

## AUSTRALIAN VENUE STYLE SHEET

Nox Immortalis – Toowoomba v 2.02

### ADMINISTRATION INFORMATION

1: Venue Name, Number, Domain Name, Number

Toowoomba Requiem, #

Nox Immortalis, AUD13

Sanctioning Code: VTR0806007

2: VST & VC Names and membership numbers (Can be altered at Mid approval)

Currently NO Venue Staff for the Requiem Venue.

Roles being carried out by the DC and DST.

DC – Justin Stone 1997100187 -

DST – Rodney Austin AU1997100188 – [asecret@tpg.com.au](mailto:asecret@tpg.com.au)

3: Game Location, Time and Fees (Can be altered at Mid approval)

Games are held at Laural Brae Hall on Hill Street on 3<sup>rd</sup> Saturday of each month. Any variations to this date are announced over the ooctoo list, open to all domain members.

Sign on is from 7:00pm, game start 7:30pm – 10:30pm.

Cost is \$2 / person.

4: Mailing lists, websites and other online resources used

Members are encouraged to join the official email list at [ooctoo@lists.camarilla.org.au](mailto:ooctoo@lists.camarilla.org.au), which is used for all domain communications.

Our domain website can be viewed at – [www.users.tpg.com.au/asecret/camarilla](http://www.users.tpg.com.au/asecret/camarilla).

### GAME INFORMATION

1: Genre Requiem Vampire

2: Setting (No more than three paragraphs)

The Toowoomba game is a small intimate game, though often visited by some from Brisbane. The city is a dark and lonely one. The population is around the 300 thousand. The city has advanced, and is stronger than it's 'real' self. There is a national airport, and a fast rail transit system joining north and south ends of the city. The police is taking a no-nonsense approach to crime, with increases in funding and technology, with choppers and high performance highway pursuit vehicles. The center of town has gone up, towering over much of the original infrastructure, with a blend of historical facades, to multiple story complexes, for business and residential. Park lands surrounded by towers of glass and steel, that quickly peter out to houses and various industries.

3: Theme(s) (Listed and described)

Paranoia: A constant and justified feeling of paranoia is likely to be experienced by all characters. Nothing is for certain, and anything could happen at any time. Is it paranoid if there really is something out to get you?

Mystery: Often, there may be no answer to questions or events, which may cause frustration or cost considerable time and/or resources to uncover. This helps reflect that despite what you think you know, you will never know everything.

Humanity: Humanity is a precious resource, and something that once lost, is unlikely to ever return. While one's humanity is not often at risk, complacency will see it slowly waste away, especially if taken for granted.

Consequences: Fools will not be tolerated. Actions which endanger the Masquerade or the laws of the Domain, will meet with punishment. You can expect consequences for your actions, should they not conform with what is expected.

4: Mood (Listed and described)

Desperation: All in all, the city is relatively relaxed. Low numbers of kindred have allowed a comfortable supply of vitae, something that could change should the population increase. Some things simply take time, and time is something that the careful have, but not everyone works at the leisure of the dead, and such threats may catch the timeless off guard.

Extravagance: Things are for the most part simple. Wealth is something that belongs to the mortals, and opulence even further removed. The city has more than it's fair share of luxury homes and residents to suit, but

such extravagant things have not tempted the kindred. This is not to say that comfort is not something shared by many, but overindulging in the world of the rich and famous, is best left for those able to take a good photo.

There is an air of uncertainty in the city, one that comes from being outside the pulse of a capital city. There is a different tempo to life here, a type of comfort that comes with being in a more remote setting. There is perhaps more trust, in the understanding that everyone is in the same situation, and so, in the simple nature of court, there is little effort is involved in being civilized.

Open conflict is not a common thing, and physical conflict is strongly avoided, for all the obvious reasons. The masquerade is a sacred thing here, and nothing is done that may threaten that, for the well being of all. It is a 'family' feeling, something no doubt that has come about simply because of the smaller, more intimate setting. Characters, though not necessarily welcome of each others company or conversation, they are all of a willingness to be more than civil in the presence of others. The city itself and it's survival is the common link that draws them together and keeps their cooperation. It is not so much the efforts of the Prince, for his role is important more to visitors.

#### 5: Preferred character types, and restrictions (Examples of the exemplar)

The current preference is for 'basic/standard' starting characters, the sort of characters that you might expect are likely to be the most common in the world of darkness. This does not mean they need to be plain by any means. It is also recommended that characters be less than around 80 years of age, especially if from around the area, though even younger is better.

These are some suggestions, not rules.

Characters of BP of 6 or less.

Standard clans, no bloodlines.

Resources Merit 4 or less.

Arranging an IC connection is advisable.

Low numbers of weapons

Age of not more than 80 years

Little to no knowledge outside your own clan or covenant.

#### 6: Location of Venue history information (Histories should be in a separate document)

There is a Requiem History and also a lengthy city history, as well as a city information guide. This is being worked on at the moment, however will be available via the domain website in the near future.

#### 7: Transport In/Out Information (threats, methods etc)

The city can be accessed by road, rail and air.

The city has 4 main roads coming in, from the North, South East and West. All are in heavy and constant use.

The only notable inconveniences are the occasional car searches and road blocks on the main eastern entrance due to it being the direct route to and from Brisbane.

The rail system is a passenger train between Toowoomba and Brisbane. This same network comes in from out west. There is also a freight service that follows the same route, and also North / South.

There are two airports in the city. The smaller, older complex is for local small craft only, used by local towns.

All domestic flights come from the new, larger airport. The airport has daily flights to most centers. This facility is only a few years old, and so contains many of the latest security equipment and procedures.

### EXTERNAL FACTORS INFORMATION

#### 1: Experience Awards – Standard max 10/month.

##### Game Session (Max 5/game)

Game attendance	1-3	(Per hour of active role play / involvement)
Costuming	0-1	(where a genuine effort is made)
Involving role play	0-1	(above and beyond, that engages others. ST award)
Travel to/from another domain	1	(to encourage travel between games)

##### Downtime (max 3/month)

Submitting downtime	1	(on correct form and on time)
Game summary	0-1	(for a reasonably described account of each person's game)
Impressive downtime	0-1	(for great downtime that furthers plots or character goals – Rare)

## 2: Custom Rules

We have no custom rules at this point in time.

Cards are commonly used for challenges. Dice may be used if required.

In low attendance games, feeding tests may not be required by the VST prior to event start.

## 3: Downtime Handling Procedure

Downtime is required to be submitted on the Toowoomba Downtime/Influence form available from the domain website. It is due, to be sent to the DST by the end of the month. Downtime submitted after that time may not be processed.

All experience claims, expenditure, as well as downtime activities are to be included here.

4: Crossover limitations (Physical, merit-only, information, fire walled/none) and expectations. (NB: all crossover requires both Mid Approval and the approval of the appropriate VST)

In the interests of continuing the mystery of all the venues, crossover is heavily restricted in the Toowoomba Chronicle, and application for any crossover interactions will not be taken lightly and approval will only occur after extensive story development with local storytellers and their full approval.

No crossover may occur with regards to Merits. Eg. You may not have an ally from another supernatural venue (Mage or Werewolf).

Likewise, incorporating knowledge of other supernatural venues into character histories is unlikely to be approved without a creative and welcoming background. Regardless of the background, extensive knowledge of other supernaturals is not permitted.

## NEW/INTERSTATE PLAYERS

### 1: Information for New Folks (new to Cam)

If you are coming along for the first time, without a character, it would be helpful if you could contact the venue storyteller, who can arrange with you a suitable time to help with creation. If not, and you would just like to come along to a game, that is also fine, someone will spend some time with you getting a character sorted out.

We do not have character available to play should you just turn up, so please give notice.

Your first game is also free, though you do need to be a member.

### 2: Information for External Folks (from other Domains)

Character sheets need to be forwarded via the St chain of both domains.

Sent via the VST of the home domain, to the VST of the Toowoomba Domain, including the DST's of both Domains. This is to occur not less than 72 hours prior to the start of the game. Failure to adhere to this advance notice, may result in restrictions on power usage or it may affect XP awarded.