



MORTEM POST

The National Coordinator's Newsletter

Issue 10, January 2007

The Camarilla, a White Wolf World of Darkness Fan Club

NC Stuff

Right now the National Newsletter is pulling together materials to help further recruitment efforts throughout the entire club. We can't do it alone though, we're looking for anything and everything you have that could help with our recruitment efforts. Send anything you have directly to USNC.Newsletter@gmail.com

Thank you for your continued help.



Contents

NC Speaks.....	1
Constructive Criticism	2
Player Spotlight: Adam Smythe	3
Announcements Summary	4
Blood Bonds Elucidated	5
US Camarilla Convention '06.....	6
Camarilla Chairty 2006	6

Staff:

Will Laymance Editor and Go Getter
Dineh Torres Chief Flunky
Wes Contreras Boss Man
Submissions: USNC.Newsletter@gmail.com

UPCOMING CONVENTIONS

CAINE is April 12th - 15th in Vancouver BC.

SCaRE is March 15th - 18th in Tulsa.

SERE is May 10th - 13th in Atlanta.

USCC is June 7th - 10th in Cleveland.

NCRE will be the beginning of August.

NERE will be in September.

ICC is October 18th- 21st in Nashville.

Stay posted for more details!

What did you say about my Momma??

Constructive criticism is a term casually tossed about in business, team building exercises and project appraisals quite a bit, often with little actual realization of what it is or how to be critical in an improvement-resulting manner.

Being critical is easy, and offering criticism seems easier still. Yet constructive criticism – the more refined and effective brand of critical feedback – is like an art when compared to nagging, nit-picking and negativity. When advice is delivered in the correct spirit, there is likely to be significant growth in capability and mastery of some skill that might have been a recurring stumbling block or the elimination of a persistent issue.

Tips for giving constructive criticism

1. Recognize the relationship. Understand the relationship between you and the person you are interacting with. Supervisors criticizing a direct report, a project leader criticizing a team member, and a member criticizing another are all different in their relationship base and should be approached appropriately.

2. Criticism should be descriptive but not judgmental. Have several concrete examples of the behavior or situations you are discussing. Be as factual and succinct as possible. Judgmental (or insulting) remarks nearly always put one party on the defensive and shut down real communication. Avoid using the words, “always,” and “never.” Examine recent incidents; don’t dig back into the archives to evaluate a behavior that was in place years before. Have you ever been scolded in front of a group of peers? Painful, right? Don’t make the same error. Seek a private setting where your subject may be less defensive or belligerent and where you can both listen and discuss without distractions.

3. Speak respectfully. Think about it: Nothing seems worse than being yelled at, scolded, or just “talked at.” And all of those seem even less constructive if you feel that what’s coming at you is biased, inaccurate, or unfair, and that you’ve not been offered a chance to share your perspective on the matter. In any

discussion, and particularly one where you’ll be offering criticism, it’s important to listen, to ask questions, and to ensure that you’ve made clear that what you’re sharing is your perspective rather than a judgment or indictment of the other person. Keep in mind that this is an information-sharing dialogue – where both people get to speak and listen – rather than a tirade.

4. Ask questions and listen to the responses. Another great way to collect information that will help you to unveil unclear expectations, misperceptions or lack of clarity is to ask questions. The opposite, of course, is just doing all of the talking (which comes perilously close to assuming that you’re correct in your perception of the entire situation). Before providing constructive feedback, it would be great to ask questions and learn more about how the other person understood his role and assignments, how they understand any agreements, what they thought you or others expected of him, and how he felt about his performance on those contributions to date. Often, as you listen to someone’s responses to questions, you have at least one “Aha!” moment that enriches your own understanding,

5. See the positive as well as the negative. Studies show that many people feel criticized, bullied or ostracized more than appreciated at work, school and in general social situations. One great practice before providing feedback to someone, is to make a list of things that you really appreciate about the individual or their work. Discuss these as well as points of criticism; often a system which works in one area can be adapted to another with outstanding results.

Remember, the club is what WE make of it, and by working together, there is little that can not be improved upon for everyone’s benefit.

Pearce Dreadin
US2002021645
USANC-Prestige

Player Spotlight: Adam Smyth

By Bill Fry US2004122507

Adam Smyth plays Archbishop Conrad Frederich Karl Van Der Haas, the Lancea Sanctum Prince of Indianapolis. Adam agreed to answer a few questions about the amazing journey he and his character have undergone in the last year.

I had the pleasure of meeting Adam at GenCon 2005, where he played Van Der Haas for the first time. Adam's PC started off as a pre-gen at GenCon, and from the moment I first RP'd with him I knew he would do well in the Camarilla.

Q: Your character started out as a pre-gen at GenCon 2005. How long was it before you became Prince of Indianapolis?

Adam: First, it was not my plan to become Prince. It all happened so fast, in about three months.

Q: Could you give a brief description of the events that lead up to your character becoming the Prince of Indianapolis?

Adam: After the city was taken over by Kate Easton I was approached by the city's angry elders, a few deals were made and plans became actions and so on and so fourth.

Q: Do you believe Member Class has an effect on how people view the character? Do you believe people will change their role-play style simply because they have an idea of how powerful a character might be?

Adam: Somewhat, but not really. I'm MC nobody and people treat me like they do many of the MC 15 types, its all about the way you play, if you let MC define your role play then it will...I don't. Some people do...but in my experience not many.

Q: Do you think your character would have progressed any different if you had obtained a higher MC before making your character?

Adam: I think it would have happened faster- my Praxis, and it likely would have been my idea.

Q: What do you think has a greater impact on the game as a whole: Good role-play, or the MC of a player?

Adam: Good Role Play is extremely important and outweighs any other factor.

Q: In your opinion, how hard it is for new players to enter the Requiem chronicle and become involved in regional, national, and global plots? Do you believe it is easier for players with a higher MC to become involved in these plots?

Adam: Not hard at all, actually it's harder to avoid plots than to get into them.

Maybe it is easier, higher and lower MC players don't get into plots, they fall into them or are hit by them.

Q: In your experience, have the majority of players you have met with higher MCs been helpful and eager to help you become involved in role-play? Could you give any examples of either members with a higher MC being helpful or unwilling to involve you in role play?

Adam: Yes, very helpful. Wade Racine, Nycci Daniels, Ben Weger, Chris Rhodes, and Brent Collins are among the most helpful at least in my experience, they have all had an impact on my character and on me as a player and have help me in many ways. Wade, Nycci, Chris and Brent have helped me become recognized in my covenant and helped others see my worth as a character.

Q: At the conventions and/or Games of the Month you have attended, have the majority of players making an impact on the game been on the higher or lower spectrum of the MC scale? Have you witnessed anything in particular out of either the higher or lower MCs that you thought was noteworthy? Why?

Adam: Most of the big splashes I have seen at cons have been because of low MC players, low MC gives a certain amount of flexibility that High MC doesn't, not as much to loose I would guess. All the Cammies are noteworthy for dozens of reasons I cant pick one or even a few in particular.

Q: There's been a lot of debate about Membership Class and how it affects the game. In your opinion, do you believe that it is possible for lower MC players to have a major impact on the chronicle as a whole? Do you think opportunities are presented to lower MC players by the higher MC players to become involved in large scale plots?

Adam: Yes, not to "toot my own horn" but I as an example have made quite a dent in the chronicle and I have seen many low MC characters do the same. Yes, take my Praxis seizure, that was presented from High MC players. They recognized I could run things well. Of course, they got more than they expected but its the World of Darkness. As to plots, yes the opportunities definitely exist.

Starting with a pre-gen character to Prince of a major Domain in three months, Adam is proof that low MC character's can make a big splash in any venue. He is also proof that those who have obtained a high membership class do help out with new players in the Camarilla, and help make their experience more enjoyable. For those players just starting out in any venue within the Camarilla use this as an example that you can quickly become involved in the global chronicle. Don't be afraid to jump in feet first, and don't be afraid to ask any member for assistance.

From the Archives.....

FROM THE COORDINATOR OFFICES

Constitution Amendment Vote Results, December 12, 2006: The vote is in for the following amendment to the Camarilla USA Constitution: Be it resolved that the constitution be modified to replace clause 14.5.1. with the following: "A member has the right to appeal any decision made by a single officer, including appeals decisions. Decisions made by the Camarilla Council or Arbitration Board may not be appealed." As this was the official interpretation of the previous clause, this has no impact on the current rules.

ICC 2007 Pre-Registration is Live, December 15, 2006: Pre-Registration for ICC 2007 (Nashville) is live, and can be bought through the White Wolf Catalogue at the cost of \$35 until October 4, 2007.

Prestige Log and Disciplinary Action Archival, December 21, 2006: Coordinators may now courtesy copy us.review.archive@gmail.com when sending reviewed logs with approved MCs to the members to automatically archive the prestige logs. If a log gets lost, a member of coordinator can email the national staff to request the archived log. A similar service is available for Disciplinary actions, which can then be referenced for future prestige reviews, and keep a record as coordinators change and records are misplaced or lost. The Disciplinary Action archive is located at us-discipline-archive@gmail.com.

SERE Changes, January 5, 2007: Due to some issues with booking space at the hotel, the dates for SERE have changed to May 10-13, 2007. For questions and concerns regarding tickets to the event and any changes, contact Charlie Rose at crose@deadletteroffice.org. The rest of the event information is as follows:

Southeast Regional Event 2007
May 10-13, 2007.
<http://sere2007.atlantacamarilla.com>
Holiday Inn - Atlanta Airport North
1380 Virginia Avenue, Atlanta GA 30344
Telephone: 1-404-762-8411
Fax: 1-404-762-6138

FROM THE STORYTELLER OFFICE

Promethean Discussion, November 29, 2006: There is quite a bit of debate going on as to how to incorporate Promethean into the Global Chronicle, or whether to incorporate it at all. To join the discussion or keep abreast of the latest in the discussion, subscribe to the new Promethean List, here: <http://cammail.white-wolf.com/mailman/listinfo/promethean-oo>

Changeling Settings Document Available, December 7, 2006: A whole new world is available with the new Changeling Settings Document. Go to the MST web site at <http://camarilla.white-wolf.com/MST/> and click on Rules, then Changeling.

NEW HIRES

US-NST Elected, December 4, 2006:

We welcome Jonathan Herrmann to the office of the United States National Coordinator, and thank the rest of the applicants and the Regional Storytellers for their participation in the elections.

The NST's Staff are:

Assistant National Storyteller: Chief of Staff

Kevin Millard, nightgaunt@learsfool.com

Assistant National Storyteller: Rules

Mike Gearman, mithrascod@yahoo.com

Assistant National Storyteller: Requiem

Ree Soesbee, us.anst.requiem@gmail.com

Assistant National Storyteller: Forsaken

Gillian Twining, Gillian.twining@gmail.com

Assistant National Storyteller: Awakening

Luke Hill, auronculari63@yahoo.com

Assistant National Storyteller: Changeling

Lesley Packel, storyteller.sprite@gmail.com

Assistant National Storyteller: Troubleshooter

Ric Connelly, ric@ricbyrne.com

Other New Hires

East Central Regional Storyteller

Josh Chaney,

Southeast Regional Coordinator:

Deb Pelletier, whitewynd@yahoo.com

Northeast Regional Coordinator:

Dominick Ciraco, vampst@theinferno.net

Blood Bond Effects Primer

By Christopher Leeson NC RST US2002023429

This document has been written to help educate players and storytellers alike on the effects of the Blood Bond. I have had different questions about blood bonds and decided to compile all of my research into a single document that anyone could use to find answers to questions they may have.

The Blood Bond, or more formally known as the Vinculum, is the artificial love and loyalty that comes from feeding from a Vampire's Vitae. There are two parts to the Vinculum. The first is the Regnant, they are the one who is dominant in the relationship and the other is the Thrall. The Thrall is the individual who has been bound by the Regnant. Kindred and Kine can both become Thralls. The typical Kindred belief is that after three drinks the Thrall is completely bound. It is important to note that this is not always the case. The Blood Bond has three stages of strength with the third stage being a fully bound Thrall.

Stage 1: The first drink only generates a mild interest in the Kindred. The chance to succumb to Vitae Addiction is stronger than the feelings towards the one who's Vitae was tasted. The Thrall must also test for Vitae Addiction. There are no mechanical effects of the Vinculum at this time.

Stage 2: The second drink starts to form a stronger bond between the Thrall and Regnant. At this time, the Thrall considers the Regnant to be an important figure in their life. This feeling could manifest in multiple ways depending on the character being bonded. Examples of manifested feelings could be protectiveness, admiration, affection, and trust. At this time, the Storyteller can ask for a Resolve + Composure roll should the bonded character try to attack the Regnant or negatively affect their interests. The Regnant also gains a +1 to social draws against the bonded character. This drink also causes another Vitae Addiction test.

Stage 3: On the third drink, there is a test to determine if the bond forms. The potential thrall draws Stamina + Resolve. The draw is adjusted by the difference between the two Vampire's Blood Potency dots. If the thrall has a higher Blood Potency, then add it to their test pool. If the Regnant has a higher Blood Potency, then subtract it

from their test pool. If the test gains 4 successes, then the bond fails. The test is redone if there are consecutive drinks until the bond sticks. If the bond forms, the Regnant is able to use Dominate on the thrall with only the sound of their voice. The Regnant gains a +2 bonus on all Social draws to affect the thrall. The thrall is subject to a Resolve + Composure draw at -3 when ever they attempt to take an action that might result in indirect harm to the Regnant. The thrall is also subjected to this draw if they attempt inaction that might result in harming the Regnant. If the thrall attempts direct action against the Regnant, they are subject to a Resolve + Composure draw at a -5. Failing those draws means that the thrall can not act against the Regnant or attempt their inaction. This third drink also causes another Vitae Addiction test, as do any further drinks.

Resisting the Bond: It is possible for a character whose Blood Potency is higher than that of the possible Regnant to resist the formation of that blood bond. At each stage of the Vinculum, the player may spend a Willpower point to make a Stamina + Composure draw. The Willpower point does not add the +3 bonus to this draw. If this draw succeeds, the Vinculum fails to form at that stage. When the two Vampires have the same Blood Potency, the Bond is treated like normal and no draw is allowed to resist the blood bond.

Breaking Bonds: The embrace does not break the Vinculum or the Vitae Addiction. Time and mistreatment can erode the bond. Final Death of the Regnant is guaranteed to break the bond.

Other Notes: A character may have multiple first and second stage Vinculums to any number of Vampires. Once an actual full Vinculum forms, however, all other partial Vinculums vanish. So, while a character has a stage 3 bond, drinking another vampire's blood does not create further Vinculums but it still fuels the blood addiction. It is also important to remember that the relationship created by the blood bond does not have to be one based on romantic love. It could be a Mother/Son, Brother/Sister, Teacher/Student, etc. The thrall is devoted to the Regnant, but it could be that they trust them more than anyone else, or respect them, or are loyal to them. It doesn't have to be romantic love.

UNITED STATES CAMARILLA CONVENTION 2007

The office of the NCA is proud to announce the United States Camarilla Convention (USCC) of 2007. This year we will be returning to an old favorite - the Airport Sheraton Cleveland.

USCC will be hosted on June 7th to June 10th with a room rate of \$85 a night.

Sheraton Cleveland Airport Hotel
5300 Riverside Drive, Cleveland, Ohio 44135
Phone: (216) 267-1500 or 1-800-325-3535
Room Block is under "The Camarilla"

More details will be forthcoming. Look for an all call and other information from our event lead, Jennifer Cross. She can be reached at ladyjara@yahoo.com

NATIONAL CHARITY DRIVES 2006

By Bekkah Anderson US2004041403

In 2006, the US Camarilla opened their hearts, schedules, and wallets to help us have one of the most productive years on record for charities. Each region found a way to donate to its community.

Many of us donated our time, money, and goods, at conventions this year. GLaRE 2006 began the year off with impressive donations to the Leukemia and Lymphoma Society and the Bush Katrina Foundation. The Jail & Bail and Auction raised a tremendous amount of money for these two charities. At Closing ceremonies, thirty Cammies went together to purchase a national plot from Canada for \$1,180. SWRE and Eclipse 2006, both, had huge turnouts for the auction. Items for each venue and every price range allowed the Cammies to support charities while getting something special for their characters. ICC generated more than \$28,000 for the Cystic Fibrosis Foundation and Shriners Hospital.

Besides the conventions, many of the regions stepped up this year to help out various charitable causes. The Great Lakes had several opportunities for members to support the charity of their choice. Their canned food drive collected over 800 food items for local food banks; a school supply drive collected more than 400 needed items for kids to go back to school and distributed them to several K-8 schools throughout the region. The East

Central Region ran a blood drive this past spring that resulted in volunteer time at blood banks, several blood donations, and goodies for the post-donation snacks which benefited local Red Cross and Inova donation centers.

Some regions chose to focus their charitable goals to specific charities this past winter. The South Central donated food goods to Meals on Wheels so that those who can't get out during the winter get a hot meal. The South Central and the South East ran a charity drive to benefit Toys for Tots this holiday season. Between the two regions, these drives brightened the holidays for hundreds of children. The South East Continued their holiday good will by running a drive to get holiday mail to military members over seas. More than 200 pieces of mail were sent all over the world to show our men and women in uniform how much we appreciate them.

The North West has begun one of the most inventive charity programs in 2006; they have begun the process to create a non-profit organization, The Door Foundation, that will help raise money for adults to college. This charity is in its infancy and only held a handful of small drives this past year, but the North West plans to make this charity its focus in 2007.