Welcome to GVLarp.

Glasgow – a city constantly in turmoil, both for humans and for Kindred. It's dirty and crime-ridden. Danger… and opportunity… hide around every corner. Some Kindred call it a dead-end for rejects and misfits but with skill and drive there is also power to be gained. Instability provides chances that will never appear in the hide-bound Camarilla cities in Europe or southern England.

About GVLarp.

We play on the **1st Wednesday of the month** in the back room of Avante Garde on the corner of King Street and Parnie Street, near the Trongate. Games run from **8pm to 11pm** but you will find players in the pub from 7pm onwards for food. We ask for a donation of **£3** at each game to cover the cost of room hire, props and special events. Please ensure that you **sign-in** at the start of the game.

Our website is **http://www.gvlarp.com** and you can contact us by email at **storytellers@gvlarp.com.**

System

We use Vampire:the Masquerade 20th Anniversary Edition as our rules system with some minor modifications - primarily to experience costs and Humanity. These house rules can be downloaded via the links in the Resources section of the website.

Hand Signals

Hand signals are used to indicate the use of certain actions, including the use of Disciplines, that don't require a Storyteller. The following are a list of the commonly used signals and their meanings.

I'm somewhere else

This sign is used when your character is not physically present but is still able to sense what is going on in that location.

Used most commonly with Auspex – Heightened Senses, but can also be used with Auspex – Astral Projection.

You can't see me

This sign is used when your character is physically present but cannot be seen by normal means. The number of fingers held up indicates the level of Auspex required by other kindred to be able to see you.

Used primarily with Obfuscate levels 1, 2, 4 and 5.

Time-out

By crossing your hands into a T shape, you indicate that you are "out of character" and therefore cannot be interacted with "in character" at all.

Speaking other languages

This sign is used to indicate that your character is speaking a language other than English.