



Coordinator Spotlight Karl Fox

DC NC-006-D Raleigh, NC

Karl is a first time Domain Coordinator of NC-006-D. Karl joined the Cam in the middle of the year of fire back in December 2003 after being recruited by a girl from college to play Vampire. He was quickly absorbed into Apocalypse and ended up running Changeling the Dreaming about two months later. Their games used to be the highlight of the month for many Cammies who came from all sides of the country to Dundalk, Co. Louth in Ireland for our "Fundalk" weekends. This is his first time in the coordinator chain, but has held storyteller jobs from VST – RST.

Karl has many hobbies but never seems to have enough time to do much with them. Other than gaming, he likes writing, plays several musical instruments just for fun, Karaoke (Only while inebriated), Archery, Cooking, Reading, and he has recently started to play Magic the Gathering for the first time. He loves books and since buying a Kindle, he goes through several series a year. He is currently reading the Black Company series, which is awesome and he highly recommends it. Karl loves scifi, fantasy and horror

movies. His most recent movies were Insidious 2 and Wolverine.

When asked about tips for running a game of the month (which his domain just did.) He replied,

“There are three key things, make that four key things”

1. Do Not Procrastinate
2. Do get help contacting and advertising.
3. Try to have as much set in stone with officers and ST's before sending in your bid.
4. Do not panic.

A piece of advice from Karl for anyone who hasn't gone through organizing a GotM, get your bid in early and lock down your venue as quickly as possible. You never know when there is going to be 10 unrelated business conventions tying up every hotel on the weekend you had planned for.



“The Wolverine does not fear anything.”

Mariko: The Wolverine (2013)

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In One Word....

We asked our members in one word, "What does December mean to you?" It can describe the weather or a feeling or anything. Below are the answers we got.

Deb Pelletier Clark
US2002022584: Snowmen!

Silja Sample IR0070: Stress

Jason Clark US2002022190:
Birthday!

Gerald Green US2006047724:
Bulking.

Suzanne Johnson
US2002022856: Cookies!

YoKasta Martinez
US2010025472: Family

Seth Adams US2002022898:
Moo

Amy Leigh Lolmaugh
US2009064328: Love

Andrew Azrael Hermann
US2005022960: Family

Nicki Boyles US2002021955:
Family

Jennifer Hastings
US2009054115: Eggnog!

Trinity D'Agostino
US2005106652: Homesick

Paul Lee US2002034024:
Birthday!!!

Chauma Smith Guss
US2013040180: Light

Stefanie Puett US2011027414:
Baahumbug

Jaimie Spencer
US2013010051: Crisp

Anthony LoneFight
US2007029471: Evocative

Steve Shasteen
US2002022290: Brr

Delane Shambo
US2005127000: Snow

Katy Plechacek
US2008011642: Glistening

Will Sample US2002021031:
Dormancy

Charles Oliver US2002086515:
Work

Nikki Fox US2002021738:
Ireland

Jeff Szappan US2010096608:
Constipation

Jessica Howell
US2002021868: Magical!

Anonymous: Santa

Carl Jordan US2011067740:
Ohana

Anonymous: Christ

Jericho Johnson US2002021010:
Birthday!

Sarah Wade US2013010018:
Cheerful

Amanda Bellanger
US2013050068: Baking

Karl Fox US2003120104:
Turkey

Cali Crisler US2010106823:
Family

Anne Bowie US2004071602:
Love

Elizabeth Namiotko
US2010076348: Family

Scott Richardson
US2002034021: WarEagle

Melenie Bishop
US2012080033: Spiced!

Tom Willis US2002021813:
Presents

Amber Stephenson
US2011017337: Cozy!

Mary Dubuisson
US2013040019: Cookies!

Ralph Goniea US2009023587:
Memories

Amy Terwilliger
US2011118203: Traditions

Tim Hardwick US2002021670:
Month

George Chance
US2002021169: Kids



RST's Corner

Being the “Bad Guy” or: How I learned to stop worrying and learned to love saying “No”

By Kimberly Cooper
US2005116880, SE RST

So, I joined this club to make friends, and I'm proud to say I've been surprisingly successful at it, considering I'm awkward, and that things like this are in my Happy Place. All in all, I'm pretty easy going and relaxed as a player and member. But relaxed and easy going sometimes doesn't mix well with being an ST, and that can be a hard lesson to learn. I've been there, so let my experience aid those who may be struggling with it now, or players who are thinking of stepping into a ST role in some capacity.

See, when I first became an ST, my initial thought was “Hey, these are my friends... they totally won't be any issue at all!” Unfortunately, sometimes it's not about friends, or even players you aren't super besties with, causing an “issue” rather it's having to take into consideration things outside the player's desire. A player may have great plans, be really responsible, and the best thing since sliced bread in terms of RP, but if it's not good for the rest of your players and/or your game, you have to say no. Sometimes it really sucks, and sometimes it will make the player upset or think that because you say No, you're saying that their concept or action is bad and

that they are a bad person for making it.

I used to feel like saying No meant that I was working against my players, or I was being mean. As such, I waived when making decisions, and it rarely ever turned out to make things better, instead made me act inconsistently and frustrating my players. That's when I learned that above all, you needed to be firm and fair in your rulings as an ST, even if you make a decision that someone isn't going to like. Finding the need for consistency was the first big step in being comfortable with No.

The second step was to understand the need to say No, rather than saying “let me think about this,” or “Let's find a way to make this work,” as a way to try and ‘soften the blow’ so to speak. Giving a player false hope will just ruin their trust in you, because once you use the big N, some players will start to bring you previous statements back to you, asking what changed your mind. It's better to be honest and disappoint a player than to fib and make them angry. It took players telling me that they felt I was inconsistent, or treating them like they couldn't handle being told “No” maturely, to realize that I wasn't doing myself or my players any favors by trying to play “nice.” A ST is perfectly capable of being nice *and* still be capable in their duties.

Now players, a little word of advice about being told No; it sucks, I know, but try to accept that the ST who has done so didn't do it

lightly or maliciously. You are largely concerned about your PC, and likely the PCs that your PC is close to. That's supposed to be like that, after all, you're here to have fun! That ST who just denied your Bloodline/Camp/Magic Item/Unusual power? Well he has to care about every PC and player within his area of authority, and the larger game. Don't be afraid to ask why you were told No, but expect that it'll largely deal with what is best for people who aren't you. Like I said, it sucks, but showing grace about a denial goes farther than complaining or fighting it. ST's will recognize and be impressed with someone who takes being told No well, and they'll be willing to work with you more in the future because you've proven yourself reasonable.

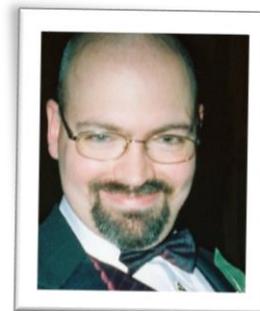
Overall, if you take nothing else from my screw ups, at least remember this: It's ok to say No, and it's ok to be disappointed by being told No. Just make sure you handle it, no matter what side you are on, with grace, confidence, and consistency.



Member Spotlight Jeremy Norton

Jeremy Norton is our Member Spotlight for the month of December. Jeremy joined the Camarilla in 2000 and has held many positions along the way from a VST, DST, DC, AAMST, SME Tremere and then some. Many members know Jeremy for the large amount of time that he donates to conventions. Jeremy was last seen working in the position of Security Lead at SERE 2013 and is currently a member of GA-011-D Savannah Georgia where he is the VST Accord.

Jeremy was last seen in the position of Security Lead at SERE 2013. Jeremy is currently a member of GA-011-D Savannah Georgia where he is the VST Accord. Jeremy is married and the father of two which keep him pretty busy at times. When he finds the spare time, he enjoys fencing, reading (Codex Alera, Safehold) and novels of The Change. His overall favorite venue is Garou. When asked what his favorite movie was it was hard for him to choose, but is a toss up between The Usual Suspects, The Princess Bride, The Godfather, V for Vendetta or Payback.



"Have fun stormin' da castle."

Miracle Max – The Princess Bride

Storyteller Spotlight Frank Long

Frank Long is in our Storyteller Spotlight this month. Frank has been storytelling off and on for the last fourteen years. He originally joined the Camarilla back in 1995 in St Louis, Mo. While not only storyteller, Frank has held many other different positions in the organization from coordinators to his current ANST Arbitration

position. Congratulations go out to him and his lovely, wife Sarah. They will welcome a baby boy in December.

Frank loves all types of gaming (table top, LARP, card and video), and his hobbies include; hunting, fishing, and taking his Harley out for long rides. His favorite movie is "The Chronicles of Riddick. Frank is currently a member of AL-001-D Auburn Alabama.



"It ain't the fall that get you. It's the sudden stop at the bottom."

*Richard B. Riddick -
The Chronicles of Riddick*

Personal Ads Employment, Lost & Found & For Sale



Personal Ads/Employment:

Wanted 1 Jackass for Nativity Scene, Sheep positions filled. Call 772-0948 Leave message

Want to be my Santa Baby? Call 867-5309

Now Opening: Elf's BBQ Only the Prime Cuts of Deer Used. Call 229-0297 for employment

Looking to hire light bulb changer. Must not be afraid of heights. Call 891-3847

Wanted Mini-Minion for wrapping gifts. Call S.C. Enterprises 328-0498

Turkey Farm looking for seasonal help. Free Lunch Call 589-2954

Looking for test subjects for trial study. Must not be allergic to latex or pine needles. Call 555-0285

Lost & Found & For Sale

For Rent: Llama's for Christmas Pictures. Better than reindeer. Call 387-9842 Ask for Joe

Lost: 4 stockings, 2 packs of jello, garden hose and german shepherd. No questions asked, call 345-0176

For Sale: OVERSTOCK! Pre-Made Cheap Tombstones with only a few spelling errors. Call 538-9871

Found: Toy with name written on the shoe. Identify and claim. Call 359-1072

Please remember that these ads and such are made for fun. Please do not call the fake phone numbers.

The Christmas season is upon us!

String some cranberries and popcorn and start decorating that tree! Here are some favorite's movies to watch while relaxing with friends and family afterwards.



Artwork by:
Tony Lone Fight
US2007029471

White Christmas (1954)
Bing Crosby, Danny Kaye

A Charlie Brown Christmas (1965)
The Peanuts gang by Charles M. Schulz

Meet Me in St. Louis (1944)
Judy Garland, Margaret O'Brien

Miracle on 34th Street (1947)
Maureen O'Hara, John Payne

Christmas Vacation (1989)
Chevy Chase, Beverly D'Angelo

Home Alone (1990)
Macaulay Culkin, Joe Pesci

Nightmare Before Christmas (1993)
Directed by Tim Burton

Frosty the Snowman (1969)
Jackie Vernon, Jimmy Durante

A Christmas Story (1983)
Melinda Dillon, Darren McGavin

How the Grinch Stole Christmas (1966)
Dr. Seuss animated movie

Santa Claus is coming to town (1970)
Fred Astaire, Mickey Rooney

It's a Wonderful Life (1946)
James Stewart, Donna Reed

Rudolph the Red-Nose Reindeer (1964)
Billie Mae Richards, Burl Ives

The Santa Clause (1994)
Tim Allen, Judge Reinhold

The Homecoming: A Christmas Story
(1971)Patricia Neal, Richard Thomas

The Polar Express (2004)
Tom Hanks

Scrooged (1998)
Bill Murray, Karen Allen

National Lampoon's Christmas Vacation (1989)
Chevy Chase, Beverly D'Angelo

December 2013

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5 VST Reports Due CC Reports Due	6 GOTM GA-010-D	7 GOTM GA-010-D
8	9	10 DST Reports Due	11	12	13	14
15 RST Report Due DC Reports Due	16	17	18	19	20 RC Report Due	21
22	23	24 Christmas Eve	25 Merry Christmas!	26	27	28
29	30	31 New Years Eve				

GOTM GA-010-D Atlanta Georgia

More Details! <http://www.atlantaworldofdarkness.org/featured-game>

Friday, December 6th - Saturday, December 7th Price: \$5 per venue

Location: Georgia Rib Company
930 Davidson Rd, Marietta, GA 30068
770-973-7427

Friday - 6pm Check-in
7pm-12pm Masquerade
Saturday
11am - Check-in
12pm-5pm Apocalypse

6pm - Check-in
7pm-12am Masquerade
Price: \$5 per venue

Tips for Creating Your Next Character

By: Kat Mills-Lone
US2008032102

We have all been there. You lose a character that you've played for a while and now are faced with the prospect of writing up something new. The questions that come to mind range from, "What the heck do I play next?" to "How will I make this new character seem different from my last?" To some degree you may still be attached to your previous character and any idea for a new character is rejected. Don't get bogged down in this. Look at the opportunity for what it is, a chance to express your creative side in a new and exciting way. These tips will give you ideas on how to get over some of the hurdles that are faced when creating a new character.

Shake it off. You can't cling to that old persona. Embrace the opportunity you have to delve into a fresh character. You can't move forward and have fun with your new character unless you let go of your previous one. Don't get bogged down in dwelling on the past; you may miss out on something really fantastic if you do.

Make a list. Write down four or five general ideas of what you may want to play next. Then list out a few background details for each. You may decide to list a Get of Fenris, Homid, Theurge that has a strong connection with

an ancestor, or a Child of Gaia Ahroun that prefers to find peaceful resolutions when interacting with other Garou. Once your list is compiled, think about how you would portray each of these possible characters and which you would have the most *fun* with. Also consider how each of these would be a new experience that would set the character apart from your previous.

Avoid the Snowflake Effect. We all want our characters to be unique and special. But making a character stand out is more than giving him usual gifts and merit combinations. It goes back to the weirdness factor; if it's too weird it probably won't play well. Focusing on how you will portray your character with costuming, makeup, accent, expression, will go further to making him stand out than putting obscure abilities that require high approval and are rarely used.

Does it Fit. As you start to narrow down the list of possible characters, ask yourself if the concepts you are leaning towards fit the venue you are wanting to play in. If your venue has 24 regular players and 9 of those are Malkavians, it may not be wise to bring in yet another Clan of the Moon. Think about how well your character would fit into this particular section of the World of Darkness society. Would your character even come to this place to reside? If the character idea doesn't quite fit the venue, it may be a good idea cross that one off the list

or tweak the original idea a bit to make it a better fit.

Buddy System. Find a friend to bounce your ideas off of. Other players are great sources of ideas. They may think of a gift or background idea that would help shape your character further or give you ideas on costuming. Make sure to choose a person who has a positive outlook on the game but also someone who you can trust to be honest about your ideas. If you have any ideas that require Mid or High approval, talk them over with your Storyteller and get his input.

Embrace the New Character. Once you have decided on your basic concept, sit down and write up your back story and fill out your Character Development Document. This will help you to get a feel for the new character. Think about how the characters background will affect how they interact in game. Practice the accent you may want to use and think about how you will incorporate costuming or makeup to portray the character.

The Fun Factor. Remember that this is a GAME and we play to enjoy ourselves. Leave anything behind from your previous character that might hamper your ability to enjoy the new one. Get excited about bringing something new and fresh into the game. Remember that friendship and fun should always come first.

A Leap of Faith

By Troy Jackson
US2002022414

It had been a long time since I had been a part of the organization or even larped. When the last OWoD chronicles ended I left to pursue other things. Several years passed, I moved across the country from the GL region to Mississippi and I started a family. Though I never stopped playing around the table or in various online troupe games I always told the stories from "Back in the Cam" days and held the friends I made in those days close.

It was August of this year and I had several friends in my ear, telling me about rejoining the organization and the changes that had been made. It planted a seed within me and I started talking over the possibility of rejoining with my fiancée, another former "Cammie" from back in the day.

Several months of discussing it led to my contacting the Domain in our area that recently formed on the Gulf Coast.

To be honest I wasn't expecting much. I knew how tightly knit gaming groups were and as a newcomer from another region I fully expected to be treated like an outsider. That could not have been farther from the truth. As soon as we awkwardly walked through

the door to sign in we were greeted warmly by the DC (Amber Stephenson) and then the DST (Christian Stephenson). We checked in our characters, went out to smoke and then when we reentered to play it felt like I had never stopped playing. The players there were amazing at not only making us feel welcomed into their

domain they also went out of their way to include us in the plots and make sure we enjoyed the game.

Every game after that has drawn me in more and more to the community and the game we have here. I have even written the VSS for a new Werewolf: the Apocalypse game here and hope to continue becoming more involved in the Domain and the Minds Eye Society as a whole. I am so glad I took that leap of faith and joined The Bloody Coast domain.



Recipes of the Month

By Paul Lee US2002034024

Rum Balls

1 Box of brownie mix. Prepared per box instructions

1/4 cup of rum plus 2 tablespoons

1/2 table spoon cinnamon

Coarse sanding sugar for rolling

Prepare brownies according to directions on box. Let cool. Break up brownie into small pieces; transfer to the bowl of an electric mixer fitted with the paddle attachment. With machine on low speed, pour in rum, cinnamon, and mix until crumbs start to come together to form a ball.

Shape into 1-inch balls, and roll in sanding sugar to coat. Transfer to a baking sheet; refrigerate, uncovered, until cold, about 2 hours. Serve chilled or at room temperature.

Other Idea...skip the cinnamon. about 2 days beforehand take a small bunch of mint and bruise it. Store the mint in a covered container with the sanding sugar, and roll the rum balls into the mint infused sanding sugar.



How Members Can Do Monthly Prestige Reports

Each member needs to turn in monthly a list to their coordinators on the items that they have donated and things they have done each month. The coordinator should set a cutoff date in which to accept these each month. A good way to send these to your coordinator would be to email them, and copy yourself on the email. Include in the subject line the Month/Year, your name and the word Monthly Prestige Recommendations. These are just suggestions, if your coordinator has asked you to do this a different way, then by all means do it like they asked. Below you will find a sample member prestige report.

Dear *Insert CC/DC name*

Please find the items below that I did/donated for the month of October

4, 12 packs soda donated to Mage Game
 Attended 1 domain meeting
 Cleanup after Mage Game
 AVST Garou

Sounds pretty simple, well it is. Your domain or chapter coordinator should respond letting you know that they received your email, along

with any questions. Coordinators are not mind readers and cannot always remember what you have donated and done for the club. So sending a monthly report, helps to remind them of what you have accomplished.

How to Create or Hire Assistants in the CRD

As per the Faq section:
<http://legacy.mindseyesociety.org/usnc/faq.php?id=212>

If you are an officer (and set up as such in the CRD), you can work with assistant offices like this:

1. First, view your profile usually by clicking Profile in the left menu, or on your name and Cam number in the upper-left corner.
2. In the upper right-hand corner, under the Position section, click the hyperlink for the position that you hold.
3. On the list, under the position at that top, find the Assistants section. This is where you can perform several tasks.

To add a new assistant position:

1. Click the Add New button to the right.
2. Enter the title of the Assistant position.
3. Under the Rights section, click on the rights that you want the position to have in the CRD.
4. Click the Add Position button (the page will update and you will see the position added).

To hire someone into the position you just created, or any other vacant position:

1. On the far right, click on the Hire hyperlink for the newly added position. The member search page will be displayed.
2. Enter the information for the member that you would like to hire for the position. The member information will be shown.
3. On the far right, click on the Hire hyperlink.
4. The page will update and the member is added to the staff list.