori (also a cammie) and our fantastic son, Jackson. Jackson is about as old as this chronicle, and has seriously hampered his parents game-travel. It is because of our little bundle of joy and responsibilities that I was asked to write this little document. You see, I play Alexander Thibedeaux, a Carthian with Covenant Status 5. This little document is a primer on how to be high status when you can't be at most of the regional events, or hit all the big games in your region.

The first step in playing a High Status PC is to sit down and really determine viability. We've already established that we don't have room for much travel, but do we have much time for game at all? If you're playing one of the big dogs, you're going to get a lot of e-mail. There will be days when you get more requests for your help or even your opinion on a matter than you'll get offers for cheap pills to "INCREASE YOUR SIZE!!!!" Also, you'll need to determine if your PC is in a position to be high status. Most everyone avoids playing the straight stereotypical member of their chosen group, and you need to try and decide if you're too far from mainstream to really make sense as a paragon of your group. Once you have, we're all set to begin.

The first step is involvement. That no one will have a face to put to your name is a hindrance, no doubt, but proper involvement can negate the majority of those effects. Make sure that when things come up that effect your organization, that you comment. And not just a one line "Word!" or whatever, but a real commentary that echoes the ideas of your organization and shares your own take on them. Allow the other people playing members of your organization to see you not only support the order, but to step out of the crowd and identify yourself as an individual. See where your organization is big and involve yourself. Make sure the big dogs already out there know your name and appreciate what you've done. Don't spam lists and proxy everywhere to milk up some extra XP, make sure that there's sufficient quality in what you do that people start taking note of your

name in threads, and your opinion when important issues come up. Work with the members of your group that are really doing things, then you'll be doing things too.

The second step is to keep up with the setting. Sourcebooks and addendums come out fairly regularly, and these are a great opportunity to get your character noticed. Work with your STs to get a good application written up for a new power or faction, then take it to the organization to help serve as a mentor or a teacher. The ST staff is there to help you tell the story you want to tell, and they're often underutilized by the player base. So send them an e-mail, and if you can make it to an event some time, buy them a drink. Just be patient, they do have large plates that are full of all sorts of things to help keep our stories going, but most of them love to get a chance to work with players.

Another handy tool is IRC. I don't usually recommend relying on the standard channels to up your reputation in a game, as they're usually filled with a handful of PCs from the same people. But there's a new use we're seeing for those IRC rooms too, and that's game-events. So pop into a GIR (Global Independent Region, ST: Dawn Lloyd - dawn_lloyd@yahoo.com) game or a 4-Winds Game (4 Winds IRC Domain, DST - Cris Hundley - dst.4winds@gmail.com). Each one of those is a 'travel game' that requires neither a plane ticket nor a babysitter, and helps get your PC's name out there.

Fourth, and a vitally important part of this process is to maintain relevancy. Every month, you should re-read the status sections of your rulebooks, and re-read parts of the sourcebooks for your organization. Think about what's been going on with the lists, and what you've heard. Remember that you're portraying one of the leaders of your organization. Because your interactions with others are limited to locals and the occasional broader audience, make sure that with everything you do, every conversation you have, the other PCs are unable to forget that you are a member of your organization.

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A Vaccine against Highlander Syndrome

I have noticed a lot of players in my home Domain have fallen victim to Highlander Syndrome or HS. For whatever reason they believe that each supernatural type, when coming into proximity with another of the same type of supernatural entity, telegraphs the relative level of power as defined by Blood Potency, Primal Urge, or Gnosis. Well, the only way to fight HS, aka ignorance, is through knowledge and a redundant rehash of the rules presented in the core books as modified by the Addendum.

First, we will deal with Blood Potency and vampires. According to the rules in Mind's Eye Theater, as modified by the Addendum, whenever two vampires unexpectedly come into contact in a tense setting not defined as a vampiric gathering, they must roll to resist Predator's Taint. The mechanics are simple, it's a roll to resist frenzy. If the newly encountered vampire is of greater blood potency than the character, then the character may Rotschrek, and attempt to flee. If the character is of greater blood potency than the new vampire then the character may enter a normal frenzy, frequently called anger frenzy, and attack them. If both are equal, then both check for frenzy. In none of the above cases can either character sense the actual numerical blood potency. The mechanic listed in the book suggests that any involved players hold up their character's BP in fingers at the count of three. As a reminder, this is strictly out of character information. If a player ever remarks that someone BP must be a certain level because their character felt a certain way (fearful or angry), then that person is misinterpreting the rules for his personal gain.

What of Mask of Tranquility and Aspect of the Predator? In the case of Mask of Tranquility, the user of MoT causes no reaction in another vampire, but may react normally themselves and be affected by the Taint. As such, a user of MoT may appear to flee or attack another vampire without the attacked vampire having any clue as to the cause of the reaction or why this non-taint having creature just went crazy. In the case of Aspect of the Predator, the user of the power can only react to the Taint by controlling themselves or entering (anger) frenzy. As such, if they fail their Taint roll, they will never enter Rotschrek no matter how far below their BP is compared to the other vampire

they are encountering. If a vampire who is not using AotP encounters one who is, then the rules apply normally as the AotP does not modify down the perceived BP.

Next, we have the wonderful werewolves and Primal Urge. There is no way for two werewolves to supernaturally detect one another and nothing like Predator's Taint. They have no way to recognize other werewolves except by smell. Whereas, two vampires could pass in a crowded subway terminal and miss each others presence, two werewolves occupying a similar area would instantly be aware of the smell of another of their kind. This sense does have limits, it serves only to indicate that another werewolf is present. It won't pick them out in a crowd or even tell you if they are currently there, just that there was a werewolf in the area.

Finally, we reach the mages. All mages are considered to have the Unseen Sense merit and as such any use of supernatural power near them may trigger a reaction. Note the difference here, the use of supernatural power, not the presence of a supernatural being. You could site Joe Bob Thyrsus right between Fuzzy Wolf and Sharp Teeth and he would never know the difference unless one of them tapped into a supernatural power. Mages cannot even sense each other unless one of them does a little willwork. However, if a mage who has a Magesight rote active happens to be nearby they may notice another supernatural if they are using an appropriate Magesight type. Death or life mage sight may reveal vampires. But death mage sight might totally miss a werewolf.

In closing, I want to say this. Each supernatural's ability to sense other supernaturals exists as an element of mood. Vampires are sensitive to souls of other vampires, werewolves to smells, and mages to the exertion of will to alter reality. If every one of them had the ability to always sense another of their type, the rules of surprise and stealth would be totally meaningless and we would all wander the city waiting to get that twisting feeling in our gut. On the upside, we might also be able to conceal swords in Speedos, but I don't want to go to that game. Do you?

Eric Chronister US2006068076

Optimizing a Character Build

Getting the most bang for your buck

Deciding where to spend the initial points in building a character sheet can be easy. Because creation points (attributes, abilities, merits) have a constant cost for each level, while experience points have an increasing cost, it's often best to max out or near-max a few traits that you want high anyway.

First, you should have a concept in mind. This doesn't have to be a full character backstory, but should include what role the character will end up playing.

Attributes

You may want your character to be strong, quick, and able to take a hit, so let's look at an example.

Ex 1. Basic

Strength 1 + 2 = 3

Dexterity 1 + 1 = 2

Stamina 1 + 2 = 3

This seems fine, but if you intend to raise Strength and Stamina with experience...

Strength 4 costs 20xp. Stamina 4 costs 20xp.

That's a total of 40xp. Yikes!

However, the initial points could be spent better.

Ex 2. Fine tuned

Strength 1 + 3 = 4

Dexterity 1

Stamina 1 + 2 = 3

Dexterity 2 costs 10xp. Stamina 4 costs 20xp.

This saves you 10xp, by concentrating the initial attribute points.

A word of advice. Don't have your character go around with a high stat in one category with 1's in the other two, unless you really intend on the way you RP being affected by it. Remember, the sheet reflects the

character, and doctors tend to have good amounts of focus and determination (Resolve) despite the trait not being a part of Medicine rolls.

Abilities

Ability points provide a much greater area to maximize your points. Let's look at the beginning 7 ability points.

You could spread those out to 7 abilities at 1 dot each, but each 1st dot can be bought with 3xp, so let's see how focusing them goes.

4 dots in one, 3 in another.

To raise both to 5 dots costs 42xp. 12xp for going from 3 to a 4, and 15xp for each 4 to a 5.

1 dot in one, 5 (6-1) in another.

To raise the single dot to a 5 costs the same, 42xp. I would recommend the 4/3 route, as you probably have more than one skill (and associated dice pool) that you would like to be good in at the start, anyway.

For 11 attribute points, 5/4/1 is the same as 4/4/3, which I think best suited for initial expenditure. It shows you've become an expert in several somewhat-related fields. But in planning to raise to 5 dots in each, they cost the same.

Merits

This is a bit more tricky, as 3 or 6 points can go to raise your Power Stat (Blood Potency, Gnosis, Primal Urge) by 1 or 2. This is the cheapest you will get this, and with the 6 month wait between raising it, it helps get you to where you're going the quickest.

One thing to keep in mind is that there are creation-only merits, and if you want these, you will have to buy them with the initial 7 points.

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Character Building... continued

If you aren't buying Power Stat or creation-only merits, what's wrong with you? Seriously, if you're only going to purchasing non-creation merits, buy graduated merits first.

A simple cost merit at level 4 requires 8 experience points. A graduated cost merit at level 4 requires 20 experience points.

And for those merits, if you have the full 7 points to spend, see the note on abilities. If you have only 6 points, for some reason my math shows that putting them in one skill is worth more equivalent experience than spreading them among multiple, if they'll eventually be wanted at 5.

This is really the area that spreading the dots where you want them to be would cost you little, with regards to experience.

Freebie points and you, or how to spend the MC bonus dots.

You should spend them on the most expensive thing you would like to raise. Obviously, items at a higher level give a better "experience value" for the freebie dot.

These are likely to be (in order): Power Stat, non-preferred cost discipline/renown/arcanum, preferred cost discipline/renown/arcanum, stat, skill.

Finally,

to paraphrase some good advice I was given:

Role-play your heart out, but have the stats to back up necessary Roll-play.

Kyle Haines
US2002034211

High Status... continued

Your views should at least mostly align with the ideals of your group, and when you speak, they should be able to imagine other voices of your organization echoing your words. Stay with what's going on in your group, and make sure that if you're deviating from the norm, or changing, that you're bringing your group with you. You can't always echo the party line perfectly, but at least try to be in line with one of the well known factions of your groups.

I've shared with you so far four handy tricks you can use to increase your PCs visibility (and hopefully reputation) ICly, and before I go I'm to offer one last trick. This one is OOC, but is perhaps one of the most important things you can do. We are together telling a story, and having a high status PC means you've got an approval somewhere. Remember that question we've all seen "How will you be like a storyteller in portraying your character?" Work with storytellers and players to make the organization what you all want it to be. Every

story has a minor contrivance or two in order to deviate from standard 'organic' story growth to a great story. Don't be afraid to have a few in the LARP too. Part of being well known is having an opposite, and if your PC doesn't have one, shop around as a player for one. Find someone who's got their PC in place for the long haul, and OOCly set up a rivalry you can use IC. Find some goals that players want to see from the group, and make them some of your PCs long term goals. A little bit of OOC legwork for a better story seldom goes wrong, especially if you take time to work with the storytellers and players on it.

So that's my primer on being a high status PC without being able to travel. I hope you found a few points you like in there, and I wish you luck in making your character the one you want to play.

Happy Gaming!

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