



# THE Undercurrents

The Official Newsletter of the Dark River Society Domain

Volume 6, Issue 2

FEBRUARY 2005

## Whew! What a Month!

Hi everyone!

Last month was a heck of a month! First of all, we had our very first Court game. Second, about 30+ folks showed up to see what the Nashville Court had in store for them. Third and last of all, almost half of the attendees were out-of-town visitors! Granted, we had a few minor kinks in the system, but all-in-all, that night was a blast!

Now that we've begun the Chronicle, expect to see some new faces around. Word has been spreading about our game (thanks to our domain members as well as visiting members), and new people are showing up to check us out! Feel free to invite your non-Cammie friends to the game to just watch the action, play someone's ghoul, or jump in with a brand new character. It's always more fun with new people to...uh...play with! Don't you remember your first time?

For this issue of the Undercurrents, I have included several things that may be of interest to everyone: an update from our DST; Approvals information from our ADST Paula Watt; a list of new products that White Wolf is releasing in a few months pertaining to our game; FAQs about Temporary Memberships; a list of Camarilla Clubs in other countries; and a word from our Club Director.

Enjoy this new issue, and please pass it around! ☺



**Loraine Flegal**  
*Undercurrents*  
Editor



Please welcome our newest member **Jase Conger** and temporary members, **Jonathan Lee** and **Marilyn Tennant**, to the club!

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### 2005-2006 OFFICERS

**Anton Andreev**  
DC TN011-D

**Loraine Flegal**  
CC TN003-C  
AADC Calendar Girl

**Henry Faust**  
CC TN008-C  
ADC Charities

**Sam Flegal**  
DST TN011-D

**Paula Watt**  
ADC Webmistress  
General ADST

**Jon Watt**  
ADST Ghosts

**Ian Harris**  
ADST Audits

**Andrew Anderson**  
ADST Mortals

**Scott Mizis**  
AADST Mafia

**Ryan Holdbrooks**  
Garou VST

# FROM THE DESK OF THE DST

## An Update



**Sam Flegal**  
*Domain  
Storyteller*

Let me start by saying how much fun I am having with the new Requiem game! It's great to see new faces again, and so many old ones are returning. The energy at the last couple games has been high, which is so cool. Your energy makes being an ST fun.

I thought that some of you might like to know what my staff and I have planned for Nashville and its chronicle. To that end, let me chat a bit. In the Requiem game, things are finally settling down for me as an ST. The stage has been established, and you guys are now the stars. There are still work to be done, but for the most part, that work involves reacting to the wonderful ideas you all create for me, and coming up with neat little plots for you guys to get involved in. What I'm saying here is that the ball is in your court. What you put into the game I will reciprocate, but you guys are in control. Enjoy!

Now that Requiem is established, I am working on detailing the city of Nashville. My goal is to create a rich setting that will operate as a backdrop for all Nashville venues, as White-Wolf releases them, not just Requiem. As a part of that goal, my staff and I are developing the mayor and the various Mafia families, as well as other mortal NPCs. In that goal, I have enlisted the help of Andrew Anderson, ADST-Mortal, and Scott Mizis, AADST-Mafia. If you have any suggestions or ideas to offer, please get a hold of them and let your ideas be known. Aside from Mortals, I'm also working to develop a ghost side of Nashville. To help me out I have snagged the twisted mind of Jon Watt, ADST-Ghosts. If you have any ghoulish thoughts, don't hesitate to talk with Jon (he's not that scary, even with short hair).

As the mortal and ghostly sides of Nashville develop, I intend to dot Nashville's map with "Hot Spots" or "Plot Spots." These hot spots will be fixed places in Nashville that have plot attached to them. For example, you might have your vampire character go to feed in a nice spot, but

come to find out that it's occupied by a malevolent ghost, or an even darker plot. The World of Darkness is a dangerous place—who knows what evils may lurk in the shadows? Well that's for your characters to find out. Please remember when you encounter bad situations that the ST staff has not set out to pick on anyone. When your character comes across a hot spot, just remember one thing: you chose to go there!

I would like to close with a talk about werewolves. The current werewolf venue is ending. The last game in Nashville will be March 19th. I hope to see a lot of people come out and wish the old game a fond farewell. Interestingly enough, the new werewolf game, Werewolf: The Forsaken, will be out March 16th. So as we say goodbye to one, we can say hello to another. I have heard a rumor that the new Werewolf chronicle will start in May. If the book comes out Mid-March that means we will have less than 2 months to set up Forsaken. I wish to be clear up front on the new werewolf game: I don't have the energy to do it. Having set up Requiem and continuing to work on Nashville's mortal and ghost side is using up my creative energy. I enjoy doing it, don't get me wrong, but I don't have room to add werewolves to the mix. I say this not to let down anyone looking forward to the new venue, but in hopes that someone in our domain will be excited enough to step forward and start Nashville's new werewolf game. It will be a lot of work, but it will be fun, too. In March, after the new book is out, I will put out an all call to see if anyone is interested in working on werewolf. So be thinking about what kind of werewolf game you want to see. Check [www.worldofdarkness.com](http://www.worldofdarkness.com) to get the latest werewolf updates. I look forward to hearing from you in March.

As you can see there is a lot going on in Nashville, and that's wonderful! Keep the new faces coming, lets keep seeing the old ones come back, and lets have fun! ☺

# THE ADST SPEAKS

## GUIDE TO Special Approvals



**Paula Watt**  
Assistant  
Domain  
Storyteller

New players often wonder how to go about applying for special items or character concepts. Anything listed in the Camarilla Rules Addendum as requiring Mid Approval or higher must be entered into the Approvals Database (DB). Note that you must pay for your membership before you can apply for anything above Low (temporary members cannot use the Approvals DB).

### How do I get started?

You'll need the following things before you can start the approvals process:

- A log-on to the Approvals database
- A text-only copy of your character sheet
- Your character creation Experience (XP) log
- Your character history and timeline

### Logging in

The first thing you'll need is access to the web and a log-on for the Approvals web site. I'd recommend using the Domain web site OOC page to access the Approvals database, since it has moved around several times in the past year. Click on the "New Account" button and follow the instructions.

**Important:** *The Approvals Database is finicky and it kicks you off after a few minutes. Always type your information into a Word or text document and save it before you begin. Then copy and paste the information into the database. Trust me, there is nothing worse than spending several hours working on an application that disappears when you try to submit it.*

### Add Your Character

If this character has never been entered into the Database, you'll need to add it before you can begin your application.

Click on the "Player" option and pick "Add Character." Fill in the information and paste your character sheet and XP log in the Character Sheet box. Paste your Character Background and Timeline into the Background box. Double check your venue and that the Type is correct. It's difficult to change these things later.

You'll then be prompted to assign your character to a Venue Style Sheet (VSS). This is very important because your VSS tells the system which Storytellers (ST) can see your application. If it's not assigned properly, your ST won't be able to find it.

### Add Your Application

Now you're ready to start on your application. Click on the "Player" option and pick "Add Application." Pick your character and hit "Submit."

Copy the questions to a Word or text document and start answering them. Keep a copy of the document, just in case (I once had the DB crash and lose my application completely). Copy and paste the questions into the Database and submit it.

### Last But Not Least...

Since your Venue Storyteller (VST) is not automatically notified of new applications, send your VST an email telling her that you submitted an app for her perusal. Keep in mind that your application is not the only thing on your VST's plate, and give her at least two weeks before asking about it again.

*The ADST Speaks cont.***Approvals FAQs****Q: What do I put down for Item? I'm not applying for an Item!**

A: Put four or five words that describe what you're applying for. When looking at a long list of approvals, the STs will only see what you put here. Some examples: "Out of clan Dominate 2 at character creation" is a good description. "Mid-level app" is a poor description.

**Q: What's with all these stupid questions under Justification?**

A: These questions are the foundation of your application. The STs will use your answers to these questions to determine whether or not to approve the application.

**Q: Are these the only questions I need?**

A: I'm so glad you asked! The current database does not contain all the questions you will need to answer. In addition, the approval questions have been reworded to be more clear and more pertinent to a wider variety of applications. Look on the Domain web site (Newbie Resources on OOC page) for a link called "New Approval Questions."

**Q: Do I really need to answer them all?**

A: YES.

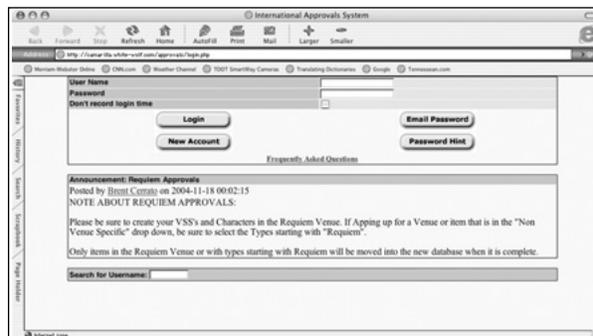
**Q: Are you sure? All the answers are already available in my backstory. I'm just repeating myself over and over...**

A: Yes, I know. The questions basically summarize the information so the ST can access it quickly. Consider this: If the ST does nothing other than read these questions, will he be convinced that the application should be approved?

**Q: What are the STs looking for here?**

A: Each ST at each level will be looking for different things. However generally speaking:

If you're applying for a rare character type (such as a bloodline), or other rare background events, your application must explain why this approval is essential to the character concept. You'll need to convince the ST that there is no other way to get the effect you want without this approval. (Hint: Answers such as "Because they get cool powers." or "Nobody else is playing one." are not usually considered good reasons).



If you're applying for the ability to learn something, or acquire a specific object, you will need to explain exactly how your character obtained the item/teaching and how she intends to use it.

**Q: What do I put for the Proposed Mechanics?**

A: If you're applying for a custom power or item, enter what you want the power to do.

If you're applying for anything else, enter one or two sentences that summarize what exactly you're applying for. For example: "My Mekhet character spends a permanent willpower and joins the Morbus bloodline." Or: "My character learns Crúac level 4 from Bobby Baddass (played by John Smith, US2002xxxxx)"

**Q: How long will this take?**

A: Be prepared to be patient because there is no way to tell. As a general rule of thumb, I plan for one month per level above Mid.

**Q: I've been Approved! Now what?**

A: Put the Approval number and a short description of the approval (two or three words) on your character sheet. You are likely to accumulate several Approval numbers on your sheet, so the description is essential to keeping them straight. Conventions and away games require those approval numbers on the sheet at check-in. STs can use that number to verify your approval.

**Q: I've been Denied! Now what?**

A: Every Denial should have a denial justification. Find out whether it's something you can re-apply for at a later date. You can also appeal the denial, if you think the ST based his decision on inaccurate information, or there was a misunderstanding. ☹

# CAMARILLA AFFILIATE CONTACTS AROUND THE WORLD

The following information can be found at:  
<http://camarilla.white-wolf.com/clubdirector/Affiliate.html>

Have you ever wondered about what makes this club so global? Well, I have included a list of countries that have Camarilla representation as well as their national coordinators, national storytellers, and official website URLs. Perhaps you want your character to be from one of these countries, or maybe you want to participate in one of their games if you were ever abroad—these would be the people to contact. Heck, maybe you're just curious about how they run their games; so go ahead and check out their sites. ☺



## **Camarilla United States**

<http://camarilla.white-wolf.com>

**US NC:** Wes Contreras

**US NST:** David Bounds

## **Camarilla Australia**

<http://www.camarilla.org.au/>

**National Coordinator:** Miles Humphrys

**National Storyteller:** Aaron Fenwick

## **Camarilla Belgium**

<http://www.camarilla.be/>

**National Coordinator:** Raymond 'Chibbi' Van Gasse

**National Storyteller:** Jasper Van Rosmalen

## **Camarilla Brazil**

<http://www.brazil-afterlife.com.br/>

**National Coordinator:** Marcelo Valle Moreira

**National Storyteller:** Douglas Guimarães

## **Camarilla Canada**

<http://www.camarilla.ca>

**National Coordinator:** Indrani Mahadeo

**National Storyteller:** Phil Rickaby

## **Camarilla Germany**

<http://www.worldofdarkness.org>

**National Coordinator:** Bjoern Thies

**National Storyteller:** Oliver Hoffmann

## **Camarilla Ireland**

<http://www.camarillaireland.com>

**National Coordinator:** Sadhbh Warren

**National Storyteller:** Charles Dunne

## **Camarilla Italy**

<http://www.camarillaitalia.it>

**National Coordinator:** Roberto Petrillo

**National Storyteller:** Claudio Antonio Forgione

## **Camarilla Philippines**

<http://www.korvinskeep.net/camrp/camrpmain.htm>

**National Coordinator:** Donald Davis

**National Storyteller:** Donald Davis

## **Camarilla Singapore**

<http://www.camarillasg.com>

**National Coordinator:** Benjamin Zhu

**National Storyteller:** Raihan Harun

## **Camarilla South Korea**

<http://www.geocities.com/camarillakorea/>

**National Coordinator:** Polina Khavkina

**National Storyteller:** Gabriel Bell

## **Camarilla United Kingdom**

<http://www.camarilla.org.uk>

**National Coordinator:** Hilary Sklar

**National Storyteller:** Jason Walter

# FROM THE CAMARILLA CLUB Director



**Charles Bailey**  
Camarilla Club  
Director

I just wanted to take this opportunity to remind everyone that I have a Club Director's Suggestion box active at <http://camarilla.white-wolf.com/email/clubdirsugg.php>.

If you have a question, comment or suggestion for the organization then I encourage you to take a few moments and send it in.

WANT TO KNOW MORE ABOUT CHARLES BAILEY?	
<b>What's his official title?</b> Camarilla Club Director	<b>Does he have a website?</b> <a href="http://camarilla.white-wolf.com/clubdirector/">http://camarilla.white-wolf.com/clubdirector/</a>
<b>What's his Cam number?</b> US2002021542	<b>Can I get a hold of him through other means?</b> AIM: charleseb9; ICQ: 17937548; Yahoo: wwolfar; MSN: charlesb@white-wolf.com

## Trial Membership FAQs

### **Why offer a Trial Membership?**

White Wolf and the Camarilla want to encourage new members to experience the organization. With the start of a new MET Chronicle and the launch of the Tabletop WOD Division we want to allow potential members to try out the Camarilla without being locked into a year long commitment.

### **Who may participate in the Trial Membership Offer?**

This offer is open to individuals in the United States or United Kingdom who do not have a current or expired Camarilla membership number. Current or former members of the Camarilla are not eligible for this offer.

### **What is the length of term for the Trial Membership?**

Trial memberships will be active for six months after being activated. If you activate a free membership on September 1, 2004 it will expire March 1, 2005.

### **What does the Trial Membership allow me to do?**

A trial member may:

- Create a Member Class 1 character using the Camarilla creation rules and travel with that

character to any local, regional or national games during the trial period.

- Apply for Low approval level characters.
- Participate in both the LARP and Tabletop Divisions of the Camarilla.
- Gain Experience Points in accordance to Camarilla Chronicle rules.
- Access IC and OOC lists offered to members.
- Access the Members Only Section of the Camarilla website.

### **Can I register manually?**

Yes, you can download a Trial Membership form here and either email it to Member Services or send to

The Camarilla  
1554 Litton Drive  
Stone Mountain, GA 30083

### **What limitations are there on the Trial Memberships?**

A trial member may not:

- Vote in elections.
- Hold a Camarilla office.

- Benefit from Prestige earned unless a Full Membership is purchased.
- Apply for Mid, High or Top Approval level characters or abilities.
- Take the Camarilla Ordeals

**How do I activate my Trial Membership?**

To obtain a 6 month membership for the United States you will need to visit the Camarilla Members Only Pages and select the "Enter your Activation code" option. You will need to enter the activation code "requiem" to register your membership as a Trial membership.

You will receive a confirmation email with your membership number and a list of informative links to help you get started in the organization. Within 2 – 3 weeks you will also receive your membership card that

will serve as your proof of membership during your Trial period.

United Kingdom members will need to contact their National Coordinator for complete details on how to obtain their Trial Memberships.

**Can I convert to a Full Membership?**

Yes, if at anytime during the Trial Membership period you decide to purchase a \$20.00 year long membership to the Camarilla, you will need to visit the White Wolf Catalog and purchase a Membership Renewal. Once you have confirmation of your purchase, forward it to the National Services Administrator at Member Services and your membership will be converted from a Trial to Full. Your expiration date will then be set to the date that you purchased the membership. ☺



# the World of Darkness

# PRODUCT NEWS

The following information can be found at:  
<http://secure1.white-wolf.com/catalog/upcoming.php>

			
<p><b>Blood In, Blood Out</b>  <i>(Vampire: The Requiem                      Novel #2)</i>                      02/28/2005</p>	<p><b>Bloodlines: The Hidden</b>  <i>(12 bloodlines from                      all five clans)</i>                      02/28/2005</p>	<p><b>Werewolf: The Forsaken</b>  <i>(Second core setting sourcebook)</i>                      03/14/2005</p>	<p><b>Heart of the Hunter</b>  <i>(Werewolf: The Forsaken                      Novel #1)</i>                      08/01/2005</p>

## WANT TO CONTRIBUTE?

If you want to contribute to the *Undercurrents* newsletter, please email your photographs, stories, jokes, and anything else you want to see in the newsletter, to [drs\\_newsletter@yahoo.com](mailto:drs_newsletter@yahoo.com).

If you are submitting images, the following formats are acceptable: JPEG, TIFF, EPS, PICT, bitmap. Please do not send anything bigger than 2MB through email. If your file does exceed 2MB, please burn it onto a CD and give it to either Loraine Flegal or Sam Flegal. ☺

# March/CALENDAR OF EVENTS

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3 SCaRE	4 SCaRE	5 SCaRE
6 SCaRE	7	8	9	10	11 7:00 pm Domain Meeting	12 Annual Release Party Auburn, AL
13	14	15	16	17 CAiNE	18 7:00 pm Requiem Game CAiNE	19 7:00 pm Garou Game CAiNE
20 CAiNE	21	22	23 7:00 pm Domain Council Meeting	24	25	26 7:00 pm Requiem Game
27	28	29	30	31		

Office	Name	Email	Office Hours
Domain Coordinator	Anton Andreev	drs_dc@yahoo.com	—
Domain Storyteller	Sam Flegal	drs_dst@yahoo.com	call Mon - Fri, 10am - 5pm, email
DBR Coordinator	Loraine Flegal	tn003_cc@yahoo.com	call Mon - Fri, 7pm - 9pm, email
GDK Coordinator	Henry Faust	tn008_cc@yahoo.com	—
General ADST	Paula Watt	pwatt9@yahoo.com	—
ADST Ghosts	Jon Watt	whitewarsh@yahoo.com	—
ADST Audits	Ian Harris	Hartley@graffiti.net	—
ADST Mortals	Andrew Anderson	AndrewAnderson30@yahoo.com	—
AAST Mafia	Scott Mizis	smsm2@bellsouth.net	—
Garou VST	Ryan Holdbrooks	drs_garou@yahoo.com	—

**DRS Mailing list**  
darkriver@yahoogroups.com

**Undercurrents**  
drs\_newsletter@yahoo.com