

South East Regional Newsletter

August 2013

Fun and Interesting Phrases to Remember

Welcome to the South.... Where gators aren't the only thing to be afraid of.

Oh look! It's the devil at the crossroads, again.

Ebola. (enough said)

Ignorance is NOT bliss. Ignorance is job security!).

The SE Region. We're better at vampire because life moves slowly here, we're all very polite and everyone's got a shotgun handy

Why I Love... Changeling the Lost

I love changeling as it allows us to explore our own self. We are able to place our self into a character that has been through an ordeal beyond our scope to understand and came through it changed, most of the time as a stronger survivor.

The scope of the game allows for by far the largest game of the New World of Darkness series of games. Everyone can be from where they want to be and yet still share the events that shape them. There is a common goal, that of surviving after escaping from a nightmare and getting to understand the place they have returned from.

This game allows for everyone to be either a hero or a villain. That is the greatness of the game in a few short paragraphs.

Jason Clark
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#The Royal We

Why yes, that is a hash tag. I'm glad you noticed! Recently, I have been reading the countless posts from various lists. And, I have been noticing a trend on questioning things that our characters do.

For instance, one thread questioned the use of the Royal "We". Another questioned the overuse of hash tags, and txt speak in emails and posts.

What it all boils down to is character quirks.

Characters, like people, have quirks. Maybe that character, that uses the Royal "We", has a sense of importance. Maybe they just have multiple personalities. Or, just maybe, they feel like speaking for everyone. It's a quirk. Maybe that character, that uses hash tags, was changed in the Twitter generation. These things make them interesting.

Quirks make our characters stand out. They make them multi-dimensional. Layered, if you will, like onions, or cake.... Quirks make playing fun, and should be embraced. That is all, nothing to see here, move it along....#out

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Artwork on this page by
Tony Lone Fight
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Recipe of the Quarter

Cornbread Salad

1 batch cornbread, cut into 1-inch cubes, and left out over night to turn stale. I use Jiffy, but any box mix will work

1 can red kidney beans, rinsed, drained
1 can niblet corn, drained

1 medium Vidalia onion, finely chopped
1 large green bell pepper, finely chopped

3 large tomatoes, chopped
2 cups grated sharp Cheddar
1 (8-ounce) Sour Cream
Chopped fresh parsley leaves, for garnish

In the bottom of a large glass bowl, place cornbread cubes. Add beans, corn, onion, bell pepper, tomatoes, and cheese on top of cornbread. Add sour cream, and lightly toss. Cover, and refrigerate for at least 2 hours. Garnish with fresh parsley, if desired

Paul Lee US2002034024



Find this recipe and more in our latest SE Region
2013 Cooking for Cammies Summer Edition
Cookbook!

All 7 volumes are available at:
<http://www.larp.com/seregion/forms.shtml>

New Membership Handbook Information

Storyteller Report Due Dates

AVST/ADST: 1st of the month
VST: 5th of the month
DST/ARST: 10th of the month
RST: 15th of the month
ANST: 20th of the month
NST: 25th of the month

Contents of Storyteller Reports

1. List of Assistants and a summary of their work for the month
2. Dates of all games run
3. Names of plots in motion and major effects from said plots
4. Prestige recommendations for all assistants and members who provided STsupport, the total of which cannot exceed the officer's prestige budget
5. Any issues or questions that arose during the month that must be addressed
6. Formal record of any investigations and/or Disciplinary Actions (Typically redacted from the public version of the report)

More information may be found at:

<http://www.mindseysociety.org/wp-content/uploads/2013/07/MH-Handbook-07.15.2013.pdf>

Storytelling: The Story behind the Story

As I sat down to write this, it actually reminded me of the feelings I have when I prepare for my storytelling duties. There's initial mind blank that occurs: I've got nothing. I sit there for a few moments pondering "is this truly nothing, or do I have something but I'm trying to focus too hard that I don't see it?" Then finally, inspiration! I have my idea! I have plenty of ideas! The enthusiasm reawakens and I'm off to the races!

Storytelling isn't all about trying to help your players tell their collective story in some sort of event vacuum, however. There are actually many aspects to storytelling that happen on the sidelines that work to all make a successful VSS. Of these, some of the more important facets are organization, the focus of your efforts, and actually getting to know the style of the members of your game.

Organization is a key component to good storytelling. Though there are individuals out there that can 'storytell from the hip,' as I like to call it, there are many others who need to have their thoughts, information, and paperwork in proper order to engage their players. Personally I use two things to organize my information: the folder and "the box." The folder is an easy one: I have a folder on my desktop where I put all of my game information. This is where I do the rough sketches for my plots, store my NPC sheets, store the game characters' CDDs (character creation documents), and where I put summaries of the last game. Always knowing where I can find these pieces of information is vital to long-term health of the game.

There's also "the box." The box is just another convenience used to place information for later use. Once the NPCs, plotkits, or visiting players' sheets are acquired, they should be stored someplace where they can be easily accessible and easily maintainable. A small file box with hanging files matches this beautifully. Not only this, but it also has compartments for loose gear and mechanical pencils, pens, beads, and other small items that may come in handy during the course of the evening.

Focusing your efforts. We tend to break our players' characters into two groups: the established player's characters and the "new" player's characters. The established player typically has goals -- both long term and short term -- for his or her character, and tends to focus on these goals when they can,

politicking when they can't. Sometimes this isn't always the case, however, and that will be discussed later. The newer players' characters tend to be the ones I focus on more. They are the ones who might need a push in the right direction when it comes to plots and goals, and may not be as self-sufficient as the more established players. This doesn't mean I ignore the established players, but I tend to deal with them on a higher level, and don't tend to worry if they are bored at games. If they are, typically they'll let me know.

Lastly, players have differing ways in which they play the same game. I won't get into the intricacies of the GNS model of gaming, but suffice to say you can have your mechanics/action players and you can have your more social "role play" centric players. This isn't an either/or model, it's actually more of a 2-dimensional spectrum, where any single player can have differing amounts of the style of play they focus on. CDDs as mentioned earlier help to identify this, but you truly need to understand your players to understand what will increase their enjoyment of the game.

So how do you go about understanding your players? There are many ways to tackle this. One of the easiest is to just talk to them, ask them what it is that excites them about the game. Have they learned a new power recently or are working toward one? Is there an event coming up that they are excited to attend? The direct approach is one method. Another is by interacting with their characters in the roleplaying environment. Attempt to pick up on social cues. Do they tend to enter into challenges eagerly or are hesitant about it? Do they relish the well throw challenge and enjoy the satisfaction of a well done setup? All of these can hint to the type of player they are. Lastly, socials and what players talk about at the socials can give you clues to what they are interested in regarding the game. They can reminisce about past characters, discuss particular venues or interactions they've had in the recent past. Being able to determine the type of game your players want and designing the game with them in mind is a crucial part to being a good storyteller.

Although there are many methods to storytelling, organization, understanding the characters, and understanding the players can all help a storyteller in crafting an event that can be enjoyed by many. Though many a writer or storyteller may start off with a blank slate at the beginning of the evening, knowing your characters and players can make the plots and NPCs nearly design themselves.

Jeff Szappan
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GAMES OF THE MONTH 2013

GOTM AUGUST

AUGUST 16-17 FL-032- FORT LAUDERDALE, FL
ACCORD, APOCALYPSE, CAM/ANARCH.

GOTM SEPTEMBER

SEPTEMBER 14 - TN-015-D CHATTANOOGA, TN
REQUIEM, LOST

GOTM OCTOBER

OCTOBER 25-27TH - NC-006-D RALEIGH, NC
ACCORD,REQ,APOCALYPSE, CAM/ANARCH.

GOTM NOVEMBER

NOVEMBER 9TH GA-013-D COLUMBUS, GA
REQUIEM

GOTM DECEMBER

DECEMBER 7 GA-010-D ATLANTA, GA
APOCALYPSE, CAM/ANARCH,

SE Regional Mirc Office Hour Dates:

Worth 3R for attending the meeting. Meetings start at
8pm cst (Mirc Room name is #se-region)

Remaining 2013 Schedule:

Meetings are 1st Wednesday of each month.

Aug 7
Sept 4
Oct 2
Nov 6
Dec 4



Shores of Shadows

Pressure crushing pushing in my head,
Ears ringing with the cries of the thousands of dead
souls ,

They reach out for one last caress from life's embrace,
Lost to the void of the darkest night,
I scream from the madness within my blood,
Steal me away from this curse,
sweep me away like sands on the shore
to feel pain no more.

Death is like a jackal tearing at you
Rending bleeding feel the release
of lifes pressures lifes pains
tempting fate once again
sweep me away like sands on the shore
To feel freedom once more

Mike Lyons
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Artwork on this page by
Tony Lone Fight
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Bridging the Gap to the National Game

What a difference seven years make. Coming back to the Mind's Eye Society club has been a shock to this returning member. In my absence since 2006 many things have changed, the club has been rebranded with a new name, a new membership handbook, and a new set of games with an avid following running alongside the very same games I have played for over a decade. However (gratefully) what has remained the same is the unity and sense of community that brings role-players together to share a common interest.

When I rejoined in April, I admit I had concerns about the new chronicle. After having just finished a Cam/Anarch chronicle would there still be interest in starting over again? It has been almost 10 years since the last Werewolf the Apocalypse chronicle would those players still even be interested in coming back after all this time? Would the regional / national game still generate interest or would we end up with a chronicle of loosely affiliated local games? So far I have not been disappointed there is still a lot of members out there looking to make this chronicle exciting and full of challenging role-play.

Being from the Raleigh, NC domain several members from my domain and I have been able to travel to the Richmond, VA Cam/Anarch game where we were warmly welcomed and able to experience the excitement again (for some for the first time) that comes from taking your character from your own local venue to another and play with a whole new group of players. We literally felt the world move at Adam Warman's house as the deck decided that there was much more gaming upon it than it could handle and collapsed beneath us as we prepared to go IC. It's going to be hard to top that first away game in Richmond.

Just this past weekend six of us piled into a Trailblazer and car pooled down to Charleston for a doubleheader of Apocalypse and Cam/Anarch. Even though it was over 4 hours each way the truck was full of excited gamers on the way down. Then full of exciting stories about the games on the way back. The memories that are made on road trips to away games are some of the best that you will have while you are a member of MES.

It is only the second month of the new chronicle but already I have found that our members are excited and ready to give their new concepts life through amazing role-play and costuming both home and away. I would like to encourage those of you that have not traveled to away games to talk to other members of your domain and carpool to these events. It will help your group grow closer together as well as making friends you probably would have never met otherwise.

I look forward to more traveling in the near future as a handful of us pack up and head to Rhode Island for NERE. Please remember to thank your storytellers and coordinators for their time and hard work. It's easy to forget in the heat of the moment that without them these games and social events would not be possible.

With that in mind...

I would like to thank Seth Adams and his ST team for the fantastic Apocalypse and Cam/Anarch game last weekend in Charleston SC, and Brennan M. and his ST team for the awesome Cam/Anarch game earlier on in the month in Richmond VA.

I hope everyone can make it to the upcoming Featured Game of the Month for Raleigh NC in October. Preliminary dates are October 25th – October 27th. You can expect: (Accord, Requiem, Apocalypse, and Cam/Anarch) Final schedule and venue premise to be posted soon.

Nakisha "Nikki" Fox
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Photo by Tiffany Allen US2006027399

New Membership Handbook Information

Coordinator Reports Due Dates

ADC/ACC: 1st of the month
CC: 5th of the month
DC/ARC: 15th of the month
RC: 20th of the month
ANC: 25th of the month
NC: Last day of the month

Contents of Coordinator Reports:

1. Full listing of all officers at that unit level (e.g., all Domain officers for a Domain report)
2. Full membership listing for all members of their immediate constituency
3. Summary of any projects in progress (such as log reviews, etc.)
4. Detailed financial record of all monies received and expended for the month
5. All prestige awards for which the Coordinator has authority. To include their assistants, the total of which may not exceed their prestige budget
6. To include approved prestige awards from the storyteller side, if appropriate
7. Any prestige recommendations which require verification at a higher level
8. Any issues or questions that arose during the month that still need to be addressed
9. Formal record of any investigations and/or Disciplinary Act

A huge thanks go out to everyone that contributed to this newsletter. Hopefully in the future we can have more of these done.

Thanks

Deb pelletier Clark

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SE RC

Learning to Love the LARP

So I first came to the LARP because of a guy. We met at a cookout, he was hot, we hit it off, and he weeks later, he's all, "why don't you come to game with me?"

I was a little hesitant. I'd played D&D, but live-action role playing? That sounded intimidating. But did I mention that this guy was hot? So he helped me make a sheet for Requiem, and off we went.

Later I was told that but for the "new player shield," my character would have been killed by any number of vampires she managed to rub the wrong way during just one evening. I am talented like that.

Looking back, I know that I only hung in through that first summer because of the hunky Requiem player I was dating. But I also remember the day that it became my hobby as well.

"What are you doing?" the boyfriend asked when he called me.

"Hang on," I muttered. "I'm writing a downtime."

I could almost hear his eyebrows lifting through the phone.

Although I enjoy performance and portraying characters, I think it was really the process of writing those the downtimes that taught me the most about my characters. I learned what was important to them, what they did in their private moments, and I connected to them, instead of just reacting to the behaviors and words of other characters at game. Now that I am a more experienced player (three years!), I think that writing about and around my characters and learning to tell a story of my own that dovetails with the larger chronicle has really been one of the most rewarding experiences of LARP. It is a process that has inspired me to write, helped me develop some interesting characterizations, and encouraged me to collaborate with the other gamers, in and out of character.

Oh yeah, and the hot boyfriend who got me involved in the first place? Now he's my smoking hot husband.

Lucy Arnold
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