



Sanctuary

SC Region's Official Newsletter

May 2009

Welcome Readers!

Well, here it is the first "official" issue of the new Sanctuary! We are very excited about what we have put together and we hope that you enjoy reading it as much as we enjoyed putting it together! Each issue will have its own unique look to best fit what has been submitted for that month.

I have added a section for people to "advertise" things. These ads can be IC or OOC and will be clearly marked as such so if you have a website that features some of your uber great art work or perhaps you make jewelry or sew costumes... send that info in and we will get you on our ad page. Free advertising is always good.

As you know, each issue will have a "theme" running through it. This month's theme is storytelling. Next month we will do a "Changeling" theme so get your stories, pictures, poetry and whatnot together and get it submitted! You can send all your submissions following the guidelines at the end of the newsletter. As always, feel free to drop me a line with comments, questions or suggestions!!

Happy reading!
Shelley Brian
scr.publications@gmail.com



That was not the time
to roll a "One"!!

Storytellers are the lifeblood of our games; they are the ones who create the world we function in, they are our "gods" among men. Yet even though the storyteller is indispensable to the game without a player's input the game goes nowhere. I have seen many players rely on the storyteller to "entertain" them. This usually goes poorly as the ST can only do so much. It is truly up to the player to make the game. Think of the ST as a benevolent *giggle* entity whose only function is to cheerily guide you and your character along the road of your gaming life. With that said it is my pleasure to introduce you to some of those entities as they are in the SC Region! So, without further ado.....

ARST Mage: Luke Hill

luke.hill.us2004031302@gmail.com

What ST positions have you held in the Cam?

-- AVST-Ascension, AVST-Awakening, VST-Ascension, VST-Awakening, ADST-City Book, DST, ARST-Ascension, ARST-Awakening, ANST-Awakening, AAMST-Awakening, AAMST-Ascension PL: Entropy, GSA-Ascension: Entropic Arc, GSA-Awakening: Antagonists & Realms, GSA-Awakening: Antagonists & ST Support

What drew you to storytelling rather than another position?

-- I love telling stories and helping people have fun

What is the most fun about your job?

-- Actually *telling stories*, be they in proxies or live scenes or conventions or elsewhere

What is the least fun about your job?

-- Dealing with the bureaucratic stuff (reports and some approvals)

What should we know about you?

-- I'm a molecular biologist by trade, and so I have a rule that unless I can't do anything else I will refuse to play a PC with lots of Life Magic. I know too much, and it wouldn't be fair. :P

ARST Changeling: Ernie Ramos

scr.arst.changeling@gmail.com

What ST positions have you held in the Cam?

Changeling: The Dreaming: ACST, ADST, and VST
Werewolf: The Apocalypse: VST (for the last 2 months of Year of Fire)
Changeling: The Lost: VST and ARST

What drew you to storytelling rather than another position?

I like producing stories and giving those stories to the players.

What is the most fun about your job?

When the players throw a curve ball at me and surprise me. I love it when they keep me on my toes, finding a creative and off-the-wall reaction

to their crazy antics.

What is the least fun about your job?

Not many problems, but when I do read stories for approval, the grammar sometimes needs work. After reading a few dozen of them adds up.

What should we know about you?

Wow me with a story or a crazy angle, and I will probably allow it in game. Occasionally Arts and contracts don't have the same effects listed in the books, but it adds to the story and RP, I might let it slide once. :]

Did you know? Barbie's measurements (if she were life-size): 39-23-33

Just an FYI from the General OOC list: These are the official start dates for each venue along with the email from Clint about where you can find the information on the WW site.

There had been discussion on what the official start dates were for each venue. The decision has finally been made on this and it has been put into the Reset FAQ found at http://camarilla.white-wolf.com/MST//index.php?option=com_content&task=view&id=705&Itemid=16.

For ease, the dates are listed here:

Mage: The Awakening - 12/2005
Changeling: The Lost - 10/2007
Werewolf: The Forsaken - 04/2005
Vampire: The Requiem - 12/2004

For the United States, these are the hard dates for Chronicle start to avoid any confusion post-reset. Pre-Chronicle game months are not counted.

--
Clint Hauser
US NST

Note to self:
Don't forget to
early renew! It is
worth so
prestige!

Creating Legends
Valarie F. Broderick, M.A.
2008011653

Making Space Tell Stories

One of the nicest aspects of putting on a live action game at a convention is the opportunity to set up spaces for player interaction. This interaction can be either static, meaning that the spaces are always the same during the convention, or fluid, so that the spaces are dynamic to the needs of the story.

Dynamic spaces are good ways to insure that if players need to go to a certain location they can go there without fear of interruption, and that they are able have a space that caters to their needs. It can also be problematic, though, in that at times other players may unintentionally try to enter the scene because they did not know the location was physically different and separate.

Static spaces help to ensure that players know where certain important locations are, such as Elysium. They also can create sites for specific scenes that need some preparation ahead of time. For example, a Lost Freehold can have a kitchen set aside for a scene where a Wizened chef and a Troll butcher have an argument, and ahead of time the storyteller can set up some cooking pots and utensils to get the scene ready before players arrive.

The space you use can either help or hinder the story you tell. In some ways, proper use of space is just as important as a storyteller, because it is such a large part of any story. One way to use space to help you tell your story is to add props and task cards to it. Props and task cards can help players physically see that a location has changed or stayed the same. Additionally, task cards, see the explanation in *Mind's Eye Theater: Live-action storytelling system rulebook*, pp. 185-187, can provide a storyteller or narrator with things for players to do while the storyteller or narrator is busy with another person or group.

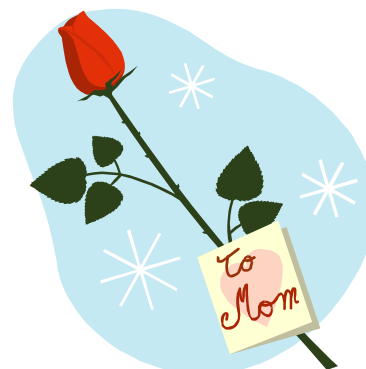
For example, in the Lost scene described above, the storyteller, Barbara, could place a white tablecloth on a table and push it against the wall. A task card could sit next to the cooking pots and utensils. Another task card could be placed with removable sticky tape to the wall, describing what the kitchen looks like

in game, and a third task card could be set within one of the cooking pots. Tests for determining what is in the pots could be on the third task card. Players hear the scene between the Wizened and Troll, and choose to investigate the kitchen. While the players are looking at the task cards, making tests with one another to determine if they find anything interesting, Barbara has a chance to get another scene underway with a second group of players elsewhere. Task cards can be as a simple way to describe what players see, to as complicated as having to follow a set of instructions that take some time to complete in game. The use of task cards, therefore, gives storytellers a chance to almost "be in two places at once" with a bit of preparation.

The key to the use of space is preparation. Knowing how much space you have and thinking about how to utilize it to best advantage is necessary. While your space may change from convention to convention, or game to game, the use of the space you have and putting it to its best use will always be important to the ebb and flow of the game. Using task cards can help with this, but only if the storyteller and narrators do their preparations ahead of time. However, once even a few task cards with simple descriptions are made, the good news is that they can be put into a file and used over and over again, should the need arise. In this way, the preparation you do for today's convention can be utilized for another game on another day. And that is definitely a task well done.

Mother's Day May 10th

Don't forget to call Mom and tell her just how special she is!



Aiding Your Storyteller and Getting the Most from Games: A note on player responsibility
by James Townsend, US2004031282

Having had the opportunity to be all three, a player, a storyteller, and a coordinator, I have a certain appreciation for the work that goes into being a storyteller. This appreciation has caused me to consider some of the ways a player can assist the storyteller in seeing the games run smoothly. I have concluded that the most important way a player can assist the storyteller is by being a responsible player.

In the Camarilla we, as members, hear a lot about player responsibility. Unfortunately, what it actually means varies from individual to individual. For the sake of this article, let's say that being responsible is the act of carrying out a duty or obligation as well as being answerable for one's actions.

It is at this point that one asks, "But what does that have to do with me?" And the answer is, "Everything." Nothing happens in a vacuum. I have actually heard players say things along the line of, "I'm only interested in my character story. I don't care about the stories of other players or the ST's plots." Stories and games are a cooperative effort between all the players and storytellers. Without the interaction between characters, both player and non-player, all your character winds up doing is sitting somewhere watching the clouds roll by or the paint peel and that isn't much of a story. A player must realize how he or she interacts with other players and the storytellers, and should be thinking about how her actions and those of her character will affect those around her and the overall game. Yes, you are telling your character's story, but games are not just your character's story. The degree to which you interact with others, player or storyteller, is the degree to which it stops being your story and becomes everyone's story.

Building on the idea that even individual stories are cooperative, there is more one can do as a responsible player. Giving storytellers material they can use is one way. Creating a moderate back-story and keeping the storyteller apprised of your character's activities outside of actual games is another way. Additionally, players should be giving their

storytellers ideas on the kinds of plots in which they want to be involved. Your storytellers are incredibly bright and creative people, but they have limits and the more information and ideas you provide them the more they have to work with when developing events in the game.

Responsible and helpful players are the greatest boon to a storyteller. These players make the job of the storyteller much less stressful by seeking to insure everyone enjoys the game. And remember, the easier and less stressful you make the job of storyteller, the longer they last and the easier it is for them to devote time to making the game fun for you and the other players. And, as a final thought, it might even make your storytellers more inclined to let you have the cool stuff you keep pestering them about as being a responsible player indicates you will be less likely to abuse it – neat how that works, huh?

For a laugh check out - [Cake Wrecks](http://cakewrecks.blogspot.com/)

When professional cakes go horribly,
hilariously wrong.
<http://cakewrecks.blogspot.com/>



Created by Jeff Perryman Player of Boris Mikhalevich

Newsletter Submission guidelines:

- ✓ Submissions should follow the “theme” for the month or be clearly marked as a “future” submission
- ✓ Your name and Cam number must be on each submission to ensure you are given the credit/prestige you have earned
- ✓ Make certain that all submissions follow the CoC..
- ✓ All submissions need to be received no later than the 6th of each month to be considered for that month.
- ✓ Please send your submissions to ME, Shelley Brian at:

scr.publications@gmail.com

Just a note: the staff reserves the right to reject anything that is deemed inappropriate for the newsletter.

FYI

NEXT MONTH'S ISSUE WILL BE A CHANGELING ISSUE SO GET YOUR COOL STUFF READY! :)

Mail to:

scr.publications@gmail.com

Our regional website can be found here!

<http://scregion.org/>

Featured Game of the Month bids need to be sent to Jess Earl at

arc.services@scregion.org

Hello my Damned Delicious Darlings!

It is I, Wren, fortuneteller, fool and flirt extraordinaire announcing that I will descend from my cloud and walk among you and be your sparkly light in this World of Darkness. So send me your questions, be they questions of game, character, cheese, OC drama, how to beat your friends and spank your enemies. Nothing is off limits, so ask away. If your questions are chosen you will be given prestige, but more importantly, you will be blessed to gain a moment of my attention. Blood can make you exist, I can make you immortal baby ;)

Wren (paradoxprophet@gmail.com)



SCaRE Photo Links!

<http://smg.photobucket.com/albums/v105/jloyd211/SCRE%20Pics/>

<http://s199.photobucket.com/albums/aa14/LunarReverie/SCaRE%202009%20Locks%20of%20Love/>

http://s257.photobucket.com/albums/hh235/canada_mark_m/New%20Orleans%202009/

<http://www.flickr.com/photos/dallascamarilla/sets/72157617018483177/>

<http://s196.photobucket.com/albums/aa145/hedgieaggie/LARP/SCaRE%2009/>

<http://picasaweb.google.com/malkavsnx/SCARE2009?feat=directlink&fgl=true&pli=1#>

<http://s266.photobucket.com/albums/ii252/Rizzellabella/New%20Orleans%20SCaRE%2009/>

Camarilla Mad-Lib

The rules of Mad-Libs is easy! Simply fill out the blanks below (no looking at the next page, that's cheating!) and once complete, take those words and place them in the corresponding blanks below. The best way to do this is with a group of people, and take turns choosing words. Have fun!

1. Random City in the South Central Region:

2. Famous Faction in a Venue:

3. Famous Character #1:

4. Character #1:

5. Character #2:

6. Character #3:

7. Female Character:

8. Pastries:

9. Female Character's Favorite Food:

10. Noun:

11. Male Character:

12. Noun:

13. Character #4:

14. Character #5:

15. Character #6:

16. Pieces of Furniture:

17. Gathering/Event:

Done? Now, take these words and fill them in the blanks below...no changing anything! Once done, read it aloud to the group!

*Now **that's** story-telling!*

The Camarilla Tea Party

It was a fine, fine evening in the esteemed court of _____⁽¹⁾. In a civilized gesture to encourage unity and kinship in the _____⁽²⁾, _____⁽³⁾, invited _____⁽⁴⁾, _____⁽⁵⁾, and _____⁽⁶⁾ to a lovely tea party! Naturally, _____⁽⁷⁾ was invited along because she was the most exquisite cook. She was most famous for her tasty _____⁽⁸⁾ made with the most delicious _____⁽⁹⁾ in the land. So it was no surprise that she brought a great, big, huge _____⁽¹⁰⁾ with her to the party. As soon as _____⁽¹¹⁾ heard that she was bringing some of her gooey, delicious _____⁽¹²⁾, he had to come along because he wanted to gobble them all up! Always being a generous, good friend who loved to share, he invited along _____⁽¹³⁾ and _____⁽¹⁴⁾ too! Oh, what an exciting tea party this was going to be!

As soon as they all arrived to court for this fabulous tea party, _____⁽¹⁵⁾ gasped and said "Goodness! Get some more _____⁽¹⁶⁾! This is going to be a very crowded _____⁽¹⁷⁾ indeed!"