

UNDERCURRENTS

April/May 2003 ❖ Volume 5, Issue 2



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Under New Management!

Greetings, Undercurrents readers! As the new editor of the Dark River Society newsletter, I am very excited about this particular issue not only because it is my first newsletter for the domain; but because there are so many articles and photographs for all of us to enjoy. Granted, most of the articles are reprints from previous newsletter issues, but as Paula Watt, our wonderful Domain Coordinator extraordinaire, points out that the articles are still pertinent to members of our domain, from the newbies to the more experienced players.

I would like to thank Sami Corbitt, the former Undercurrents editor, for doing such an excellent job with the past Undercurrents issues; and I would also like to thank all of you who submitted, because without you, there would be no newsletter.

Have a good read!

Loraine Posadas
Undercurrents Editor ❖

Vampire Races

**Entries marked with an asterisk(*) are entries that have not been written in a book anywhere, or had any real facts upon them. These were acquired by the author either by word of mouth, or off the web.*

WRITTEN BY COREY MARQUARDT

<http://www.geocities.com/BourbonStreet/2840/races.htm>

Asasabonsam

These are African vampires amongst the Ashanti peoples of Western Africa. It is humanoid in appearance, but has iron teeth. It dwells in the forest, sitting in the trees, using its hook-shaped feet to ensnare unwary passers-by. I've also heard that they tend to bite victims on the thumb, but I don't know whether or not that is correct.

Aswang

The story of the Aswang is one that parents in the Philippines often used to keep children in line. The Aswang most often appeared as a beautiful maiden engaging in vampiric activities at night, and leading a normal life during the day. They supposedly had an ointment that they rubbed on to give them their supernatural powers. When feeding, the Aswang would become a large bird, and land on a prospective victim's roof. It would then let down its long pointy tongue, and prick the victim's jugular vein, sucking the blood through its hollowed tongue. After feeding, the Aswang resembled a pregnant woman.

Asema

South American vampire, usually pictured as an elderly person during the day, which could take off its skin, and become a blue ball of light during the night. It was in this blue light form that it would feed. Popular forms of protection against the Asema were garlic, eating herbs that would make one's blood bitter, and scattering rice or sesame seeds outside one's door, which it had to pick up before it could enter.

Baobban Sith

The Baobban Sith are evil Scottish fairies, who appear as beautiful young women (sometimes ravens or crows, as well) and will dance with men they find, being sure to keep their hooved feet hidden, until the men are exhausted, and then feed upon them.

Bas

The Bas is a spirit believed in by the

Chewong people of Malaysia. The food of the bas was ruwai, which is loosely translated as soul, vitality, or life. The Bas most often hunted pigs, but were said to occasionally attack humans, if hunger-driven enough, or by accident. The most common way to keep the Bas away was to build a fire, which it saw as a sign of civilization or humanity, and it would stay away.

Betail

See Vetala, they're the same thing, just two different words.

Bhutan

The Bhuta are Indian monsters, who are said to reside in and around cremation grounds, old ruins, and other abandoned locations, especially in deserts. They could transform into either owls or bats. They ate filthy food, and were always thirsty. They liked milk, and often attacked babies who had just fed. They were also said to have the ability to possess people. These creatures might act in a vampiric fashion at times, but were generally just seen as malevolent, not as vampires.

Brahmaparusha

These are a vampire-like creature pictured with a head encircled with intestines, and a skull filled with blood from which it drank. Their legendry comes from India.

Callicantzaros

These are Greek children born in the week between Christmas and New Years, which were believed to be unlucky. They were described as feast-blased and believed to be destined to become vampires after their deaths. They were only active during Christmas Day and the twelve days afterward. They were known for their long fingernails and crazed behavior. They would tear apart victims using their fingernails. Not necessarily vampires, in the usual sense of the word, but somewhat related.

Chiang Shih

In China there are vampire-like creatures called Chiang Shih, which are created when a cat jumps over a dead person's corpse. They appear livid and may kill with poisonous breath in addition to draining blood. If a Chiang Shih encounters a pile of rice, it must count the grains before it can pass on. Their immaterial form is a sphere of light, much like Will-O-the-Wisps.

Cihuateteo

Aztec women who died in childbirth, as well as their babies. They wandered the night and attacked children, leaving them paralyzed or diseased. Described physically as having white faces, and very chalky arms and hands. They wore the garb of Tlazolteotl, goddess of sorcery, lust, and evil.

Dearg-Dul

In Ireland many druids speak of Dearg-Duls which has to be killed by building a cairn of stones upon the grave. I've also seen it spelled Dearg-Due, and I'm pretty sure they're the same creature. The Dearg-Duls can't shape change. Very little is known about the Dearg-Dul.

*Ekiminu

These are Assyrian (spelling?) malignant spirits (half ghost, half vampire) caused by improper burial. They are naturally invisible and are capable of possessing humans. They can be destroyed by using wooden weapons or by exorcism.

Kappa

The Kappa are about as close as any Japanese monster gets to being a vampire. They are unattractive human-like children, with greenish yellow skin, webbed fingers and toes, and somewhat like a monkey with a long nose and round eyes. They had shells like tortoises, smelled like fish, and had a concave head that held water, which, if spilled, would cause the Kappa to lose its strength. Kappas fed from the edge of

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Vampire Races Continued



water, pulling creatures in, and sucking their blood out through their anuses (yes, you read that correctly).

*Kathakano

The Crete vampire Kathakano is much like your generic vampire, but can only be killed by chopping of the head and boiling it in vinegar.

Lamia

The Lamia were named after Libyan Queen Lamia. They were known in ancient Greece. They were exclusively female vampires, which often appeared in half human, half animal (most often a snake and always the lower part) form. They ate the flesh of their victims as well as drinking the blood. Lamias could be attacked and killed with normal weapons.

Lamiai

Not to be confused with Lamia, a Libyan Queen, daughter of Belus and Libya, whom the Lamiai were named after. Lamia is also another race of vampires, though, see above. These Greek demonic beings would often suck the blood of young children. They also have the power to shape-change into beautiful young maidens, to attract and seduce young men in that form.

Lampir

See Vrykolakas.

Langsuyar

A Malaysian woman of great beauty, who bore a stillborn child, and when told of the condition of said child, she would be shocked (as any mother would), and after coming out of her stupor, she would clap her hands, and fly away into a nearby tree. She would then be seen every once in a while wearing a green robe, having long fingernails, and with ankle-length black hair. The hair hid an orifice in her neck with which she would suck the blood of children. To prevent a woman from becoming a Langsuyar, glass beads would be placed in her mouth to prevent banshee-like screams, eggs under her arms, and needles in her palms to prevent flying. It was supposedly

possible to tame a Langsuyar. A Pontianak was the stillborn child of the Langsuyar.

Lidérc

A Hungarian Succubus-like creature, that could appear as a person, animal, or shining light. It is said that they did not have the ability to shape-change, but rather existed in all shapes at once, choosing which form an observer might see it in. I believe it attacked victims in the same way a Succubus might.

Loogaroo

The loogaroos are often old women, in the folklore of Haiti and other islands in the West Indies, who'd made pacts with the devil. The devil would ask for some warm blood each night, and in return, give the loogaroos magical powers. When retrieving blood, they would take their skin off, and take the form of a fiery ball of light.

Nosferatu

Nosferatu is a modern word derived from Old Slavonic word, nosufur-atu, which in turn was borrowed from the Greek nosophoros, meaning, "a plague carrier". This word has erroneously been used to mean "undead," which came about from Bram Stoker, and has been used as a reference to the Devil, as well. Quite often this word is used to signify your generic run-of-the-mill vampire.

Mulo

This literally means, "one who is dead." The Mulé (Mulo plural) are believed in by Gypsies. A Mulo was any individual, especially a person who died an untimely death (suicide, accident), that might become a vampire and search out the person or persons who caused their death. Physical appearance of Mulé is usually normal, except for a possible missing finger, animal-like appendage, or other such abnormality. The Slavic and German Gypsies often believed that vampires had no bones, and thus, the Mulé supposedly were boneless.

Nora

A small bald humanoid, that would move

around on all fours, and was claimed to be invisible. He would attack by jumping on his victim, and sucking on their breasts. The Nora was known mainly in Hungary.

Obur

I believe these are also known as the Krvopijac, but I'm not positive on that. The Obur was Bulgarian. The obur was a gluttonous blood drinker, and was also very loud, capable of creating noises not unlike that of a firecracker, and had the ability to move objects like a poltergeist.

Pelesit

Malaysian vampiric being that took on the form of a house cricket. If someone was being attacked by a Polong, the pelesit generally accompanied it. The Pelesit would arrive before the Polong, enter the victim's body, and prepare the way for the Polong.

Penanggalan

There are a few different ideas about the Malaysian Penanggalan, but most agree on a few points. They were all female, and their heads were separated from their bodies, and their intestines dangled down. She would live in a tree, and fly from house to house, sucking the blood of children just being born, and sometimes even their mothers.

Pisachas

These creatures originate from India, and the word means literally, "eaters of raw flesh." They're hideous in appearance, bloodthirsty, and repellant. They're supposedly products of the anger of the deity Brahma.

Polong

A very small Malaysian female (1 inch tall), which was believed to be a witch's familiar. In return for daily blood from the witch, the Polong would do many tasks, including attacking the witch's enemies. See also Pelesit.

Pontianak

A Malaysian Langsuyar's stillborn child. It was believed to take the form of a night owl.

Vampire Races Continued



To prevent a deceased baby from becoming a Pontianak, it was treated the same as the Langsuyar.

Rakshasa

This is one of the more well-known vampiric races from India. They were often described as ogres or demons who would live in cemeteries, disrupt rituals, and interrupt devotions. The slaying of infants was a common pastime of the Rakshasa. Quite often the Rakshasa would take on a half breed form, half humanoid, half animal.

Redcaps

The Redcap was a malignant spirit who haunted abandoned castles and other places where violence had occurred. If one slept in a spot haunted by the redcap, it would attempt to dip its cap in human blood. It could easily be driven off with a word from the Bible or a cross. I do believe the Redcaps are Scottish.

Strigoi

This is the major Romanian vampire. It's basically the most common and well-known type of vampire, even if one doesn't know the term Strigoi. When a person thinks of a "Vampire," this is usually what they're thinking of, even if they don't know it. Although, there is a difference between Strigoi, and Strigoi mort, both Romanian vampires. The former being a live vampire, and the latter being a dead vampire. There's also the Strigoi Vii, whom are witches destined to become vampires after death. The Strigoi was discovered by an unusual occurrence either at their birth or death, and a living Strigoi was a person who was born with either a caul or a little tail. A Strigoi Vii may become a Strigoi Mort, as well as other people who died irregularly, such as by suicide or an accident.

Succubus/Incubus

This is a race in Europe that is sometimes considered a vampiric race. The general way they feed is by having sexual relations with the victim, exhausting them and, then feeding on the energy released during sex. They may enter homes uninvited and can

take on the appearance of other persons. They will often visit the same victim more than once. The victim of a Succubus will experience the visits as dreams. The male version of a Succubus is an Incubus.

Sukuyan

From Trinidad, these vampires resemble the Loogaroo. It would leave its skin at night, and travel as a blue ball of light in search of blood. If caught, a sukuyan would undergo a transformation into an animal, and without its skin would be unable to resume humanoid form.

Tenatz

From Montenegro, these were supposedly the bodies of deceased people taken over by spirits. They would roam around at night, and suck sleeping people's blood. They would change into mice to enter and exit their gravesites.

Tlahuelpuchi

Aztec person, usually female, which supposedly had the ability to shape-shift into various animals and attack people, most often infants, and suck their blood. The most common was to change into a turkey, but dogs, cats, buzzards, and more were reported.

*Upierczi

These vampires have origins Poland and Russia, and is also called Viesczy. They have a sting under the tongue instead of the fangs. They are active from noon to midnight and can only be destroyed by burning. When burned, the body will burst, giving rise to hundreds of small, disgusting animals (maggots, rats, etc.). If any of these creatures escape then the Upierczi's spirit will escape too, and will return to seek revenge.

Upirina

See Vrykolakas.

Ustrel

This is a Bulgarian vampire, who was a child that had been born on a Saturday, and died before baptism. On the ninth day

of its burial, an Ustrel was believed to rise from its grave, and attack local sheep and cattle, draining their blood. If an Ustrel was attacking a community's livestock, one could hire a vampirdzhija, or vampire hunter. This person had an ability to see the Ustrels, and could detect whether or not there was an Ustrel in the community (sounds like a good scam to me).

Vetala

This Indian vampire spirit is also known as the Betail. It is said that they inhabited and animated the bodies of the dead. Vetalas are the subject for many Indian stories and legends, but I myself had a bit of trouble finding more information on them.

Vrykolakas

Vrykolakas(Greek) is pretty much interchangeable with Lampir (Bosnian), Vurvulak (Albanian), Upirina (Serbo-Croatian), and Vukodlak (Croatian). It was basically just an evil being amongst the Southern Slavs that attacked people at night, and it is said that there was one for every Slavic clan.

Vukodlak

See Vrykolakas.

Vurvulak

See Vrykolakas.

Yara-ma-yha-who

In Aboriginal cultures in Australia, there existed the Yara-ma-yha-who, a vampire-like being who was described as a small red man, about 4 ft tall, with no teeth, an exceptionally large head and mouth, and having the tips of its fingers and toes shaped like that of an octopus'. It was said to drop down from trees and drain people of blood with their fingers and toes, leaving them weak and helpless, and would come back later to swallow them whole.

Yatu-Dhana

These are, in short, Indian sorcerers that devours the remains left by Rakshasas. ❖

Excerpts from "5 Easy Steps to A Better Camarilla/Anarch Venue"

[UNDERCURRENTS]

WRITTEN BY ERIK RANDALL, (US ANST Cam/Anarch)

2. Play The Venue, Not The Character.

A common statement among roleplayers is "I'm being true to my concept." Character concept comes second. In any game the venue comes first. If your DM tells you it's a game of swashbuckling high adventure where the PCs are good guys, playing an evil, bureaucratic powerbroker isn't going to fly. Similarly playing a Red Talon who wants to make peace with the vampires so we can all live in harmony isn't true to the Garou venue.

Roleplaying well isn't just about playing the character well. It's also about playing the venue well. If every player chooses to play characters that defy the status quo, then why pretend we are playing Camarilla Kindred, or even anything resembling the World of Darkness? There are two choices: play the venue and make characters who exist as truthful extensions of that venue, or play whatever and just pretend to be playing Vampire: The Masquerade. If the characters aren't truthful then all we're doing is giving lip service to the idea that this is the Camarilla/Anarch Venue. The struggle of every good actor is to play a character that is truthful to the world of the playwright. The struggle of every good roleplayer should be the same: to play unique and compelling characters within White Wolf's World of Darkness.



"Eric and Monique" • Matthew Skipper

Be true to the venue first. If you say your Cam/Anarch PC killed seven neonates because it's true to the concept, then you have a bad concept. Why? Because it doesn't place the venue first.

There is an opinion among the roleplayers that no one can really be the judge of what is good roleplaying. I disagree. If you're playing a 300-year-old Camarilla Kindred and you're starting fights in Elysium, you're not roleplaying well.

"But," you say, "that's what my character would do." Fine. That just means you're practicing bad roleplaying from character creation.

If an actor says he's going to play a Romeo who hates Juliet, we're going to call it a bad acting choice. When you say you're going to play a 200-year-old Camarilla ancilla who solves his problems by killing all his enemies, we should be calling it a bad roleplaying choice. Why? Because just like Romeo who hates Juliet, you've given me a character concept that bears no relationship to the world in which he exists. We see Romeo sacrifice everything (including his life) to love Juliet. That behavior does not come naturally from the circumstances the actor has chosen (i.e., his hate of Juliet). Similarly, we see your character's actions and they do not come naturally from surviving two centuries in a sect where violence is proscribed. His expected behavior is one of subtlety and discretion; keeping the Beast at bay and allowing the norms of society to act as a punisher. Violence is an embrace of the Beast, and that is something all Kindred should fear.

Roleplay the venue.

That means kindred who respect the Masquerade; they don't break it and they don't draw the attention of mortals to those who do. That means kindred who respect Elysium. That means elders who don't flaunt their power and courtesans who don't carry broadswords strapped to their backs.

It should be noted that there is plenty of room for flexibility within the restrictions of the game world, just as there are so many variations of people within our own cultures. Even the members of fan clubs have a variety of behaviors, beliefs and backgrounds. But they still operate within the scope of their club. Kindred are the same way. They exhibit a variety of behaviors but they still adhere to the expectations of their sect.

4. Stop The Violence. (The Consequences Corollary)

There is more to stopping violence than just not playing characters who fight or kill. It also requires not playing characters who give no other options to others. These are characters whose actions are a threat to the other characters and to the sect as a whole. They put others - both players and characters - in a situation where violence between characters has to happen.

Don't play that kind of character.

Don't put other characters in a position where they have to kill your PC.

Excerpt from “5 Easy Steps to A Better Camarilla/Anarch Venue” Continued

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Quit breaking the Traditions. Unless your character is a newly embraced vampire, you have no excuse.

Quit blowing things up. The Camarilla sect is “Dangerous Liaisons” not “Die Hard.” Further, after the first explosion the city will be crawling with every state and federal agency imaginable. You think you have the influences to stop an investigation? How many Influence

Roleplaying well isn't just about playing the character well. It's also about playing the venue well.

Traits are possessed by concerned citizens, the FBI, ATF, EPA, NTSB, The Office of Homeland Security and a US President? (Answer: More than you, and most of the aforementioned powers are legally required to investigate every bombing.)

Quit playing characters whose function is to antagonize other characters or incite violent responses. That means supposedly Camarilla Kindred who bad-mouth authority figures. That means pyromaniacs, demolition fiends, and princes who plot to kill archons. Camarilla Kindred don't do stupid things that attract unwanted hostility. They like their immortality too much to risk it. They do not spit in the face of their sect unless they are too young to know better.

Like all creatures, if you push a vampire into a corner, either physically or socially, they will strike back. If you threaten the sect, they will strike back. Commit diablerie and you have to be removed. Kill a creditor to get out of a boon, and you have to become an example.

If you play the venue, this shouldn't be an issue. If you play a character aligned against the venue, you are forcing other players and Storytellers—and the characters they portray—to do something they don't want to do. Have more respect for them and the venue. ❖



“Dr. Edward and Sister Constance” • Dennis Vaughan



“Brahman and Asad” • Dennis Vaughan

[REPRINT] A Public Service Announcement From Scotty Carter

[UNDERCURRENTS]

My friend Scott wrote this as a part of his court-mandated community service a few years back. Read it, think about it. It saves lives.

Sebastian Tidwell, Regent of Nashville, Clan 'o Fun —

OOC: WINN KEATHLEY

This came up in my region, so I thought I'd pass it along to y'all. Feel free to forward it to your local lists if you've ever seen this problem in your area. I see this all the time... I thought I should say something.

Email kills.

Every now and then, I see someone totally bury themselves on email. I figure there's a couple of reasons for this.

1. It's easy to feel brave when you're behind a computer and can't see the guy you're dissing.
2. A Neonate doesn't know all the rules or how little their life means to others. Figures it's ok to mouth off to that Elder guy (often in Seattle).
3. An Elder who's experiencing email for the first time, who doesn't quite realize yet the power of the internet. Something that could have been said in Court with no problem can turn into a flame war on the internet. This isn't a slam on Elders; I wouldn't survive suddenly finding myself in Ancient Rome.
4. You figure that someone across the region or nation can't touch you where you are. Boy, are you wrong.
5. Someone doesn't realize that the person they're bashing online is a can of Whup Ass or has incredibly powerful friends.
6. Someone announces something publicly that wasn't theirs to tell. Or someone wants to suppress a rumor. Or you get the facts wrong. Can you say "Kill the Messenger?"
7. The writer of the email is not nearly the bad ass that he thinks he is. There's always someone tougher.

There's tons of other reasons... Getting killed because of email is SO stupid. Yet, I see it constantly. This is for your own good. A little tact, humility, common sense, and research will save your life online. And here's another crazy thought:

LOG OFF AND WALK AWAY FROM YOUR COMPUTER.

Read a book, take a trip, send away for a correspondence course from Sally Struthers. Just don't get your ass kicked because of two hours worth of email when you could live forever.

And knowing is half the battle...

This has been a Public Service Announcement from Scotty Carter.
Clan o' Fun. ❖



"Guillame de Givenchy" • Loraine Posadas



"Father Cristobal" • Dennis Vaughan

[REPRINT] How To Be A Prestige Whore

[UNDERCURRENTS]

WRITTEN BY PAULA WATT

The first step toward becoming an efficient prestige whore is to understand the prestige system. There are several categories, and each category has its own category cap. Which means, if you earn more prestige than the cap allows for any given category in a single month, you don't get to keep the extra.

The category and their caps are:

- ◆ Administration (80)
- ◆ Community Service (70)
- ◆ Publications & Public Relations (40)
- ◆ ST Support (20)
- ◆ Event Service (100, 75 or 50)
- ◆ Organizational Service (40)

In addition, some categories have sub-caps:

- ◆ Administration (80)
 - ◆ Max 20/month for all Camarilla lists
 - ◆ Max 10/month for non-official lists
- ◆ Community Service (70)
 - ◆ Max 30 per month for donations to the Camarilla
- ◆ Publications & Public Relations (50)
- ◆ ST Support (20)
- ◆ Event Service (100, 75 or 50)
 - ◆ Way too many to list
- ◆ Organizational Service (40)
 - ◆ Max 10 per month for Cam Taxi
 - ◆ Max 20 per month for game site setup/clean-up
 - ◆ Max 20 per month for Cam Hotel

Ok, so now we know about caps. The trick to being a good prestige whore is to diversify your activities enough so that you don't hit the category caps and lose prestige.



"My Little Pretty" • Loraine Posadas

Here are suggestions for each category:

Administration

- ◆ Become a list moderator for an official list.
- ◆ Become an assistant to a primary officer (such as CC or CST).

Community Service

- ◆ Find out which charities the local chapters are sponsoring.
- ◆ Participation in a charity event can earn up to 15 per event.
- ◆ Organizing a charity event can earn up to 25 per event.
- ◆ Donate blood (if you can) for 15 prestige.
- ◆ Recycle or collect Pull Tabs.

Publications & Public Relations

- ◆ Submit an article or photo to the local newsletter.
- ◆ Submit the same article or photo to the Regional newsletter.
- ◆ Create a new Camarilla flyer.
- ◆ Create or take over maintenance of an official web site.

ST support (for non-STs only)

- ◆ Submit a plotline.
- ◆ Play an NPC.
- ◆ Mentor a new player for an entire session.

Event Service

- ◆ Volunteer to help at ICC or SERE. They always need people. Be sure to follow through on your promises, or you will end up losing prestige.

Organizational Support

- ◆ Attend your chapter and domain meetings.
- ◆ Help with game site setup or clean-up.
- ◆ Organize a Camarilla Social event.
- ◆ Locate and secure a new game site
- ◆ Recruit new members.

Early Renewal

- ◆ Renew your membership before it expires for 50 prestige (once per year).

"But Paula, I don't want to work! This is supposed to be fun!" Well, tough luck :) If you want to earn the prestige, and the Member Class increases that go with it, you will have to work.

See the online copy of the Tome for full details on the prestige system.

Happy Whoring! ❖

[REPRINT] Vampirism: A Disease

[UNDER
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Note: Porphyria is a very real disease, although it is but one of several theories explaining the possible origins of the vampire myth.

Excerpt from http://members.xoom.com/Carpe_Noctem/vampires.html

It is not very well-known but there is a term for a group of genetic blood diseases which affect the part of the blood cell that carries oxygen in the blood. This term is **Porphyria**, or the vampire disease. It is theorized to have began in European nobility, who practiced inbreeding. There is a rare form of the disease called **Congenital Erythropoietic Porphyria**. This strain of the disease has symptoms which include extreme sensitivity to light, red-brown urine and teeth,

deformities of the nose, ears, eyelids, and fingers and an excess of body hair. Certain symptoms of this disease can be alleviated by an injection of heme, a substance found in bone marrow, blood and the liver. Since there was no such thing as an injection needle in the Middle Ages one could find the same alleviation by ingesting large amounts of blood. Although there is no definite proof, this could have been a major influence in certain characteristics of vampires in legends. ❖

Status Primer III, Status FAQ (version 0.12)

WRITTEN BY ERIK RANDALL (US ANST Cam/Anarch), with thanks to Seth L. Blumberg for the "Recognized" Status answer

QUESTION: Can I use the Politics Ability to learn the Status of characters on IRC?

ANSWER: You can if you know the actual name of the character. A handle is not sufficient. The Politics Ability only works if you have a name to attach to the reputation. While Timothy Crook has Status, his identity as "IRC_Fuzzbunny" does not.

QUESTION: What does spending the Politics Ability tell me the target is using an assumed name?

ANSWER: It tells you the Status Traits associated with that name.

QUESTION: Does Camarilla Status stack? That is, if I have 3 Status Traits and my ally has 3 Status Traits are we considered more respected than a single kindred with 5 Status Traits?

ANSWER: No, Status Traits do not stack. The Camarilla does not respect the will of the mob. If it did, neonates would have banded together and simply out-numbered their elders. When Status Traits are compared, it is one individual to another. If a group is challenging the word of an individual, or another group, the Status that is compared is that of the character with the most Traits, not the sum of the groups Status.

QUESTION: My character has the Blood Hunted Negative Status Trait, does that mean she is blood hunted everywhere?

ANSWER: No. It just means that she carries the stigma of being blood hunted somewhere.

QUESTION: Can my Anarch/ Independent have the Status Recognized?

ANSWER: No. There are only two kinds of Status supported by the rules: Camarilla and Sabbat. Those Status Traits can only be possessed by members of the respective sect. Some Princes may

choose to make a formal declaration that a certain non-Camarilla Kindred is permitted to dwell in their domains, but this is a matter of roleplay and does not confer Status under the rules.

QUESTION: How can my Anarch/ Independent have protection from the scourge if I can't have the Recognized Status?

ANSWER: If the prince doesn't want you to be killed by the scourge, he should tell the scourge. No Status Traits needed. ❖



"The Former Prince" • Matthew Skipper

[REPRINT] Character Quiz

[UNDER
CURRENTS]

WRITTEN BY WINN KEATHLEY

I adapted the following quiz (for WoD) from the Amber Diceless RPG for a method of getting players in touch with their characters. As a tool for character development and background enhancement I have seen few better. It is IMHO one of the more generally useful parts for players in a book of generally wonderful tips for Players and Gamemasters alike, which is also a fun read if you enjoyed Roger Zelazny's novels. If you see the RPG in print, I recommend it. (I say these things both because they are true and because the copyright gives permission to quote it for use in reviews. So two thumbs up.) Anyway, I think that most of these questions are equally useful for any fantasy game based around character development. If your character background is coming hard for you some of these might help there also.

Players are advised to answer only those questions which are meaningful to their characters:

- ◆ Your character is plagued by a recurring dream/nightmare. Describe it.
- ◆ Your character has need of a horse for a long journey. Describe your steed's size, coloring, build, training and personality.
- ◆ From your character's point of view, in relation with family (line/tribe/clan whatever), is it better to be loved than feared? Or better feared than loved? Would the answer be different with any other group of people? If so, Who?
- ◆ What is/was your characters favorite food/drink? What food does your character hate?
- ◆ Take a Devils Advocate stand. Describe what you (the player) hate about his character. What are the good reasons for other characters to dislike/hate the character? What little, minor bad habit does your character have which would annoy anyone after awhile?
- ◆ Describe the character's first, or most memorable, love affair. It can be anything from a pre-teen crush, to a long term romance. Be sure to describe the object of your character's affection, along with the changes that your character went through in terms of feeling and thoughts about that person. Who fell for who first? How did it all end? How does everyone, including you, your lover, rivals, parents, friends, observers, feel about it now?
- ◆ How would your character describe the perfect death?
- ◆ What was your character like at the age of 10 (5th grade)? Was he a wimp, bully, nerd, snitch or klutz? Popular or not?
- ◆ Did your character ever have a pet? What kind? Where is it now, or what happened to it?
- ◆ What would your character describe as greater evil, Murder of a mortal, or maiming of a supernatural of his type?
- ◆ What would provoke you to murder a mortal? A lie? Insult? Attack? A crime against a friend? Nothing?
- ◆ How would your characters father, mother and/or sire describe the character?
- ◆ Describe your characters personal bedroom or suite. Describe the various rooms. What is the style of the furniture? Does your character have a favorite reading spot? Or a favorite chair?
- ◆ Where does your character get the laundry done?
- ◆ Everybody has some little item that they regard as somehow sacred. A piece of clothing, a memento of some event, whatever. What is your character's sacred item? Tell the story of how your character found it, or why it came to be so important.



"Reaching" • Matthew Skipper

Character Quiz Continued

[UNDERCURRENTS]

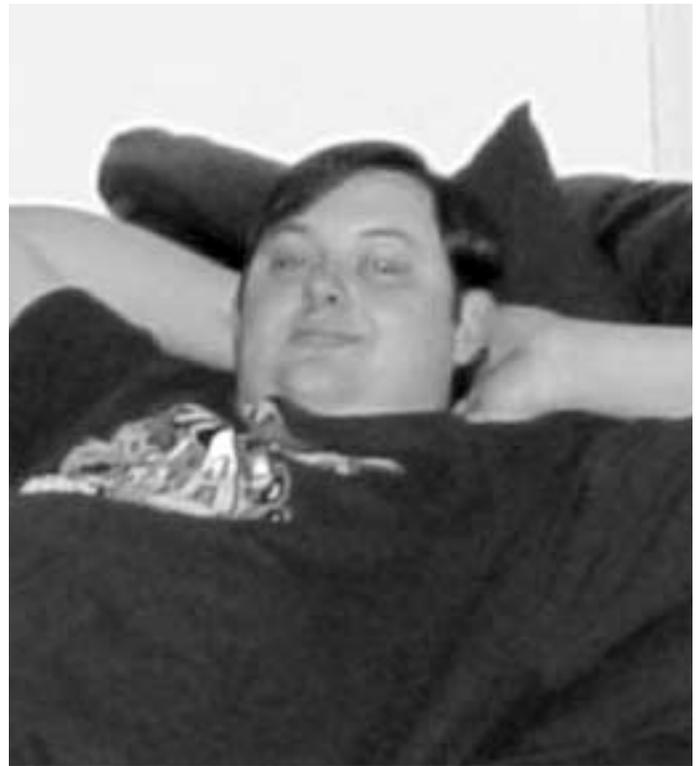
- ◆ A relative, who you respect but do not fear, has repeatedly treated you as an inferior, giving you orders instead of making requests, and criticizing you in front of others. What would you do? If you had to explain your actions, what would you say?
- ◆ Your character is the butt of a practical joke. Would the character see the humor in it? Would your character get even? Would getting even mean another joke, or something else?
- ◆ Describe a personals ad that your character might post in the classified section.
- ◆ To your character, does revenge mean: 1 "an eye for an eye", 2 "repayment with interest", 3 "the only good enemy is a dead enemy" or something else? Would your character seek vengeance immediately, or wait for the perfect place and time?
- ◆ What emotions does your character express in public? Sorrow? Anger? Sadness? Humor? Joy?
- ◆ You have been badly hurt in a recent adventure, which ended in your victory but destroyed your objectives. You have several

weeks for a vacation, but you only wish to travel once. Where would you take your vacation and how would you spend it?

- ◆ You find yourself in need of an assassin spirit from the deep umbra. It can take any form you request, and will be something of a calling card. How would you like it to look? Are there any particular powers, attributes or qualities that such a thing would have?
- ◆ What if your character could ask a single question of his Antediluvian/patron Incarna spirit/whatever? What would be the question? Would there be someone else you would rather ask a question?
- ◆ Describe the character's first battle, first hunt, or first killing of another person. Make it as vivid as possible, including your age, training and inexperience, + details of the surroundings (weather, terrain, uniforms/clothing on self and others).
- ◆ Describe your character's voice. Does he speak with formality? Casually? Are there favorite expressions or curses? ◆



"Katherine St. John" • Loraine Posadas



"Garet Chills" • Dennis Vaughan

[Rumors & Quotes]

[UNDER
CURRENTS]

QUOTES

Cam/Anarch Venue

Fred as Ilya:

"My condolences. Perhaps I send you complimentary pie."

Ilya, to Guiallame

Tony as Guiallame:

"Some wilt at her voice. I bark. Both four letter words."

Guiallame, on his Sire's singing

Fred as Ilya:

"Jack, you stay in here until you are no longer stupid."

To Big Jack

Daniel as Gabriel:

"*Moist sucking noise*"

Gabriel inhales Mrrowr in Mist Form.

(OOC)

Fred as Ilya:

"You weren't aware? Wasn't it written in, at Camarilla founding, that Guiallame must be made aware of childer?"

Ilya, to Guiallame on the fact of Ilya's existence

Tony as Guiallame:

"It was a rowr-rowr."

On Lupines

Fred as Ilya:

"I like this Tremere. He doesn't go around turning into giant metal statues or shooting flames out of his eyes."

Ilya, on Gabriel

Tony as Guiallame:

"A good family. I've slept with many of them."

On Brujah

Fred as Ilya:

"If I had the power to make Guiallame quiet, you think I would only use it now?"

Ilya, to Isabella

The material printed here was gathered through keeping an ear open during the games and through direct member input. Some of the rumors are true, and some are false. They're things that your character might have heard IC; however, you cannot trace the origin of the rumor.

RUMORS

Cam/Anarch Venue

Local Kindred are somewhat... displeased with Aleksandr's heavy handed method of ruling. Some are choosing to join the Anarchs of North Nashville. Some wish to take more drastic measures.

Katherine St. John 'pings' like a Malkavian. She even dates one, too.

Remember how Oracle shut down the city when he disappeared? He's been in a good mood lately. I'd hate to see what happens when he gets pissed.

Mrs. Peach, the Nosferatu clanhead, recently visited Nashville to go see a play with Kevin Reiner.

Multiple cases of a strange, extracontinental disease are showing up in health care centers around town. Will there be a new plague?

Archon Jared Cross may be visiting Nashville to deal with the demons that were looking for Zebul McCoy.

No one's seen or heard from the Toreador Rowan in weeks. Do the demons still have her?

The Nos are trading Cam secrets to the Sabbat.

Zebul McCoy is either dead, exiled from the city, or worse, being held captive by the demons looking for him.

The Tremere and Giovanni have seen the threat that Aleksandr poses and have

Rumors & Quotes Continued



formed an occult agreement to eliminate him.

Guillaume de Givenchy and his sire Alexandra Diego de la Calderon are secretly spying on all the Princes in the SE region for the Archons they serve.

As the Primogen have done nothing of note, the Prince has decided on one of two courses of action:

a) Either a call of the seasons will be performed, or b) the Primogen council will be disbanded.

Ilya is really not Russian. He just pretends he is.

Vern and Ellie are secretly fortifying a compound for the Anarchs to take over the Camarilla loyalists.

The Nosferatu wants to get rid of one of their own.

Vern is actually gay and does not wish it known.

Like the rest of the diablerist Oprichina line, Aleksandr has been trying to bump off Kindred of high enough gen to see his crimes.

The Prince wants Mercurio dead. Heck, who doesn't?

One of the Ventrue wants Jacob Stanford out of the way because he is holding too much power over them in the city.

The Camarilla has tired of the Gangrel presence in their cities. All Gangrel of the Camarilla will be required to swear an oath of fealty to their Princes and the Camarilla to ensure their loyalty.

Local Tremere are apparently starting heinous experiments on Gangrel and Caitiff.

Homeless guys are still being found dead in unusual ways.

The Justicars are coming to Nashville. Soon.

There are no Anarchs. This is merely a ploy by the Prince and his Nosferatu lackeys to unite the local kindred underneath him.

Finely crafted weapons, armor, and jewelry have an intrinsic magical quality to them. They are better able to hold the effects of the Tremere than most items.

Something's not quite right with Clarice. Perhaps Zebul McCoy really messed up her head.

The Malkavians have jumped on the bandwagon. However, no one's really sure what the wagon is, but they sure are on it. Oh yeah, the wagon's about getting rid of the Gangrel.

No, it's about getting rid of the Giovanni. Nope, Lupines. Uh-uh, getting rid of the Malkavians is top priority. Wait a minute...

Aleksandr Danilov is harboring his Diablerist child.

Vincent has not been seen since the last gather, where Ilya tried to diablerize him, and all mundane attempts to contact him have met with no response.

Aleksandr Danilov tried to have the Giovanni killed because he is afraid of them.

Bruce hasn't been seen in months. Maybe Dr. Braithwaite got rid of him for embarrassing him in front of court when Bruce proposed marriage, among other things.

Ilya is a diablerist and is looking at Isabella De Torrence for his next meal.

Sabbat Venue

The Shrike is working on some dark project.

The Shrike really is blind, but shares a mental link with his dogs, which is why they never leave his side.

Mage Venue

The Verbena and Hermetics are trying to consolidate a powerbase and enforce the rank and reputation system.

The Technocracy has an active agent in the local Tradition group.

A strange gypsy figure is angling to become *the* crime lord of Nashville.

There have been a number of abductions recently. As the prey were transients and people new to the city, the local police have not taken action.

That ex-Seal guy has to be working for the Technocracy, psycho, or just needs to get laid really bad.

The Euthanatos have judged you all. Guess who doesn't cut the mustard?

Garou Venue

Something just happened in the Umbra recently. It was quickly muted, but it may have been the birth of a new Garou.

One of the alex's was seen picking up a trick downtown and driving off in their limo.

The BSDs that have been attacking are showing that they can find us. So how are they doing it?

The local pit is located in plain sight downtown. What, you haven't seen it? Amateur.

The great corrupted Pattern Spider wants to be destroyed. It keeps mumbling something about being made stronger by it. Go figure.

There apparently is a Caern that is asleep that answers to bear. It can only be found and awakenend with a rite of spring.

MAY Events

Sun	Mon	Tues	Wed	Thur	Fri	Sat
				1	2 Movie Night: X-Men 2	3 7:00 pm Mage Game
4	5	6	7 8:00 pm Non-Cam Dinner Night	8	9 7:00 pm TN Cam/Anarch Game	10 2:00 pm Garou Game
11	12	13 7:30 pm DBR Meeting	14	15	16 Movie Night: Matrix 2	17 7:00 pm Cam/ Anarch Game
18 2:00 pm Changeling	19	20 8:00 pm GDK Meeting	21	22	23 7:00 pm Mortal Game	24 7:00 pm Sabbat Game
25	26	27 7:30 pm T.N. Meeting	28 7:00 pm Chapter/ST Council Meeting	29	30	31 BBQ / Class (Tentative)

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Undercurrents: Drs_undercurrents@yahoo.com

Office	Name	Email	Office hours/ Preferred contact
Domain Coordinator	Paula Watt	drs_dc@yahoo.com	Email or Wed: 7-9 pm
Domain ST	Winn Keathley	Drs_dst@yahoo.com	Mon-Wed: 9-11:30 pm
DBR Coordinator	Christopher Simpson	dbr_cc@hotmail.com	Mon-Thur: 6pm-10pm
DBR Storyteller	Amanda Plageman	dbr_cst@yahoo.com	Mon-Thurs 7pm-12am
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Mortal Venue ST	Adam Doochin	adept23@bellsouth.net	
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