

THE AGENDA FOR THE SYMPOSIUM

1. Formalia - Who are accepted as voting princes (or their proxis).
 - 1.1 Who is to be Royal Harpy? (preliminary)
 - 1.2 Who are to represent Visby Board of Directors (Rådet)? Are they to be counted as a pure Camarilla-town. Is the one representing Visby also be counted as a princes when it comes to responsibilities for the BoDs decisions.
 - 1.3. Are Nässjö, Eksjö and Ulricehamn to be counted as domains in there own?
 - 1.4. Borderquestions and who is prince where. How big does a town need to be for the prince to be accepted by the rest of the princes?
 - 1.5 Who is to be Royal Harpy? (final)
2. The interpretation of what a Symposium is in Sweden and what jurisdiction it should have.
3. The Laws, are we going to make laws for the Swedish Camarilla?
4. Is there any domains that should be in bad standing?
5. How to handle non-Camarilla-clans in Sweden?
 - 5.1. In some domains Gangrels are thrown out from the Camarilla. If this to be a common policy?
 - 5.2. Some Giovannies claims that the whole of the clan are aplying to be members of the Camarilla. Is Sweden going toaccept them?
 - 5.3. What are the princes oppinion towards the new Assamite bloodline?
6. Are we going to have a Prince/King of Sweden? Maybe a new Imperator?
 - 6.1. Our host Per Brahe have since the age of king Wasa been having the title of Vice Imperitor. Is the title inheretable?
7. The current state in all of Swedens domains. How big threat are the Sabbat and the Anarch?
 - 7.1. The Sabbath of Örebro and the domain of Örebro.
8. What local agreements with beings such as Lupines and Anarchs are there in Sweden?
 - 8.1. Is there to be a common policy and perhaps a plan of how to handle other creatures and Anarchs?
 - 8.2 The deal with the ghosts.
9. How to handle a Bloodhunt when the subject hides in other domains.
 - 9.1. Are we going to have a "Bloodhunt-Cooperation"?
10. Respect of other Princes' praxis

STATUS

Please inform us about your status transformed to this unified chart below. Write it down in your blurb on the Symposium website.

- 1=Acknowledged
- 2=Character not of the Six Clans and holds no position (No matter what Generation)
- 3=Character is of the Six Clans and holds no position, Neonate
- 4=Primogen, Sheriff, Keeper, Seneschal, Harpy,Ancilla
- 5=Prince(Neonate/Ancilla), Archon, Elder
- 6=Prince (Elder)
- 7=Justicar

FOOD

The meals are subsidized by our organization. That means that we pay the catering 80 SEK for each meal and you only 50 SEK. It is important to know that the dinners will be carried out In-Character, so if you have not checked "yes" on your registration, you won't be able to join in on the dinner.

In our chronicle all vampires are able to eat food, but they can not appreciate it without the ability of Eat Food.

SLEEPING

We have arranged a place where all players can sleep during the first and second night of the Symposium. You will need to bring your own sleeping bag and bedroll however. There is a shower available and breakfast will be arranged each morning. The location is the same as for your OOC luggage, ie "Kåren".

PEACE

Peace is declared in the city of Jönköping in accordance with the policy regarding Symposia. This means that during the duration of the Symposium, clan feuds and inter personal hostilities may not be presued within the limits of the city.

WEAPONS

It is considered extremely rude, as well as illegal, to bring weapons, without telling the security staff, into the premises of the Symposium. You can of course carry your own weapon props, but don't expect to keep them more than a minute or two. It is also strongly forbidden to show weapon props outside the premises of the LARP, of natural reasons.

FIGHTING

To counteract all fighting during the Symposium, there will be lots of Security guards In-Character, but we will also introduce a new rule for the remainder of the Symposium.

All attempts on physical violence of any kind MUST be reported to a ST in advance. The ST will then decide who wins and the fight will then be carried out In-Character by the players without any challenges at all.

INFLUENCE

There will be no possibility for Influence what so ever during the Symposium, since all STs are busy as it is already.

OOO (Out of Character)

The OOC-sign (raised hand), as well as all OOC activity in general is forbidden while participating in the LARP. If you really have to talk OOC, then lure away an NPC in a remote corner to discuss the problem. If you continue to violate this rule, you will be thrown out of the LARP for bad behaviour.

RULES

We have done major modifications to the rules to enhance role playing and simplify the rules for everyone, since all swedishLARPs have their own rules anyhow.

All disciplines costs a Will Power to activate and is automatically successfull. However, if the discipline targets an opponent, he can defend himself by also spending a Will Power. No "over bids" or challenges is allowed. Only one Will Power may be spent in this fashion for the remainder of the scene or an hour (which ever ends first).

The effects of the disciplines all lasts for the remainder of the scene or an hour, unless they are permanent.

The skills of your character will merely guide your role playing and will have no other effect what so ever.

Each character will get one of his temporary Will Powers returned during the second night as usual.

Since there are LARPs with different WP-systems as well, we have adapted a common WP-system during the

Symposium. Ghouls, Humans, Gen 14-13 (1 WP), Gen 12 (2 WP), Gen 11 (3 WP), Gen 10 (4 WP), Gen 9 (5 WP), Gen 8 (6 WP), Gen 7 (7 WP).

Note:

Through out the evenings there will be a herald informing the assembly about the decisions reached by the Princes.

A more detailed schedule over the various discussions and lectures that will be held will be published shortly.

Please feel free to contact the organizers, if you would like to arrange something.

Story Tellers for the

Symposium:

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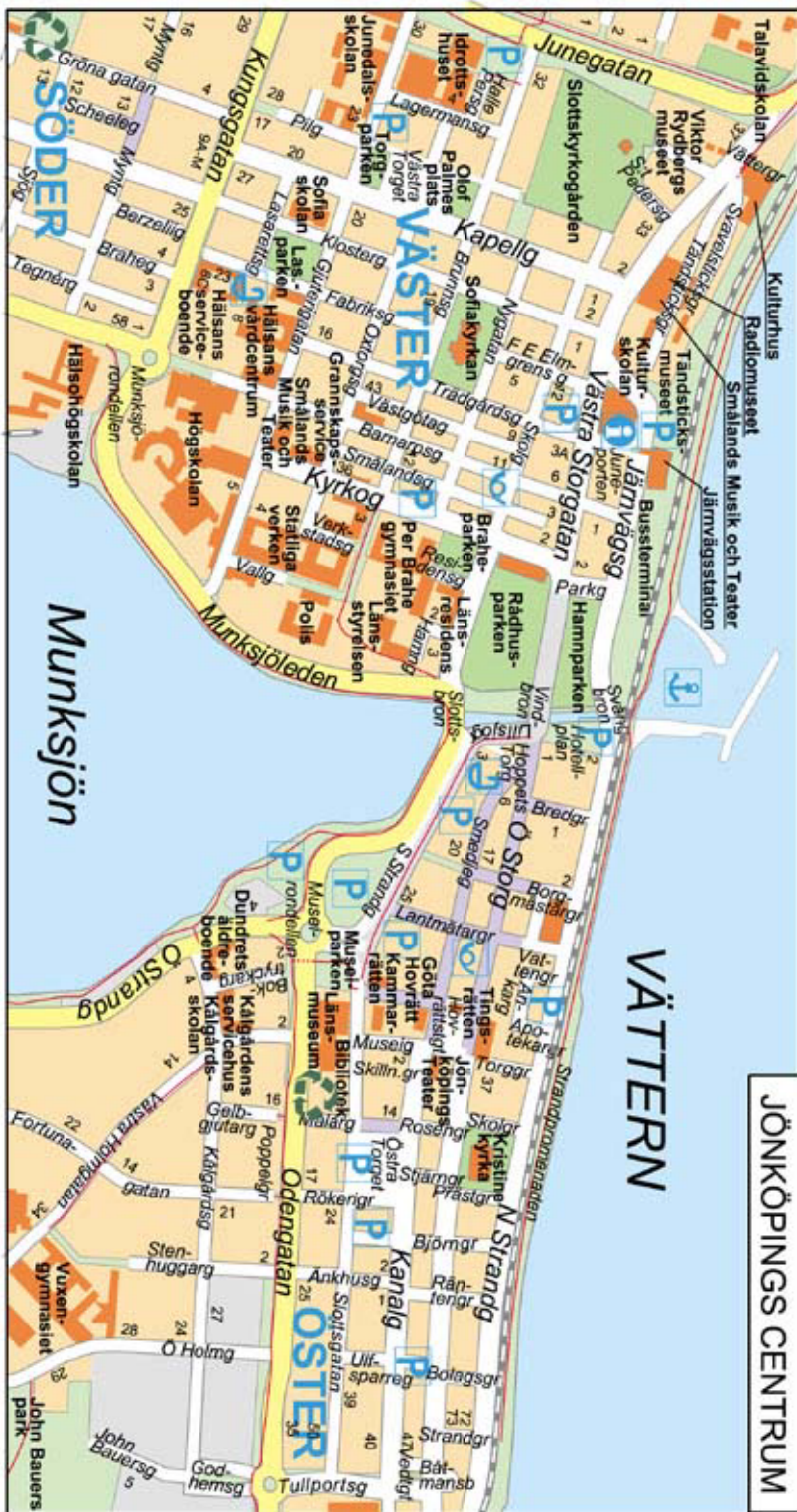
Organizers of the festivities &

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Friday

15.00 "Kären" will be open from 15.00 for you to leave your luggage and refresh yourself with a coke or a shower. If you arrive before that time please contact Tobias at 0705 / 466 706 for a place to deposit your stuff. You can also prepare for IC. Please note that you must be IC in "Folkets Hus", so this is your last chance for OOC make-up and changing clothes.

17.30 Gathering in "Kären"

We will have a short run through of the rules for the evening.

18.15 - 19.00 Arrival at "Folkets Hus" In-Character. The payment will be in-character. Be sure to bring money in exact notes

19.00 - 20.00 Dinner

Welcome speech and introduction of the more prominent members of the Swedish Camarilla.

20.30 The Gathering of the Princes

20.30 - 22.30 Public Discussions

21.00 - 21.30 Catwalk

22.30 - 01.00 Club "Lilla Moskva" (Little Moscow)

01.00 + End of day one

OOC - Pub for the players

Saturday

12.00 - 16.00 Daylight activities

12.00 - 14.00 Sweden By Night ST-meeting

13.00 - 14.00 Guided tour about John Bauer

14.00 - 16.00 National clan meetings

17.30 The game begins at Folkets hus

19.00 - 20.00 Dinner

20.30 The Gathering of the Princes

21.00 - 00.00 Public Discussions

00.00 - 02.00 Private Discussions

02.00 The End

swedish
SYMPOSIUM 2001