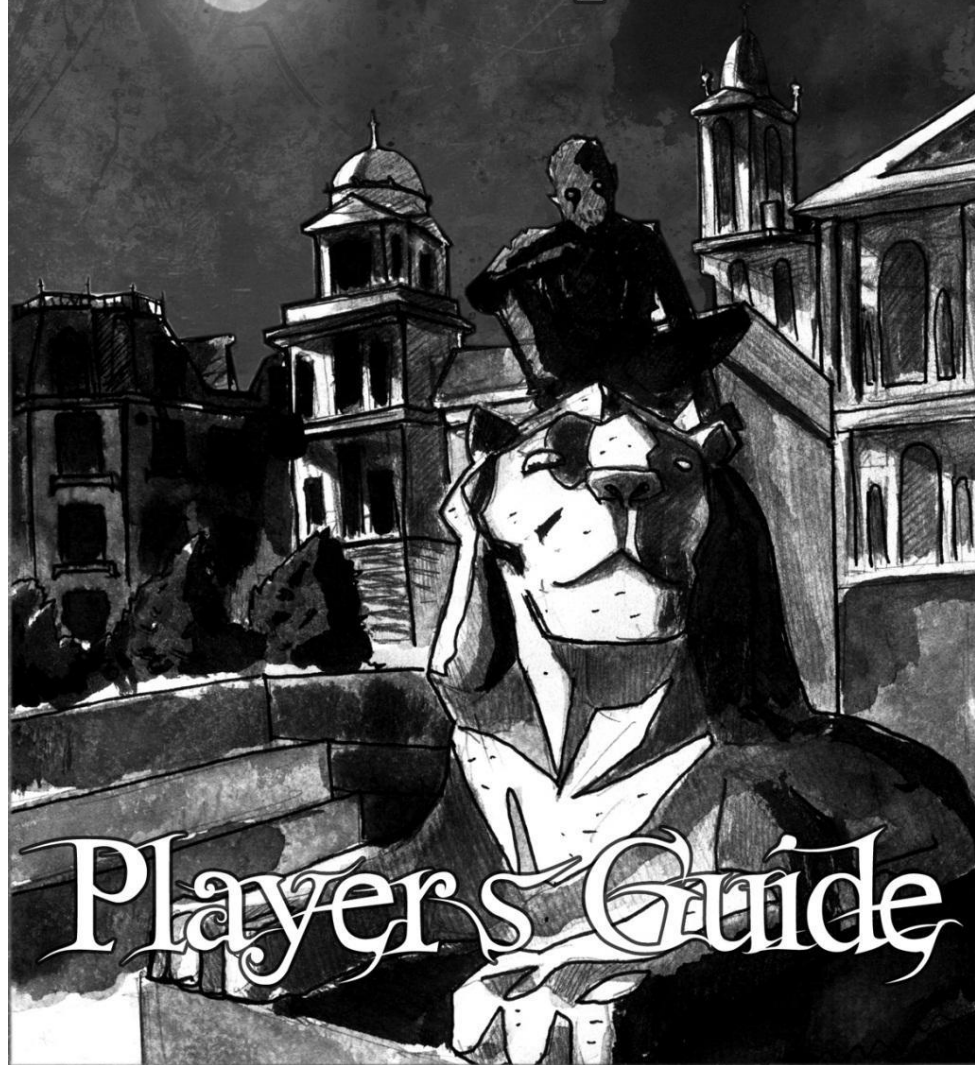


GLASGOW VAMPIRE LARP



Players Guide

Glasgow Vampire
Live Action Role-Playing

Players Guide

"If you look long enough into the void the void begins to look back through you." - Friedrich Wilhelm Nietzsche

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AWAKENING

The first sound you become aware of is your own heavy, frantic breathing. It seems too loud though, assaulting your sensitive ears, filling your mind. Your head feels clouded, you struggle to gather your thoughts, but eventually you manage to open your eyes.

You take in your surroundings; a brick cellar empty aside from a pile of rags in the corner and a stone altar on which you lie, yet they seem drained of colour, with no obvious light source by which you can see.

The cellar is cold, a chill that seeps into your bones, until you feel that you will never be warm again. A dull ache fills your body, but the pain is focused to two sharp points, on the nape of your neck, and the roof of your mouth. A burning hunger fills your stomach, the desire to feed now the only thing you can be sure of.

The sound of your breaths still fills the room, but your hearing adjusts, and you are able to perceive another sound beneath, the steady rapid patter of your heart.

You try to lift your hand; it seems numb, and you don't feel the movement, but there is your hand in front of your eyes...a pale and white hand, veins easily visible under the drawn skin. You manage to raise your head and look down at the rest of your body. Your chest is deathly still, and when you lay your hand upon it, you feel no heartbeat there.

Bewildered, you struggle upright. As you stand the smouldering hunger ignites and the pain which courses through you causes you to double over and a low growl escapes your lips. Suddenly the bundle of ragged clothing moves, and a small feminine face can be seen, the source of the sounds you have been hearing. Her features are filled with terror, her head turned towards the noise. She seems to focus upon you for a moment before her eyes dart round the room, unseeing. *It is dark, you realise, how can I see her?*

A voice speaks inside you upon seeing the girl's distress, a voice that has steered you throughout your life: *Go to her, comfort her.* Your feet move, guided by the voice, and you approach her. Her face turns to follow your footsteps until you kneel beside her.

As you draw closer, another voice threatens to drown out the first, one which speaks to primal, violent parts of your psyche, parts you didn't know you possessed. You push the voice away, not prepared to address the urges it stirs, as you finally speak to the frightened girl. The words rasp forth from your dry throat: "It...it's alright. It'll be alright"

She responds, shrinking back in fear at first then reaching out to touch your hand, eventually she throws herself into your arms.

She is warm, so warm, and her scent becomes all you can think about as her chin rests on your shoulder. The second voice rises again in your mind, unbidden, wheedling at first: **HIT HER, HURT**

HER...WHAT IS SHE TO YOU? SHE IS SOFT,

**HUMAN, SHE IS NOTHING, TAKE HER
NOW, YOU WANT TO, YOU KNOW YOU
WANT TO, TASTE HER. BITE HER!**

Your mouth is at her neck. You cannot see it, but you know where her vein is, you feel the heat perhaps, the blood within. You are drawn to it, inexplicably, the urge to bite her almost overwhelming until... *No! Remember yourself. This is not right, she is helpless. You will not do this. You must not.* You thrust her away from you, pushing her against the wall. Her hands cling to you, and you peel them off, trying to back away, away from temptation. At the last second, as your hand leaves hers, your nail scratches her finger. Blood oozes into the tiny gouge, the second voice roars inside your head...

There is oblivion.

Her limp wrist is against your lips. Fangs have extruded from your gums, the pain there receded. Her blood coats your lips, your mouth, dripping to the floor. Her hand is now as cold as yours, and your hunger is gone, but a different pain has replaced it one which goes far deeper, a loss of something irreplaceable. The conscience which spoke to you has subsided to a whisper of guilt, and the second voice, the voice of the Beast inside you, rises triumphantly...

NOW, YOU ARE MINE!

WELCOME TO VAMPIRE THE MASQUERADE

Table of Contents

What is Role-play?.....	15
Creating a Character:	17
Clans and Sects:	19
The Camarilla Clans:.....	20
Brujah.....	21
Gangrel	21
Malkavian	22
Nosferatu	23
Toreador	24
Tremere	24
Ventrue.....	25
Alternative Sects:.....	26

Anarchs.....	27
Antitribu	28
Sabbat.....	29
Sabbat Clans:.....	30
Lasombra	30
Tzimisce.....	31
Independent Clans:.....	32
Assamite	32
Followers of Set	33
Giovanni.....	33
Ravnos.....	34
Caitiff.....	35
Summary:	36
Other important notes on character creation:	38
In Person Play:	43
Hand-Signals	49
Online Play.....	51
In Character Chats	52
The Traditions.....	56
The First Tradition: The Masquerade.....	56
The Second Tradition: The Domain	56
The Third Tradition: The Progeny.....	57
The Fourth Tradition: The Accounting.....	57
The Fifth Tradition: Hospitality	57

The Sixth Tradition: Destruction.....	58
Glasgow:.....	58
The Court Officials:	59
Other notable NPC officials:	61
The Boon System:.....	62
The Real-Life Officials:	67
The Storytelling Team (STs).....	67
The Rest of the Team:.....	68
Dice and Dice Pools:.....	68
Downtime Orders.....	70
Deadlines	73
Delivery.....	73
Other information.....	74
Experience	75
The Dark Times.....	76
Introduction:.....	81
Code of Conduct.....	81
1) General conduct – Out of Character	81
2) General Conduct – Playing the Game	82
3) In Person Play.....	86
4) Web and Forum Conduct.....	87
5) Conduct of the Storytelling Team.....	90
6) Conduct of the Player Liaison	92
Complaints and Investigations:	92

Appendix A: Character Creation Quick Guide.....	109
Appendix B: House Rules.....	112
Character Creation.....	113
Generation.....	113
Age Roll.....	113
Downtime Orders.....	114
Ghouls.....	114
Training.....	114
Lores & Secret knowledge.....	115
Dice Pool/ Trackers.....	115
Willpower.....	116
Bloodbonds.....	116
Blood Bond Degeneration.....	117
Disciplines.....	118
Vicissitude.....	118
Koldonic Sorcery.....	118
Backgrounds.....	119
Haven.....	119
Path Changes.....	119
Changing Flaws & Backgrounds from creation.....	121
Appendix C: Downtime Order Template.....	121
Appendix D: Consent Form.....	126

INTRODUCTION

*"I will never again know your sun upon my face or
the comfort of a grave. I am not alive, and I am not
dead this is Hell on earth" - Type O Negative,
Suspended in Dusk*

The game is normally held in the function room of Avante Garde Bar, just off Argyle Street on the junction of Kings Street and Parnie Street (near AI Comics and the 13th Note). .

Our main game is held on the first Wednesday of each month starting at 7.30pm (time in by 8:00pm) and usually finishes around 11.00pm.

There is no admission fee; however, we give players the option to donate £3 to GVLARP if play is in person at the time. This money will be used to cover room hire costs, buy props and fund special events for the game. New members are always welcome, and experience is not required.

While this game does base a lot of its rules on V20, this is a World of Darkness game in general and does have its own rules which will be expanded upon in the relevant section.

What is Role-play?

Most people will have experienced this in some form or another.

Roleplay is putting yourself in the place of a character, playing their part and representing the written character in person, much like acting in a play. Where roleplay differs, is that instead of reading the lines and

following stage directions, you choose what your character does and says, much like an improvised script.

The guide you will have been the written character you create, and we will help you to achieve that. Your character will have a name, physical characteristics, and skills, but also a full history, goals, fears, friends, and enemies. This is an opportunity to be creative, and make an interesting and complete character, and then to use this as the basis of how to act in the game. Your character can develop over time, and this is one of the most enjoyable challenges of the game, to grow your initial design in a believable and consistent way.

Recommended Media:

- Vampire the Masquerade, 20th Anniversary Edition & V20 Companion
- Guide to the Camarilla, Revised Edition & Clan books, Revised Edition
- There are a considerable number of popular books, films and tv series about Vampires and most will help you to build an idea of what a “Kindred” society looks like.

CHARACTER GENERATION

"If you create an act, you create a habit. If you create a habit, you create a character. If you create a character, you create a destiny."

- Andre Maurois

Creating a Character:

Character generation is generally as described in the 20th Anniversary Edition of Vampire: The Masquerade sourcebook. The process is summarised in the Character Creation Guide and any deviations are noted. You can create your character on the GVLARP website at www.gvlarp.com. You will need to register to use the website, but everything will be managed through this site such as experience and anything that you gain through game play.

We recommended generating your character in advance of the game so that you can get started straight away. It also allows the Storyteller team to review the character background, inform relevant PCs who would have heard about your character and make the introduction process much smoother. You also cannot start gaining XP or in-game character benefits until this is done.

You could be an underworld boss, a corporate high-flyer, or a respected leader with noble birth. You could be rich or poor, popular, or hated, cultured or anachronistic. Often players get inspiration from their favourite book or film. Having a good idea of your character's

roots and life before they were a vampire helps with finding their motivations and goals. If you have a clear concept, which you feel you will enjoy playing, then the rest of the character generation becomes a lot easier.

There is a more extensive guide to this process available but for the foundations you will need:

- A name, an idea of where you are from or where you have been and a clan
- A purpose for being in the city & a predominant occupation (or hobby)
- Some good personality traits and some bad.
- How your character would dress (Online play does allow for more creativity but in person you will be expected to be able to represent all aspects of your character to some degree)
- How do they handle living in a feudalistic society?

With this you can build a concept character who will serve well enough if you are trying Larp for the first time and find the character creation a daunting aspect but as mentioned above, having a fully generated character is recommended so that role play can be more immersive. It is important to do some research beforehand and you will find valuable information below, even if you are an experienced player of World of Darkness games, GV has been running for a long time and clans may not be what you expect them to be.

Clans and Sects:

Clans are groups of vampires linked by blood and shared powers...and problems. A short description of the standard Clans available for new players are given below. See the White Wolf sourcebook for full details. Each Clan has their unique mix of powers, known as Disciplines and each come with their own set of stereotypes, challenges and clan layout. It is also important to note that some clans lack today's modern attitude to the treatment of stereotypes and perceptions of certain people.

The Camarilla Clans:

The Camarilla is the most organized of the vampiric sects, an elite club that favours tradition and control of the mortal populace from behind the scenes. They are not the good guys; they are not protecting humanity. They exist to give their members the most profitable and safest existence possible, and they do this by upholding the Masquerade (Guide to the Camarilla). A shield that hides their existence from the ever-growing numbers of humans who by sheer force of numbers could wipe most kindred from the earth. This sect is open to all who would join it as long as they adhere to the Traditions that the Camarilla enforce as law.

- It is important to note that GV is a Camarilla game which means any character that is not from one of these clans will face more challenges in play which will be expanded upon later.

It is recommended that if you are inexperienced that you choose from these clans (also known as the “Core” Camarilla clans). Included are a list of terms to research that you will not necessarily need for your first game but do form the basics that any kindred will have been taught upon their embrace into their clan.

Brujah

This clan is filled with rebels and activists. When not passionately fighting for causes (sometimes literally) they can often be found in the fringes of mortal society. Their Disciplines give them strength, speed, and charisma but their short tempers make them unpredictable.

- Clan Disciplines: Celerity; Potence; Presence
- Clan Flaw: They Frenzy easily compared to the other clans.
- Presence in Glasgow: This is a relatively popular clan to play but they are not popular in court. They are often enforcers and quick to teach brutal lessons if you cross them badly enough, but they are so much fun to wind up.
- Terms to research: a Rant/a Rave/a Bash; Iconoclast/Idealist/Individualist.

Gangrel

This clan is more comfortable in wildernesses and open places than cities. They are attuned to beasts and the natural world. As a result, they are known as hardy shapeshifters and have been gifted with the ability to communicate with the animal kingdom. Unfortunately, they sometimes take on the physical features of the beasts they associate with.

- Clan Discipline: Animalism; Fortitude; Protean

- Clan Flaw: Each time you enter frenzy you gain a new animal feature.
- Presence in Glasgow: True to their nature, there are not many Gangrel at court but the ones that come, stay. (Because they are good bhois *dies from being clawed*). They are the soldiers of the court.
- Terms to research: Allthing; Ravnos; Gangrel Embrace.

Malkavian

This clan represents insanity in all its varied forms. They have traded their sanity in return for a vast sensitivity and insight and the ability to manipulate the minds and senses of others.

- Clan Disciplines: Auspex, Dementation or Dominate, Obfuscate
- Clan Flaw: Malkavians are insane. They all have some kind of derangement
- Presence in Glasgow: The Malkavians are building back up ties in Glasgow after the majority of the clan in the UK defected to their own domain Soteria (based on SeaLand). Generally, a rather popular clan to play.
- Terms to research: the Malkavian Madness Network; 5 Stages of Malkavian development; Clan Traditions.

Nosferatu

These Kindred show their vampiric nature on their bodies so that they are hideously ugly and deformed. However, as a result they have learned how to hide and, more importantly, how to listen. If you need to find something out then the Nosferatu should be the first people you ask, and they may find out from the vermin they talk to.

- Clan Disciplines: Animalism, Obfuscate, Potence

- Clan Flaw: Nosferatu are hideously ugly. Remove the Appearance Attribute from your character sheet
- Presence in Glasgow: The Nosferatu have a steady presence in Glasgow. This can be a hard clan to portray given their deformations, so it is not uncommon to see players with a picture for representation rather than a full face of prosthetics. They are well respected for their abilities if a little looked down on by some Toreador.
- Terms to research: The Spawning Pools; the Schrecknet; Warrens; Factions.

Toreador

Members of this clan are known as artists and poseurs. They celebrate beauty in all its forms. Their tastes are sophisticated, and they are known for the art they create and nurture as much as their cutting wit and social critique. They are gifted with powers of speed, charisma, and supernatural senses. However, they are often mesmerised by the art and beauty they encounter.

- Clan Disciplines: Auspex, Celerity, Presence
- Clan Flaw: Toreador are easily entranced by beauty
- Presence in Glasgow: There tends to be a good presence of Toreador in Glasgow. These social butterflies are well known for great parties and greater bitchiness. There are several very prominent Toreador NPCs who are often linked to Glasgow politics, talk to the STs as this can often be a good way to get your character introduced at court easily and give you some pointers on who to talk to.
- Terms to research: the Grand Ball; Guilds.

Tremere

These clan members are powerful sorcerers whose magic is fuelled by blood. They keep their abilities a close mystery and the other clans treat them with both fear and awe. Their greatest strength lies in their unity, though this is also their greatest weakness as they are bound closely to the rest of their clan for better or worse.

- Clan Disciplines: Auspex, Dominate, Thaumaturgy
- Clan Flaw: It only takes 2 blood points to bloodbond a Tremere
- Presence in Glasgow: They are a difficult clan to play with a large magic base at their fingers so tend to only be played by more experienced players. They are also very restrictive due to their clan make up, anyone creating a character outside of the Camarilla clan (an Antitribu) should be aware that this is a death sentence.
- Terms to research: Chantry; The Pyramid; the 7 clan titles.

Venture

Members of this clan are known as the leaders and politicians of vampire society. Older Venture are generally aristocrats while younger tend to be successful businessmen (and women). Their powers primarily affect the minds and emotions of those around them while their rarefied tastes mean that they are very picky about the type of person they feed upon.

- Clan Disciplines: Dominate, Fortitude, Presence
- Clan Flaw: They have particular tastes and can only drink from a particular type of person.
- Presence in Glasgow: This clan is widely respected. Not necessarily liked but very well respected.
- Terms to research: Agoge; the Board (Gerousia); the Directorate (Ephor).

Alternative Sects:

The following sects and clans are only recommended to experienced players as they will be at a natural disadvantage in the game and their roleplay will be coloured by this fact.

Anarchs

These Kindred reject the status quo of Cainite society. They call themselves a movement and are seen as the rebellious stubborn children of Kindred society, “an adolescent blight on otherwise stable domains” (Anarchs Unbound V20). They accept all clans, and their diversity is both a weakness and a strength. They have a lot of contempt for the Camarilla, but they trust and respect other Anarchs. Reputation is everything in the Anarch movement where there is no discernible pecking order, at least to those on the outside of the movement. The Anarchs do have several positions of power but in general, Anarchs support each other regardless of clan and they believe that each night should be lived to the fullest. They currently have a peace treaty called the Convention of Thorns in place between them and the Camarilla, you will be expected to know this if you plan to play an anarch.

- **Presence in Glasgow:** This sect comes and goes. They are often seen as a novelty until they start messing around in political games, then the Elders of the court are swiftly reminded why the Anarch movement has persisted so long.

Antitribu

This is not a specific clan, rather each clan has its own version of an Antitribu. Antitribu as the name suggests are “anti-clan”: a section of a clan who do not follow the majority of the rest of the clan. For most camarilla clans this is often used in reference to those who have joined the sabbat and in turn this means that being Antitribu is a death sentence. However not all who are Antitribu are sabbat and it is worth looking into your chosen clan’s version of what Antitribu means for them.

- Presence in Glasgow: We have very few Antitribu in Glasgow as they are viewed essentially the same as caitiffs. Traitors who have debased themselves by going against their clans.
- There are some clans which have Camarilla anti-tribu in game. The Tzimisce bloodline of Triglav is one Example. The Giovanni bloodline of the Dunsirns.
- The Tremere actively hunt any form of Anti-tribu in secret. To play a Tremere out with the pyramid is to play a character with a timer over their heads.

Sabbat

The Sabbat are brutal. They are a loose organisation of kindred who reject the Traditions of the Camarilla (detailed later in the handbook). They see Kindred as the natural predators and consider humans as tools and food at best. They vary in beliefs and morality, but all consider Gehenna (the apocalypse) to be a very real threat and mock the Camarilla for their ignorance of it. They tend to form packs and

several types of societies exist within their ranks. In the World of Darkness, they are not necessarily the “bad guys”, just more open in their acts of destruction and games of terror than the Camarilla.

- Presence in Glasgow: Despite what is written above, if this Larp had any specific bad guys, these would be them. They exist often in direct opposition to the Camarilla and many citizens of Glasgow are veterans of war against them. If you play a member of this sect, it must be a secret and be prepared for your character to die when found out. And it is a “when” not an “if”.

Sabbat Clans:

Lasombra

Proud nobles who command the very essence of darkness and shadow. They were once the leader of the sabbat and are generally viewed with distrust and suspicion because of this, however due to player's, you will find that Glasgow is kinder to Lasombra than many other domains are but any who are found by the Sabbat and any use of obtenebration out with the Sabbat will be noticed and hunted.

- Clan Disciplines: Dominate, Obtenebration & Potence.
- Clan Flaws: They cast no reflection and sunlight deals extra damage.
- Presence in Glasgow: We have had Lasombra in court over the last several years. This clan is well known for its no nonsense attitude and despite how similar they are to the Ventrue, they do not tend to get on.

- Terms to research: Social Darwinism; Friends of the Night; Court of Blood; Factions; Shadows; The Abyss.

Tzimisce

Eldritch old-world lords who have little in common with the mortal world. They are known to be flesh crafters who can manipulate flesh and bone at will. Some Tzimisce choose to remain apart from the sects. They are referred to as “Old Clan”, caring only about their own existence and domains.

- Clan Discipline: Vicissitude, Animalism & Auspex
- Clan Flaw: They must have earth from a place that was important to them as a mortal.
- Presence in Glasgow: There have been some Tzimisce recently and they are general well regarded in the court if avoided at times due to their horrific appearance.
- Terms to research: Azi Dahaka; Antitribu; Zhupans & Voivodes; Koldun; Fiends

Independent Clans:

These clans often will only have one or two player character at a time in Glasgow, if any and generally these characters will be members of the Camarilla regardless of their clan's position, but this is not mandatory. These clans are distrusted and disliked even if you choose to play a Camarilla member as doing so will make you an Antitribu.

Assamite

This clan is known as the silent masters of assassination, killing for hire, and collecting blood, for reasons they do not like to talk about. In GV, a number of the clan have joined the Camarilla, and they have also signed the Convention of Thorns alongside the Anarchs, and you will be expected to know this document, which can be found on the website.

- Clan Disciplines: Celerity, Obfuscate & Quietus
- Clan Flaw: They will only feed on the blood of other Kindred
- Presence in Glasgow: Due to Player Actions some Assamites have joined the camarilla which means there can sometimes be one or two present at court, but this is relatively unknown and very mistrusted clan in general.
- Terms to research: Castes; Contracts; Laws of Haqim; Major Factions.

Followers of Set

The Followers of Set (Setites) venerate a chthonic god while seeking out the world's secret places and protecting ancient artifacts

- Clan Discipline: Obfuscate, Presence & Serpents
- Clan Flaw: Double damage from sunlight and difficulty acting in bright lights.
- Clan Presence in Glasgow: There have been few Followers of Set and none who are overt about it. They are not trusted as they are an independent clan, and they mostly deal in information.

- Terms to research: The Hierophants; Mesu Bedshet; Ashirra; Set; Seth; Settesh

Giovanni

An insular family who practices the art of commanding the dead while commanding global finances as they have since the Renaissance. This clan has a pact called the Convention of Thorns with the Camarilla that you will be expected to know. The document can be found on the website.

- Clan Disciplines: Potence, Dominate & Necromancy
- Clan Flaw: Their bite deals extra damage often killing their prey.
- Presence in Glasgow: This clan has an established presence in Glasgow and has faced many challenges recently in the game as they currently at war so if you would like to play this clan, please talk to a Storyteller beforehand.
- Terms to research: The Promise of 1528; Dis Pater; Oblivion; First Council of Venice; Dunsirn; Proxy Kiss.

Ravnos

Tricksters and illusionists, they are not very well liked. Entertaining, useful, but not well liked. Few know of their ways and fewer care to learn them. Glasgow stands apart from other domains however having had a Ravnos Prince before and a Ravnos Harpy. It is important to note that the Week of Nightmares has not happened in GV and because of this the Ravnos exist in a larger number around the world than you might expect. They also have many members in the EU who have defected to the Camarilla.

- Clan Disciplines: Animalism, Fortitude and Chimerstry.
- Clan Flaw: A specific vice chosen at creation, and they must pass a self-control check any time the opportunity to indulge in their vice presents itself.
- Presence in Glasgow: Clan Ravnos has an established presence in Glasgow, but they are still scarce. Their clan is mostly an unknown and few want to take the time to learn about the “riff raff”.
- Terms to Research: Mayaparisatya/Path of Paradox; Jati; The Treatment.

Caitiff

This clan is only recommended to resilient players.

Some vampires have no clan and must walk alone. They are younger Kindred who either have no idea who created them or who have been. They are the lowest rung of society and have no status or respect, their loneliness seen as a weakness.

- Clan Disciplines: No Clan Discipline – choose any 3
- Clan Flaw: You have no clan. This makes you weak and a target for anyone who wants to take something from you. Buying disciplines is also more expensive.
- Presence in Glasgow: They are rare as it is very difficult to play a caitiff. They are the lowest of the lowest of society. Few will do more than offer simple conversation unless you push for something more or have something to offer. To be discovered is often to die.
Terms to research: None because there is no organisation or ties.
You will be alone.

Summary:

These Clans all have their own unique way of interacting with each other and regardless of how you interact with other clan members at court NPCs (Non-Player Characters) will often follow clan stereotypes as per the books.

Here are some recommendations on what to select based on your level:

- Beginner: Any of the core clans but as noted above.
- New to Glasgow Vampire Larp but not new to World of Darkness: Any of the core clans, Anarchs or some independent clans, only emotionally resilient players should choose to play a Caitiff as the lack of a clan attracts a lot of disdain and will have a considerable impact on the game you play.
- Returning to GVLARP: Any clan or sect but be aware that there are characters concepts that will die upon discovery if you decide to conceal certain secrets.

Please note that the ST may say no to certain character concepts to prevent the game becoming too heavily weighted to one clan or to prevent negative player interactions so please present your concept to the ST before character generation.

Other important notes on character creation:

Willpower

Your willpower rating is equal to your rating in Courage (before any freebie or XP spends). Willpower points can be temporarily spent during gameplay to improve the chances of succeeding at a particular action, while your Permanent Willpower indicates a character's overall determination, strength of personality and your mental fortitude. Average humans generally have ratings between 3 and 5; only a rare few, usually fanatics, have a Willpower higher than 7.

Unless otherwise specified by the Storytellers, your character will regain 1 Willpower point per month.

Humanity

Humanity is a measure of how closely a vampire clings to the morality and values of mortal life, and consequently how well they are able to resist the urges of the Beast. If it falls below 20, you will be in trouble and if it falls below 10 you may fall to your beast. If you fall to your beast. This means that your character will be unplayable, and you will be destroyed to maintain the masquerade, whether by Player Characters or by NPCs.

Unlike the standard White Wolf rules, humanity goes on a 1-100 scale.

As you role-play your character, the storytellers will update your humanity based on what your character does. Humanity is calculated by adding your Conscience and Self-Control ratings together and multiplying it by 10.

Hierarchy of Sins

Humanity	You will feel guilty for...
100	Accidental wrongdoing
90	Purposeful wrongdoing
80	Purposefully inflicting injury
70	Theft and robbery
60	Negligent killing
50	Wanton destruction
40	Murder in the heat of passion
30	Sadism and perversion
20	Premeditated murder
10	The most heinous and demented acts

Generation

Your character is 13th generation by default. The lowest level of generation you can buy with backgrounds is 8th generation. Further decreases can only be obtained by committing Diablerie during gameplay and this puts you at risk of being hunted and destroyed by every other member of the Camarilla. The lower your Generation is, the greater your character's potential power but at what cost? Diablerie is the single most hated crime you can commit. It will seep from you and taint your aura declaring you as something dangerous and rotten to all those who approach you.

Merits and Flaws:

Merit and Flaws are (often) optional traits that a player may choose to help them individualise their characters. Certain actions in game may also give you merits and flaws. The full list can be found in the V20 book or online. Merits are special abilities or advantages that are rare or unique in the general Kindred population while flaws are liabilities or disadvantages that pose

challenges to a character's nightly existence. Further information about these can be found in the character generation booklet.

Protected Disciplines:

Certain disciplines are jealously guarded by their clans and will attract dire consequences if you attempt to learn them. Some are also forbidden by the Camarilla. These are often rare and powerful disciplines: Any bloodline power, Koldonic Sorcery, Obtenebration, Quietus, Serpentis, Thaumaturgy, Necromancy, Vissicitude.

Types of Play

With the Global Pandemic in 2020, GVLARP moved on to discord to act in accordance with guidelines and regulations to protect players. At the time of writing, we have not resumed in person play due to the continued threat of Covid, but the game does plan to return to in person play. It is important to consider if you are not resident near Glasgow, that this is a Live Action Roleplay game which takes place in Glasgow and that game will return to be played in Glasgow when appropriate. Below are the rules and guidelines for playing either in person or online.

We are currently looking into ways the game can be a blend of online and in person play but this will need tried out so we would appreciate player's patience with this and if you have any ideas you'd like to contribute.

For player safety and comfort, we have instituted a safe word: X Card. If any player uses this phrase, in any format, all interaction with them will cease and they will not be asked why. They will be able to leave the scene with no ramifications to their character and all players must respect this.

*****AS OF 2022 WE HAVE RESUMED IN PERSON PLAY AT AVANT GARDE ALTHOUGH THIS MAY CHANGE SHOULD THE SITUATION WITH COVID DETERIORATE. *****

In Person Play

Props and Phys Reps

We require every item brought into the court to have an appropriate phys rep (i.e., physical representation). This includes weapons, phones, and books. If you don't have access to an appropriate prop, please get in touch with the STs to see what we can arrange. This rule is adjudicated in one simple way. If you want to use an item you think you have, but have no phys rep, you don't have the item. Spur of the moment things (chair leg stakes), we can certainly help with at the time, but the general case is outlined above.

There is more to using props than carrying a toy gun or having complicated prosthetics. A few small touches like posters for in-character events, party invitations printed out with MS Word templates or borrowed brief cases filled with pretend cash are very effective at giving a more immersive experience. You can get 250 customised business cards from Vistaprint for only the cost of postage and second-hand bookshops are great places to find “Occult Tomes”. A bit of imagination and some cello tape can be all you need.

This is of particular importance for Nosferatu and Gangrel players, who each have physical elements to their character (something to give the hideous visage of the Nosferatu or the animal features of the Gangrel). The players may be able to get around this with the right Discipline powers, but if not, will be required to have phys reps. The STs can assist with locating appropriate items.

There are obvious potential difficulties with realistic phys reps for weapons. If your character requires an item of this sort, such as guns or swords, please contact the STs in advance of the game.

Be respectful of others props as they will have often worked hard to make these items by hand.

Stay In Character

Tempting though it is to break role and explain something, or make a joke out-of-character, try not to do it if you can help it. The game is improved by sticking with your character. Do your best and imagine you only have one take. No-one will mind if you struggle a little, but it is more fun to roll with the punches and improvise where necessary. Don't be afraid to make mistakes, they are often more fun than when everything goes to plan

However, under no circumstances should you touch another player without permission. There are adult themes present in the game and other characters will have established boundaries. Combat and fast-moving scenes will often have been discussed beforehand and appropriate conduct is explained in the Code of Conduct and the Rules found below.

Remember it is Just a Game

We do take the Larp seriously, that's what makes it exciting and entertaining. Months, even years of work can go into a character, and when things crash down around your ears, it can feel like a personal blow. But it isn't! While we play at being monsters, once the game is

over, we're friends and co-players. Don't hate the player who betrays you or punishes you, but you should feel free to plot revenge if your character survives or learn from your mistakes if they don't.

Anything which happens within the game should be left there at the end of the night. Any physical interactions must be discussed beforehand Out of Character. Players will be given the option to role play physical interactions and if you see one happening then you should not step in unless you discuss this with an ST or you are called by the ST to do so.

If you do feel that you have any problems; that you are being victimised or out-of-character elements are having an effect on your game, you should always feel free to raise this in confidence with the Player Liaison, who can offer advice from their own experiences or can put your concerns to the STs. Experienced players can also be a great source of advice and insight, and you should feel free to approach them with any questions you may have.

Adult themes

Adult themes do have a place in this game. You will be confronted by beliefs and actions that you find abhorrent, but it is important as stated above to remember that this is just a game, and that people are playing characters. Character beliefs are not real. They do not reflect the real players beliefs.

The Player Liaison exists to support and advocate for the player base. If you feel that the game is negatively affecting your mental health in any way, please reach out to the STs (and/or PL) who can provide you with

support on how to avoid these interactions in future. We have characters who are hundreds of years old, and part of their roleplay is to be confused by modern times. If you have specific triggers or issues that you wish to avoid then please bring these up at character approval and continuously throughout the game using the consent form provided at the end of this handbook. This game has an average of 20 + active players at every game and the Story tellers cannot be present at all times in every room.

Every player has a responsibility to keep each other safe and to support one another in building a welcoming community. You, as a player have a personal responsibility not to project outside issues and to give other players consideration and space to role play. If you object to a character, you do not have to role play with them.

Please see **Appendix D** of this handbook for a consent checklist, detailing possible themes within the game. Please use this to communicate your comfort levels to the Storyteller Team.

However, you communicate about limits and comfort, remember that signalling devices such as using the safe word aren't a perfect substitute for social awareness. Just because someone isn't explicitly telling you they have a problem doesn't mean everything is fine always. A shy player or someone who's been surprised by a trauma trigger might not be able to assert a line in the moment. So keep an eye on people's actual reactions and adjust your play accordingly.

Bleed

Bleed is when either real life issues bleed into your game or events from the game affect real life interactions. It is important to take stock of this if it begins to happen. Ask yourself if you are frustrated at a person or at an imaginary situation caused by that person's character. Take time for yourself to think carefully about your actions and how they may affect other players and in particular if you are reacting rather than participating. This game has been played for over 20 years and it is a lot of fun, we are aiming to keep it this way for all involved. The ST team and experienced players can help with this. We are here to support each other and build up fun interactions. While the game may not always go your way, if a situation is not fun and it is affecting how you interact with other players or your mental health out with the game then please reach out to us.

Hand-Signals

Hand signals are used to indicate the use of certain actions, including the use of Disciplines, that don't require a Storyteller.

Below are some examples of common hand signals used in the game.

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.

You can't see me



This sign is used when your character is physically present but cannot be seen by normal means. The number 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.



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 with Auspex – Heightened Senses but can also be used with Protean – Mist Form and Auspex – Astral Projection.



Speaking other languages

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



Online Play

A link to the discord server that we use will be posted to the Facebook group alongside each event created. You will need to contact an ST or an experienced player if you need help to set up discord. We play over both voice and text chats but predominantly voice. We do not use video although this is not a rule. There will be a description of the venue posted and channels available to post your character's description, any specific details of your method of transport and an out of character chat (OOC) where announcements will be made before the game times in at 8pm.

- Please familiarise yourself with the server before game night.

- Make sure that you have a good mic, that you are sitting somewhere with as little background noise as possible and that you are considerate of other players.
- Please stay muted during announcements.
- Be patient with your fellow players. Without the advantage of non-verbal communication, some things can easily be misconstrued. Be mindful of your tone.
- Please move your character to OOC or AFK channels if you are leaving your device for any reason.
- The code of conduct must still be followed.
- Do not message other players for anything not game related. STs will be on hand for any queries, and you can message them until they leave.
- Remember to make space and be inclusive. Do not ignore players sitting in your channel unless they indicate that they cannot be seen or sensed.

In Character Chats

Many players will take part in online chats or calls throughout the month. These can vary from just a passing phone call to pass the time between games and acting out a relevant order point. These are great chances to expand on your character's personality traits and create relationships with other players however it is important to remember that this is a public game. No conversations or chats should be considered as private from the Storytellers. To ensure the safety of players these chats should follow the same rules as an in-person scene and obey the Code of Conduct at all times.

- Logs or summaries of these chats should be sent to Story tellers alongside your orders, or you can include the ST's in your chat to observe.
- Chats should not include combat or any scenario involving rolls without notifying an ST.
- Everyone styles their chats differently, but all players should have an out of character chat before, and during, scenes to discuss any potential issues and possible PVP (player vs player).
- If at any point a player uses the phrase “**X Card**”. You must stop all interaction with that player.

Examples of scenes that require order points:

- Teaching of skills
- Creating/trading items
- Rituals
- Traveling to another country

Things that must be included in a summary to the STs

- Conflict
- Use of Disciplines
- Valuable information/items traded.
- Boons gained/traded/used.

Setting

*"Princes and governments are far more dangerous
than other elements within society."*

- Niccolò Machiavelli – The Prince

The Traditions

The prince counts as "Eldest" within the city. These are the rules that all Camarilla abide by. To break one is to invite banishment at best, but most likely Final Death will find you swiftly. By belonging to the Camarilla, you have agreed to these Traditions.

The First Tradition: The Masquerade

Thou shalt not reveal thy true nature to those not of the Blood. Doing so shall renounce thy claims of Blood.

The Second Tradition: The Domain

Thy Domain is thy own concern. All others owe thee respect while in it. None may challenge thy word in thy Domain.

The Third Tradition: The Progeny

Thou shalt sire another only with permission of thine Elder. If thou createst another without thine Elder's leave, both thou and thy progeny shall be slain.

The Fourth Tradition: The Accounting

Those thou create are thine own childer. Until thy progeny shall be released, thou shalt command them in all things. Their sins are thine to endure.

The Fifth Tradition: Hospitality

Honour one another's Domain. When thou comest to a foreign city, thou shalt present thyself to the one who ruleth there. Without the Word of Acceptance, thou art nothing.

The Sixth Tradition: Destruction

Thou art forbidden to destroy another of thy Kind. The Right of Destruction belongeth only to thine Elder. Only the eldest among thee shall call the Blood Hunt.

Glasgow:

In GV Larp, Scotland is independent, and Glasgow is a hotbed for disaster. From demonic invasions to Sabbat attacks, Glasgow has faced no end of troubles. It has a well-known reputation as a place for mercenaries and a rag tag court that has some saving graces amongst its Elders. In general, the setting depends at the time because the player base also varies so it is best to ask a Storyteller or experienced players where the game is at when you want to join.

This is not a specifically v20 game. This is GVLARP, a world of darkness game based on the rules of V20. The setting is over 2 decades old and has had a considerable number of player characters and 10+ storyteller teams and has seen a degree or another, every type of supernatural in the greater world genre although the game is a vampire game at its heart.

Many changes have been made to the “White Wolf Canon”. Such as the Gangrel not leaving the Camarilla and several other Anti-tribu

having an accepted treaty with the Camarilla making them more accessible to the player base. The Week of Nightmares also has not happened.

As these changes are widespread, we ask you to please consult with the STs if you want to make any major character choices based on White Wolf Canon as this may mean altering your character when you find this to not be part of the GV canon.

The Court Officials:

The following positions are usually player held positions but may be played by an NPC (non-player character) if no one is willing to take up the mantle. There are both perks and drawbacks to each position.

The Prince

The ruler of a city or area called a Domain. The Prince is considered the Eldest and must be treated with the utmost respect. The Prince is called a prince regardless of gender. Their word is law in their domain, a supreme authority in local affairs.

Seneschal

The Prince's right hand. They handle many of the night-to-night operations of the city and will sit as the main authority in the Prince's absence.

Sheriff

A Kindred charged by the Prince with the duty of upholding the laws and Traditions of the city.

Scourge

Title given to a kindred charged by the Prince to rid the Domain of any unwanted, unauthorised vampiric rabble.

Keeper of Elysium

The vampire charged with upholding the sanctity and quality of a city's Elysium.

Keeper of Masquerade

The vampire charged with upholding the masquerade in the city. They are the one you call when there is a mess to be cleaned up.

Primogen

A member of the council of elders who putatively advises the Prince. Their power varies from city to city and in Glasgow this is made up of one representative of each Clan present in court.

Harpy

A *de facto* title taken by kindred who sit in judgement of the rest of a city's social status. They mandate the pecking order through innuendo, rumours, and other such tools. In Glasgow they also hold the record of Boons exchanged between Kindred. By recording a boon with a Harpy, you ensure that the boon will be known throughout every domain (not the contents, just that it is owed) and that the party giving it will have to follow through or be known across the world as boon-broken, and therefore trash that no one wants to trade with.

Other notable NPC officials:

Justicars

A roving representative of the Inner Circle (a secretive collective that rule the Camarilla) charged with upholding the Tradition and laws of the Camarilla. There is one Justicar for each clan. They have sweeping powers including destruction, and pretty much anything that comes under the umbrella of enforcing the Traditions. They are served by Archons

Archons

Archons are envoys of a Justicar and will often act as the Justicar's deputy or representative. They must be afforded the appropriate respect. Camarilla authority usually only becomes involved when there are concerns of a large Sabbat incursion, significant breaches of the Masquerade, or conflicts between a city's elders that could cause greater instability. In such cases one or more Archons are dispatched to look into the matter and either resolve the matter or report back to their respective Justicar.

The Boon System:

Altruism, trust and generosity are rare among the Damned, as everyone expects something in return, even if he didn't claim it outright. Signs of these traits are seen as a weakness that other vampires will soon exploit. The art of Prestation is one of the reasons friendships seldom survive in undeath. Prestation also known as a Boon, is the currency of Kindred and agreeing to do or owe a favour is a big deal among vampires. These favours come in varying degrees of

seriousness from the trivial boon (Can you lend me your car for the night?) to the dreaded life boon (you owe me your life). The consequences for failing to perform or repay a favour you agree to can be severe, even fatal, and vampires who earn a reputation as boon-breakers can quickly find themselves without friends or allies. The system of Prestation is what keeps vampiric society together and tempers the violent isolationism that is essential to the Beast. As a result, Kindred society is a Byzantine knot of favours owed, loyalties sworn, debts repaid, and promises broken.

- Trivial Boon: A small boon like this doesn't mean that the person who did you the favour inconvenienced himself while helping you, just that he helped you. He might trade information and demand a boon. A trivial boon is paid off with one action, and never requires anything of that character again.
- Minor Boon: If another person inconveniences himself on your behalf, giving up part of a limited resource, then a minor boon is appropriate. A minor boon is still generally paid off with one action. While the boon is held, the one who owes should be polite and not insult the other in public, but that doesn't mean you have to agree with them.
- Major boon: A major boon is owed when the person sacrificed greatly of his time or resources and subjected himself to a certain amount of risk. A boon can be repaid by teaching the other hidden lore or how to perform a clan discipline (Depending on the discipline). At this level you must support any political action the possessor of the boon desires, even against your own clan, but this negates the debt

- Life boon: A life boon may only be claimed if the claimer of the boon truly laid his very existence on the line. Fighting clearly inferior opponents does not count. The possessor may demand anything that he likes, anything. This debt is only repaid by saving the life of he who owes the boon. He may demand anything short of that and get it, and you still owe him

While this may seem daunting, boons form a vital part of the game. They can be traded between kindred. Being rich is easy and no kindred really cares all that much for riches they can have easily themselves, so boons are a quick way to climb the social ladder. By owing boons, you will have protection as what use are boons from someone who has been destroyed? The right people owing you can give you significant sway over a court and your clan. Use them wisely but make sure you do use them.

It should also be noted that boons of a higher level are not equivalent to a given number of boons of a lower level. i.e., 2 major boons do not equal a life boon and 2 minor boons do not equal a major boon.

The Real Life Stuff

The Real-Life Officials:

The Storytelling Team (STs)

The Storytelling Team are the people who run the game, putting a lot of time and effort into making a game which we can all enjoy. They present players with the world their characters inhabit; they administer the rules, provide the story, and ultimately make any rules calls which are required. They also help to support the community and introduce new players to the game. Should you need to contact them, they can be reached by emailing storytellers@gvlarp.com.

Storytellers

The Storytellers run the Larp, organise events, respond to downtime orders, assign Experience points, write plots, help players with character generation, make rules calls and all the other aspects in providing an enjoyable and fun game. Similar to a Dungeon Master, an ST's call is final.

Assistant Storytellers

The Assistant Storytellers are usually on hand to help make rules calls, answer questions and to play the part of NPCs at the game. They may have primary characters, but they will also help to make up the many and varied Kindred at court. Assistants are appointed by the main Storytellers, where required.

The Rest of the Team:

Player Liaison

The Player Liaison is the player's representative regarding the game. The Storytellers welcome criticism and comment, but if there is a matter you feel you can't raise with them, the PL can raise it for you, while keeping your name and details strictly confidential. The PL will also take a role in contacting new players and providing general information about the game, often with the assistance of other experienced role-players. They do not hold any authority beyond that which is defined in the Code of Conduct and the Complaints procedure. They are an advocate of the player base.

Web Support:

Jane has generously built the website and the discord server for the game. She does this in her own free time and does not get paid to do this so please remember to give this due respect.

Dice and Dice Pools:

While building your character sheet you will come across the concept of dice pools and Dots. Each dot shows your rating in that trait or ability. The ratings go between 0 and 5 with 0 being abysmal and 5 being Superb.

Making dice rolls in Vampire: The Masquerade is simple and fun. The system uses a d10. Most dice rolls will consist of an attribute and a skill combined. For example, a car chase might be Dexterity and Drive. The Storyteller decides which attributes and skills are most suitable, and how many successes you need to execute your plans. Any die result over five is a success; you just need enough of them to beat the number set by your Storyteller. Rolling a rattling handful of eight dice will feel powerful and confident. Rolling two dice might feel desperate. This number of dice is called your dice pool and is equal

to the number of dots you have in the chosen traits. For example, if you have 3 dots in Dexterity and 2 dots in Drive, you will be able to roll 5 dice.

If you don't do well enough to succeed, you can always spend one of your precious Willpower points to re-roll up to three extra dice. This lets you immediately better your chances, at the cost of being less able to resist fear, hunger and rage.

At the game itself it is rare that you will need to make dice rolls but you will need them if you use disciplines or are involved in combat.

Downtime Orders

Downtime is the name for what happens with your character between games. The players submit their "orders" to the Storytellers with what they want their character to do during the rest of the month and the Storytellers reply with the result.

The following is an example of a good layout of Downtime Orders. It shows how orders should be laid out as well as how they should be written. This is not to say that this is the only acceptable format. The intention is not to restrict you in your self-expression but to aid you in expressing your intentions more clearly.

Formatting

- Use plain text in emails
- Type orders in the emails directly instead of attaching documents
- Avoid hard-to-read fonts

- Use bullet points or numbering for each point
- Use the word "Orders" in the email subject
- Divide Orders into separate paragraphs according to subject
- Include notes and questions at the end of the email. Not scattered throughout.
- Don't forget to include information about upkeep of ghouls, 3-point blood bonds, loves, mortal allies etc...

Content

Here are some suggestions on getting the most from your downtime orders: -

- Limit your Orders to 6 main tasks or aims
- Questions should be clear and unambiguous
- Keep your orders simple and to the point
- At the end of each section state what Skills, Disciplines, etc. you would like to use. Although the ST will decide if these are the best dice to use in reference to what you are trying to achieve.
- Include your general aim to ensure that the STs know what you are going for.
- Also, include summaries of any in-character chats. Keep these simple and to the point as well but do not miss out important details. (e.g., Nathaira had dinner with Daniel, and it was intense

due to the previous conflict. Insults were traded until a compromise was reached.)

In the same way that this is your chance to wield your character's power in the mortal and kindred realms, other characters, NPCs, and other plot factors may have an impact on what happens to your character in Downtime Orders. The storytellers are considering all of these factors, in addition to the character skill rolls they make on your behalf, when they send you a reply. As a result, sometimes not everything will go to plan!

The storytellers may ask you for additional detail if required. Be assured, however, that your character will NOT be "screwed over" just because you missed out describing every minute step.

Below is an example of what the storytellers tend to look for in orders: -

I want to take over the Underworld gang who has been selling drugs near my haven. My plan is to blood bond the gang leader by Dominating a street dealer to take me to him. I will then Dominate the leader to drink my blood over 3 nights. (Using Dominate 2).

I'll wipe the leader's memory after each time. (Using Dominate 3)

Deadlines

Orders must be received the 2nd Sunday of the month. See the Facebook group for the exact date and be aware that sometimes this will fluctuate if necessary.

Delivery

Email orders should be sent to storytellers@gvlarp.com. If you have any difficulties submitting orders, please get in touch with the storytellers, or one of the other players who may be able to help.

Other information

- Activities that take place over more than 1 month should be stated in the orders for each month in which they are being performed.
- Please CC storytellers@gvlarp.com on any in-character emails and in-character chats or provide a summary of each chat along with your orders.
- We do not accept handwritten orders and will only take orders over the phone if this is an accessibility issue.
- If you have 6 orders to cover roughly thirty days, then each task should not take longer than 5 or so days. Essentially an order point covers a significant action. While 5 days is a general guideline, it is important to note that any significant action needs an order point. For example: spending 2 nights drinking with a gang leader to then dominate them.
- If you did not hear back from the storytellers, then please contact them at the next game or by private message to the ST Facebook page to check that they received your email
- If your character is planning any actions immediately after the Court, then email us as soon as possible with details.

Experience

As you play your character you gain "Experience" or XP. This experience is used to improve and develop your character's abilities. You don't have to spend it as soon as you receive it...you can also save it up to buy something bigger later! Your experience can also be spent on another character you play, so you may need to save for a while if you want to start with a powerful character. Everyone earns basic experience by turning up and roleplaying at the game. You can earn more by making additional contributions to the game. Examples are given below.

Action	XP
Turn up to game and sign in	3
Submit Orders	2
Submit Dark Times Article	1
Play an NPC	1
Bring a friend (who creates a character)	3
Cool Props that add to the game (In Person only)	1
Complete full character sheet (including backgrounds)	1
ST the game (No other xp to be received)	5
PL/AST actions during the previous month (inc game night)	1

The Dark Times

A monthly in-character newsletter, Dark Times, is available at each Court, and contains stories from both the mortal and vampire worlds, which may be of interest to you. If anything catches your eye, then you can investigate further via your downtime orders

The Dark Times is a fascinating publication, one which can change the night at Court – if the right material is included. By submitting articles to the Dark Times, you might just be able to make sure that the topic you want to see discussed gets a headline. Write a piece in your own name or volunteer to write an NPC article, however you choose, and watch the feathers fly as it is read before your eyes. Harpies will also post monthly quotes to spread gossip and there will often be articles posted to offer boons for information. Players can also choose to post requests for information or simply announcements. The Dark Times is IC spread across the UK and the rest of the world but will obviously be heavily weighted towards the UK as this is a Glasgow based game.

Articles can be sent to storytellers@gvllarp.com any time before the deadline which will be announced on the Facebook page. This deadline is usually at least a few days before game night to allow time for editing and formatting but can be changed by the ST as the deadline will be after orders are sent out to allow players to write articles based on the most recent and current events. There is no specific length or format, you may include pictures as long as you have permission from the artist. You may also create your own art to showcase. As long as it is legible and passes ST inspection, it will be printed.

Some subjects may be prevented from publication if it has been pointed out to be a problematic topic that causes other players distress or if it is something that may exacerbate an OOC negative interaction, but this will be discussed with players if the situation arises.

What to Expect on Your First Night

So, you have your character, and you are signing on to discord or turning up to Avante Garde for your first event, here is a list of things to expect:

Announcements will be given before we time in. We ask that all players remain silent during this time.

The Storyteller, Player Liaison or an appointed mentor will have a discussion with you to see what kind of game play you would like to have and what clan you are so that they can direct you towards who your clan mates will be. They will also answer any questions you might have.

Your character will need permission from the Prince to stay in their city so the first thing you want to do is speak to the Seneschal to arrange to see the Prince. You can ask anyone in court who the seneschal is and they will point you in their direction but it is likely that they will search you out themselves.

You will have a short interview with the Prince. They will ask you why you have come to Glasgow, what your plans are while you are there and tell you of any conditions you need to fulfil in order to become a resident if that is your intent.

After this, feel free to mingle, some rooms may be locked on the discord server and some players may be having private conversations, but all players otherwise will encourage you to join their conversation and ask you about yourself.

Don't be afraid to ask questions, while we do prefer people to stay in character no one will mind if you need to ask a question OOC or struggle to answer a question IC. We can always work around any gaps you might have. Don't worry if you slip up. The best drama can come from slip ups but if you feel that a slip up is causing you issues, talk to the relevant players or the Storytelling team and they can help you work around the issue.

Remember that everyone in the game is playing a character. Their actions and beliefs are not a reflection of what they believe as a person. Some people play characters that are close to home but most play characters that are nothing like them in real life. You may encounter uncomfortable situations, but you always have the option to leave the room or situation. Please see the Code of Conduct and Types of Play section for how to handle these situations.

Code of Conduct:

Introduction:

We try to keep our rules simple, transparent and base them around common sense. In order to do this, and to be clear about what we expect in terms of behaviour, we have outlined our Code of Conduct on this page. Our intention is to protect our community members and our reputation and to provide an environment that gives everyone the best chance to have fun.

Our Code of Conduct applies to everyone within our community, i.e., everyone that uses our resources, our website, comes to games and our forum, or participates in GVLarp events.

This Code of Conduct has been ratified by the players of the game and will be reviewed at the Annual General Meeting (AGM).

Code of Conduct

I) General conduct – Out of Character

I.1) I will respect the other participants of the game, regardless of their age, gender, nationality, race, religious beliefs/creed, physical appearance, or sexual orientation and will not condone disrespecting behaviour in anyone else.

I.2) I will use appropriate language and tone at all times and will display a composed attitude towards all other participants, even if it's not reciprocated.

1.3) I will obey the law and will not bring any real or realistic weapons to the game. I will not condone or promote illegal activities, services, actions, or websites. This includes illegally downloading and distributing copies of game sourcebooks.

1.4) While out of character, I will demonstrate a fair and sporting attitude at the game event at all times.

1.5) If any player uses the phrase “XXXX To be decided”, in any format, all interaction with them will cease and they will not be asked why. They will be able to leave the scene with no ramifications to their character and all players must respect this

2) General Conduct – Playing the Game

2.1) I understand that the storyteller has the final say on any ruling.

2.2) If I feel that a Storytellers ruling was incorrect or unfair or have an issue with my downtime orders, I will bring this to the attention of the Player Liaison, or to the Storytellers themselves if I feel comfortable doing so.

2.3) I will not falsify my character sheet or misrepresent my skills to a Storyteller.

2.4) I will not cheat, deliberately use out-of-character knowledge, “meta game” players out-of-character or exploit the system in order to gain an unfair advantage. If I do so, I understand that the Storytellers have full authority to inflict in-character or out-of character

consequences, such as dock experience points or ask me to leave the game.

2.5) I understand that I can be banned, refused entry to an event, or otherwise expelled if I am deemed to have broken any part of the Code of Conduct, have been found cheating or meta-gaming, or am a disruptive influence.

2.6) I will not argue with the storyteller during a scene and recognise that doing so makes intense scenes, such as combat, stressful, time-consuming and frustrating for all involved. If I feel the need to raise a point or provide helpful information during such a scene, I will politely raise my hand for Storyteller attention or message the Storyteller directly. If the point raised or information supplied is not accepted to my satisfaction, I will wait until the scene is concluded to discuss the issue further.

2.7) I will aim to have a general understanding of what my character is able to do. This includes knowing what I can accomplish with my Disciplines and how much out-of-character knowledge I have of the setting I am able to bring in-character. If I do not have access to a sourcebook, I can borrow a copy from the Storyteller team to read at the game. I can also ask the Storytellers or Player Liaison for assistance, explanations or clarifications.

2.8) Where it makes sense for my character, I will try to find ways to include others (especially newer players and characters) in my character's plans. I can barter with them to use their character's

influences to further my goals. I can encourage them to gather information for me.

2.9) I will help mentor new arrivals and will help them with what can be a steep learning curve. I will answer any questions newer players have about the setting or mechanics and will be mindful of difficult situations such as combat, death, or political defeat that may be hard for newer players to process. I will not target or segregate anyone because of their game experience, abilities or skill level.

2.10) I recognise that conflict and arguments may arise between my character and someone else's and these in-character conflicts should be kept "In Character". Great dramas and feuds can be played out and enjoyed by both parties. After the game, I should discuss the conflict with the other player, make any apologies and remind them and myself that we are still friends; the player should not be punished for character actions.

2.11) I recognise that this game has adult themes and that I should be prepared to have my personal beliefs, assumptions, principles, and ethics challenged by what happens in the game. I will not judge players based on their character's beliefs.

2.12) However, If I feel personally (i.e., out-of-character) upset, harassed, or threatened by another participant's actions, I will politely tell them to stop, highlight the particular behaviour/language that caused the issue (if appropriate) and leave the room/In-Character area. If I do not feel comfortable speaking to them directly, I will ask a Storyteller or the Player Liaison to assist in mediating the situation.

Conversely, if another participant asks me out-of-character to desist from a particular action then I will immediately do so. If I feel that I cannot reasonably alter my character's actions, then I will call on a Storyteller or the Player Liaison to assist. Lastly, if I see a player getting upset then I will call on a Storyteller or the Player Liaison to intervene.

3) In Person Play

3.1) I will treat the venue with respect, that includes tidying up after myself, not bringing my own food or drink into the venue and attempting to avoid disconcerting other customers in the venue.

3.2) In the event that places at a special event (i.e., events outside the regular game) are limited, I recognise that regular attendees of the game will have priority in booking a place.

3.3) While in the private room where the game takes place, I will aim to be in-character at all times. Out-of-character discussions should be limited to answering questions from new players, and any communication required to support in-character actions (such as adjudication by the Storytellers, explaining discipline effects, etc.) I will indicate that out-of-character discussions are taking place by using the "Timeout" hand signal. If I have a more general out-of-character conversation, then I will leave the room to do so.

3.4) I will do my best to avoid physical contact with another participant without their express permission.

4) Web and Forum Conduct

4.1) I will aim to communicate clearly when making posts on the website forum, Facebook group, email or in any other form of online media. My out-of-character posts will be in English, and I will not use “leet”, ascii or text speak.

4.2) Any threads I post on the forum will be relevant to the game or community and will be posted under the correct section. I will keep existing threads relevant to the original topic.

4.3) I recognise that administrators and moderators have the right to change, move, edit, or delete any content at any time if they feel it is inappropriate or in violation of these, or associated rules or Codes of Conduct.

4.4) I will not start or participate in any “flame” threads and will not deliberately entice arguments or disagreements (trolling) and that appropriate actions may be taken against me if I do as define by the Rules and Regulations.

4.5) I will not spam boards or threads with irrelevant posts or artificially inflate my forum ranking post scores or post count.

4.6) I am aware that any promotion of personal or other LARPing websites, community or personal websites is allowed at the discretion of the website administrator or Storytellers and that any such promotion should be pre-approved. Any user accounts that are deemed to have registered purely to promote such external websites, services or communities will be removed.

4.7) I will make all reasonable efforts to respect the wishes of other players regarding their desires to be included or excluded from photographs, video, tagging on Facebook, etc.

4.8) I will not exploit any software bugs that may be present in the online character system and will inform the website administrator of any discrepancies I might find.

4.9) I will not post sexually explicit content, offensive content and any content that I am aware will upset another player.

4.10) I will be mindful and respectful while participating in voice chats and allow others the opportunity to engage in scenes unless it is specifically relevant to my character not to do so.

4.11) I will not use my personal social medias to disparage, harass or mistreat any other player or member of the community and I am aware that if I am found to be publicly doing so then I will be treated as though it was posted in a GV forum.

4.12) I will respect the intellectual property of others by not copying or saving artwork without the poster's permission and with due given credit.

5) Conduct of the Storytelling Team

5.1) I, as a Storyteller, will aim to cultivate a welcoming and safe community.

5.2) I, as a Storyteller, recognise that real-life commitments may mean that players have different levels of engagement with the game and that

players or their characters should not be punished for lower engagement levels.

5.3) I, as a Storyteller, understand that everyone should have equal opportunity for access to my time and attention, regardless of their level of engagement of the game or their personal connection to myself.

5.4) I, as a Storyteller, will listen to all player feedback provided by the Player Liaison and, while it may not change any decisions I have made, I will take all input seriously.

5.5) I, as a Storyteller, will attempt to be consistent in all rulings I make and will ensure that the other Storytellers know about my rulings, and the reasons for making them, for future reference.

5.6) I, as a Storyteller, will communicate all house rules to the players in a format that can be viewed on the webpage. Unless so specified, players can assume that the rules are as per the V20 Vampire: The Masquerade sourcebook.

5.7) I, as a Storyteller, will keep the other storytellers informed of plots, character interactions I have witnessed and any other information that might be useful to them.

5.8) I, as a Storyteller, will aim to process experience awards and spends and downtime orders in a timely manner. If I am unable to meet a specific deadline then I will inform players of the delay, in advance if possible.

5.9) I, as a Storyteller, will ensure that all new players have a copy of this Code of Conduct and that they have read and understood it before beginning play.

5.10) I, as a Storyteller will hand over all information to the best of my ability at the end of my term to ensure continuity of the game.

6) Conduct of the Player Liaison

6.1) I, as Player Liaison, will aim to treat players and Storytellers with impartiality.

6.2) I, as Player Liaison, understand that false reports of inappropriate conduct or harassment are rare and will act on good faith on any report submitted to me.

6.3) I, as Player Liaison, will not take in-character advantage of any privileged information that is revealed to me as part of my role.

6.4) I, as Player Liaison, will treat all communication with players and Storytellers as confidential unless otherwise explicitly stated.

If I, as Player Liaison, am considered to be too close to the issue at hand, for example personally involved with a complainant, I will stand temporarily stand down and a temporary replacement will be requested from the Player Base.

Complaints and Investigations:

You can submit a complaint to the Storytellers or through the Player Liaison if you do not feel comfortable going to the STs.

Complaints will be responded to within 30 days of being reported and if you are comfortable with it, a chat will be arranged in order to discuss the complaint and get a fuller picture.

While there is the option to submit complaints anonymously through the Player Liaison, it would be appreciated if players were open to a mediated discussion between the players involved to help clarify any potential misunderstandings.

Investigations will take the following format:

All involved parties will have a discussion with the ST team that will be recorded (with due consent).

Once discussions have concluded the ST team will contact the complainant to see if a compromise can be reached based on the information provided and a decision will be made based on this discussion. The PL will help to mediate by advocating for the player.

If the player is unsatisfied with the results, they may request a Player Panel to be held to further discuss the issue. This will involve 5 players being selected at random who will be given access to all of the information with names removed with a month to come to a decision by vote. The decision that they make will be final.

Any issues that take longer than 6 months to resolve will automatically be sent to a Player Panel. Removed posts from the website or forums related to GVLarp will be recorded with a copy of the information being kept by the STs.

Any behaviours that break the law will instantly be referred to the police.

Warnings

Warnings if received will be made public knowledge with player anonymity upheld. Consequences as decided by the ST such as temporary removal from court or removal of XP will be put in place.

Banning

This step will only have been taken after a full investigation by the ST team which will have been reviewed and ratified by a Player Panel.

The length of the ban will be announced at the time of banning and be dependent on the severity of the issue at hand.

The Annual General Meeting (AGM)

Every year, the game will have an AGM to vote in the new Story Tellers, new Player Liaison and to discuss any relevant issues.

All players have the option to raise motions that they feel are relevant to help the health or progression of the game. The Code of Conduct and this Player Handbook will both be ratified at each AGM.

The Player Liaison:

- The player liaison can be any player who is interested in standing.
- If there are more than 2 players standing, a vote will take place.
- If only two players are standing, they will both be considered equal candidates as the game should have 2 in place at any time. Players will have an option to say yes or no or to present any concerns to the candidates or STs either publicly or via email/messenger.
- Potential Player Liaison's should have a discussion with the current ST to discuss the needs of the game and that they understand the role before standing.

Please contact the ST if you have any issues you would like to be considered at the AGM

Electing STs

An anonymous vote will be held each year for Storyteller positions. The vote will be held during announcements at the December Game in order to allow time to handover before the AGM.

In the case of the Storyteller there are some rules:

- Players must publicly indicate their interest to run no later than 2 weeks before the December game to allow players time to question their intentions and plans for the game.
- Votes can only be cast by people who have played 3 or more games within the last 9 months.
- Votes will be cast anonymously and counted by the current Player Liaison.
- In the event that there is only one candidate, no vote will be held.
- If there are no candidates, then there will be a discussion at the AGM to discuss the way forward.

Being a storyteller allows you to shape the plot and bring forward elements of play that you'd most like to see but it is a large commitment, so it is recommended that you have Assistant Storytellers lined up or a fellow ST to help. This game should not be run by one person alone, for the health of the game and the health of the player standing. Storytellers should have at least 1 years' experience of in game play.

On average the game takes about 10 hours per week to run, and orders take about 20 hours depending on your knowledge of the game and your abilities. STs should seek help from the player base should they need it.

Glossary of Terms

This is not a list of terms to memorise, this is for reference. It is good to read over before your first game, but you will always have the option of asking your fellow players. No one will expect you to recognise all of these terms.

The Beast: 1. The primal drives of a vampire that threaten to turn him into an uncontrollably ravenous and/or zombie-like being. 2. The drives and urges which prompt a vampire to become entirely a monster, forsaking all humanity

Blood bond: also known as a Blood Oath, is a supernatural link of fidelity and dependency of one individual (the thrall) on a vampire (the regnant), created and maintained by the repeated consumption of vitae. One sip will reinforce any feelings of love or hate that are already there. Two sips and the regnant becomes a very important person to the thrall, who may go out of their way to seek the regnant's attention or please them. It becomes difficult for the thrall to do anything that would harm the regnant, and the regnant likewise finds it easier to convince the thrall of things. Though the thrall's craving for the regnant's blood increases, they still retain their free-will. Once you have consumed other kindred's vitae three times you are bound to them in complete subservience. Sufficiently weak-willed individuals will commit any act the regnant asks of them. All childe are at least one point bound to their sire and all disciplines can only be learned by consuming vitae.

Blood Hunt: is an order given by a Camarilla official, calling for the destruction of another vampire. Such an order is usually given whenever a Kindred has committed a serious offense, such as kinslaying, diablerie, breaching the Masquerade, invasion of domain that has resulted in any of the above offenses, repeated defiance of authority of the Prince, or any other behaviour that a Prince deems to be a sufficient threat to the safety of the

Masquerade and the Kindred of the city as a whole. Any Kindred who hears the order for a Blood Hunt is expected to participate, although she is not required unless the Kindred in question has committed truly serious offenses (such as deliberately or repeatedly violating the Masquerade). Typically, the damned have until midnight to escape the city. If they do not, then they are open to retribution by their fellow Kindred. Any Kindred who provide assistance to the target of a Blood Hunt will often become the next to be hunted

Breach: A Breach is a violation of the Masquerade, usually punishable by Final Death.

Broodmate: A frequently used term to describe childer sired by the same kindred.

Caine: Caine, also known as Cain, is considered to be the first and most powerful vampire in the mythos of the World of Darkness. Like his Biblical namesake, he is the firstborn son of Adam and Eve and the older brother of Abel and Seth. He was cursed with vampirism by God^[4] and His angels as punishment for murdering Abel and lying to God. Before the formation of the Camarilla, most vampires referred to themselves as "Cainites" in recognition of their patriarch

Camarilla: The Camarilla is the most organized of the vampiric sects, an elite club that favours tradition and control of the mortal populace from behind the scenes

Cardinal: Cardinal is a title held by a Sabbat vampire who oversees sect affairs in large geographical regions

Childe: Childe is a term used to refer to a vampire in relation to their sire, the individual who Embraced them. A newly Embraced childe, a fledgling,

remains under the guidance and dominion of their sire; consequently, the sire may be held accountable for their childe's actions during this time. A vampire's childer, can be collectively referred to as its progeny, its brood. Due to the inflexible nature of generation, a childe will always be of a higher generation than their sire.

Clan: Clan is a term used by vampires to describe the major groups of Cainites who share common characteristics passed on by the blood. There are 13 known clans, each of which was reputedly founded by an Antediluvian, a member of the Third Generation.

Conclave: Conclave is a term used to describe general meetings held by the Justicars of the Camarilla to discuss sect policy.

Convention of Thorns: The Convention of Thorns was a peace agreement between leaders of the Camarilla, the Anarchs and the Assamite clan made on October 23, 1493. It marked the end of open conflict between the three groups, and more specifically an end to the first Anarch Revolt.

Coterie: A small group or "pack" of Kindred united by the need for support and sometimes common interests.

Court: This term has many different meanings in Kindred society. For instance, a prince may call court on all Kindred that dwell in his city at any given time. The Elders of the Inner Circle may do so as well. Justicars of course can on a whim call in court, however they would much rather call a conclave where they wield the most power at any time.

Destruction: The power of life and death over other Kindred. Possessed by a city's Prince and occasionally bestowed on others within his dominion.

Diablerie: A sin that almost always guarantees destruction if discovered. Diablerie, also called the Amaranth, is a term used by vampires to describe

the act of drinking another Cainite's blood and drawing their soul into one's own.

Domain: Domain is a physical territory to which a vampire has access for the purpose of feeding and asserting his will.

Elder: While there is no strict definition, one normally must be at least two centuries old, with appreciable claims to domain or a variety of other assets and far removed from their mortal past to qualify. Such beings are often cold, if not monstrous, and focused completely on their own interests and well-being, though a rare few struggle to maintain their human sentiments. It is a term of respect so if someone refers to another player character as an elder it is respectful to do the same.

Elysium: Elysium is neutral ground for the Camarilla vampires of a given city. Violence is strictly prohibited within Elysium, and individuals are expected to keep tempers in check. Any grievances between vampires are to be left outside, and the Keeper of Elysium or the Sheriff will forcibly remove those who cannot control themselves if need be. While this provides opportunity for both neonates and elders to relax, social conflict is often at its peak and what happens in Elysium can easily lead to repercussions off ground. Often this includes prohibition of any use of disciplines. Though Elysium's often serve as gathering places for Kindred, the Masquerade must normally be maintained at all times for any mortals that may be around.

Embrace: The Embrace is the act of transforming a mortal into a vampire. It is the only act of reproduction of which the Cainites are capable. A vampire drains and replaces a victim's blood with a bit of their own to pass the curse of vampirism to a mortal.

The Final Death: Final Death is a term used by vampires to refer to permanent death, as opposed to torpor or their first death as part of the Embrace.

Founders: The Founders were a coterie that was instrumental in the creation of the Camarilla.

Generation: Generation is an indication of how far a vampire is removed from Caine, the original vampire. Most players will be 13 generations removed from Caine. Players cannot exceed 8th Gen.

Ghoul: Ghoul is a term used to describe a minion created when a vampire gives a bit of vampiric vitae to a mortal without draining him or her of blood first (which would create another vampire instead).

The Great Jyhad: The Great Jyhad is a sabbat term for the war that has ensued between the Camarilla and the Sabbat for more than 200 years after the end of the revolt that created the Sabbat.

Haven: A haven is the residence and intimate domain of a vampire, where they slumber during the day and may labour during the waking night. Essentially your home.

The Hunger: In common parlance, the Hunger is the drive to feed, as it is with mortals and animals. For vampires, though, it is much more intense and takes the place of every other drive, urge, and pleasure.

Inner Circle: The Inner Circle is the organizing council of the Camarilla. Practically nothing is known about the Inner Circle, which takes pains to keep the identity of its members hidden. The public face of the Inner Circle are the Justiciar's and their Archon assistants. Members of the Inner Circle elect Justicars and otherwise establish the principles of Camarilla law. The Inner Circle is sometimes called the "Ivory Tower" or the "Inner Seven".

Kindred: Kindred is a term designated to the vampiric race as a whole, or it may refer to only a single vampire.

Kine: Kine is a somewhat archaic and derogatory term used by the Kindred to refer to mortals. The expression “Kindred and Kine” refers to all the people of the world.

The Kiss: The Kiss is a word in Kindred terminology that refers to the act of biting and drinking blood from a victim, as well as the orgasmic pleasure that it provides both participants

Lush: This term is given to Kindred who feed from mortals that have imbued any form of substance to alter their state of being such as drugs and alcohol. The mortal passes the sensations to the Kindred for a temporary feeling of such things. Some Kindred of higher generations (13 and 14) even become addicted to humans that imbue certain things in order to feel such sensations.

The Masquerade: The Masquerade is an organized campaign enforced by Kindred society (mainly by the Camarilla), to convince people that vampires do not exist. The Masquerade is the cornerstone survival strategy for Cainites; without it, the Kine would rise up and exterminate all the undead.

Ordeal: A form of trial among the Kindred, wherein the accused undergoes some sort of test (combat. sunlight. etc.) in order prove her innocence.

Primogen: This is a term used to describe Camarilla officials that, at least in theory, serve as the representatives of their respective clans to the prince of a city ruled by the sect. The term is both singular and plural and refers to both individual representatives and to the Primogen council as a whole.

The Promise of 1528: The treaty between the Camarilla and the Giovanni that formally accepted the Giovanni as the successors of the Cappadocians. It was given by the Founders and Claudius Giovanni, officially ending the feud

between them that had silently festered since the Conspiracy of Isaac. The Promise included the assurance of non-interference of both Giovanni and Camarilla into each other's affairs. It also granted the Giovanni authority over the city of Venice, although the Inner Circle claimed the right to hold their annual meetings there.

Red List: The Red List is the listing of those Kindred whom the Camarilla most ardently desires to see purged from the face of the earth. Vampires on the Red List, who are called Anathema, are considered under continual Blood Hunt.

Rogue: In common parlance a Rogue is a vampire who feeds upon other vampires, either out of need or perversion. (See Diablerie)

Sire: Sire is a term used to describe a vampire who has created another vampire (a childe).

Torpor: Torpor is a term used to describe the state of deep slumber that vampires enter into for prolonged periods of time. Torpor may be entered into voluntarily by vampires, such as when one seeks to escape the monotony of eternal life and awaken in a different age, or, more commonly, involuntarily, as when a vampire starves or suffers enough damage. The amount of time one spends in torpor depends on the reason for hibernating and the vampire's strength against the Beast.

Vessel: refers to a target for feeding, particularly a mortal who is rich in vitae.

Vitae: Vitae, in vampire terminology, is blood. The blood is what sustains the undead body, although it doesn't produce it by itself, thus the reason vampires must take the blood of others.

Appendix A: Character Creation Quick Guide

- 1) **Clan:** Brujah, Gangrel, Toreador, Tremere, Malkavian, Nosferatu, Ventrue or Caitiff
- 2) **Attributes:** 7 dots in primary, 5 dots in secondary, 3 dots in tertiary
- 3) **Abilities:** 13 dots in primary, 9 dots in secondary, 5 dots in tertiary (max 3 in any 1 ability)
- 4) **Disciplines:** 3 dots to spend on clan disciplines

Clan	Clan Disciplines
Brujah	Celerity, Potence, Presence
Gangrel	Animalism, Fortitude, Protean
Malkavian	Auspex, Obfuscate, Dominate or Dementation
Nosferatu	Animalism, Obfuscate, Potence
Toreador	Auspex, Celerity, Presence
Tremere	Auspex, Dominate, Thaumaturgy
Ventrue	Dominate, Fortitude, Presence
Caitiff	No Clan Discipline – choose any 3

- 5) **Backgrounds:** 3 dots to spend on backgrounds

Background	Description
Allies (1) (2)	What mortal allies you have. 1 major ally per dot.
Alternate Identity	You have an alternate persona in the mortal world. This may carry into the Kindred World. (1=fake ID, 2=convincing, 3=persona has a rep, 4=persona has respect, 5=persona is trusted)
Clan Prestige	Your status within your own clan
Contacts (1) (2)(3)	Who you know in the mortal world. 1 major contact per dot, 2+ cannot be taken at character gen.
Fame	How famous your character is amongst mortals (1=subculture, 2=city-wide, 3=renown, 4=celebrity, 5=household name)
Herd	You have a supply of people you regularly feed from. (1=3 vessels, 2=7 vessels, 3=15 vessels, 4=30 vessels, 5=60 vessels)
Influence (2)(3)	How much influence you have in the mortal community in a particular sector. (1=ear to the grapevine, 2+ Not allowed at character generation)
Mentor	The higher your rating in this the more powerful your mentor is. (1=Ancilla, 2=elder, 3=Primogen, 4=Prince, 5=Justicar)
Resources	This indicates the value of your characters assets. (1=Lower class, 2=Middle class, 3=Large savings, 4=Rich, 5=Multi-millionaire)
Retainers (1)	Each level purchased gives you one loyal retainer.
Generation	Each level takes you closer to Cain. 13 th Generation by default.
Status	Your status within the Camarilla (1=Neonate, 2=Ancilla, 3=Elder)

(1) Specify each one on the second page of your character sheet

(2) Can be taken multiple times for different areas/sectors. Specify a sector from the list:

Academic, Charities, Church, Corporate, Entertainment (includes Sports, Arts & Culture), High Society, Judicial, Media, Medical, Military, Police, Political, Security, Underworld

(3) Costs 1 freebie per dot at the freebie spends stage.

6) **Virtues:** 7 dots to spend on virtues.

Willpower is equal to Courage Rating and Humanity is equal to 10 x (Self-Control + Conscience)

7) **Freebie Points:** 15 Freebie points to customise your character.

Section	Cost
Attributes	4 per dot
Abilities	2 per dot
Clan Disciplines	5 per dot
Non-Clan Disciplines	7 per dot
Caitiff Disciplines	6 per dot

Section	Cost
Thaumaturgy Path	4 per dot
Ritual	1 per dot
Backgrounds	2 per dot
Virtue	2 per dot
Lore / Expert Knowledge	1 per dot

Section	Cost
Humanity	1 per 10 levels
Willpower	2 per dot
Merits	See the Merits List
Flaws	See the Flaws List

Abilities can be increased above 3 with freebie points, Lores cannot exceed 2 dots.

8) **Finishing off:**

- Fill any specialties for any Attribute or Ability that is at 4 or 5 or where the sheet has “()”
- Specify which court your character last attended and what you were known for there
- Show (or email) the Storytellers your completed character

Appendix B: House Rules

Note: The most up to date version of the House Rules should always be available via the GV LARP website.

Character Creation

Generation

The lowest generation you can get at character generation is 8th Generation. If you reach 6th Generation or below in gameplay your character will become an NPC.

Age Roll

This is available to all players but is only recommended to long term players who have the in-game knowledge of the GV canon to back up the characters age. The idea of this is to make all characters a bit different as they can be more rounded or have more focuses and so aren't all the same, thus the older/established players don't always overpower them.

0-3, age 3

4-10 age 2

11-25 age 1.

Each point of Age gave 25 XP. Minus 1 dot of path, and one dot of enemy. So, in GV terms that's 10 points of humanity and gain an enemy or 1 dot of enemy for each of the 3 possible levels

It's a d100 roll the ST does and we give you the result.

This allows you to flesh out the Character. It's spent at XP rate not freebie point rate at Character Generation.

Downtime Orders

Each player gets 6 orders points per month.

Ghouls

max X 6 should all be named/identified and simple tasks can be defined for them. They can all be submitted in a single order point. More than 6 causes blood pool issues that may affect your blood reserves.

Training

You may complete up to 4 training related asks in a single order point provided that they are all 3 dots or less. This can be giving or receiving training for Attributes, Abilities, Backgrounds, Other Traits.

Disciplines & 4 dot learning & higher: This is all mastery learning for your character & as such you need to submit it as a separate order with understanding of how you are going about it, the specialization you are taking & who or how your training is being applied.

I.E. I am learning Melee level 4 with Specialization berserker. I am training with Player Character X spending time each week doing intense training.

It takes 2 months to learn the Melee 4 berserker due to the level & specialization, you can master crazy fighting to be effective.

You can only learn one out of clan discipline dot per month.

You gain one level of blood bond for every out of clan discipline dot learned.

Lores & Secret knowledge

These require a trainer/teacher method for every level of learning. So Sabbat lore would need a trainer/teacher method at every level. As would a clan lore that isn't your own clan etc.

Dice Pool/ Trackers

you do not need to give us the total dice pool with your order point but you do need to provide the dot numbers as this allows the STs a much easier time when dealing with orders

Dice Rolls – How we calculate dice rolls is changing as per the vote at the EGM 2022: we are using the V20 system only.

Attribute + Ability + bonuses + Discipline – flaws

Or

Attribute + Background + bonuses + Discipline –flaws

Backgrounds do not stack it's the most appropriate background from those you have for the task at hand. Backgrounds do NOT stack. This makes your total dice pool between 3 and maybe 15-20 as an estimate.

This is a change as you roll to use the background or to use an ability.

Disciplines can either give a general boost to what you are doing, or you can state you are using a specific power from those available to you.

Willpower

You automatically regain one willpower point per month. This can be further enhanced through orders or character actions in linears.

Bloodbonds

Levels

Level 1 blood bond: At this level, your thoughts over the month linger on your regnant. If you don't spend an orders point dedicated to them, then you will need to pass a willpower check at difficulty 6 each month, or you lose one of your order points (chosen at random). Examples of actions your character might take are doing something to help them, dreaming about

them, stalk them, or just spending hours working out the perfect outfit the next time you see them.

Level 2 blood bond: At least 3 orders points must be dedicated to aiding or following your regnant or resisting the overwhelming urge to do so.

Level 3 blood bond: At least 5 order points must be dedicated to your regnant.

Blood Bond Degeneration

Level 1 and 2 blood bonds degenerate at the rate of one step every three months without vitae. Level 3 bonds will require outside help to break often, with dire consequences that will put your character in danger.

The degeneration begins when you go a full three months without drinking more vitae (except for level 3). If you do drink an addition blood point, you go up to the next level with all the downsides.

For example:

You get a 1 point blood bond

After 2 months you drink again, raising you to a 2 point bond

3 months later (5 months total) you drop to a level 1 bond

And 3 months after that (8 months total) you'd finally be free

Disciplines

Vicissitude

Vicissitude 2 or higher may be used to heal bashing damage taken by mortals.

Vicissitude 3 or higher allows you to heal lethal taken by mortals. Healing

supernaturals requires combo disciplines (e.g., Sculpt the Flowing wound) or

specific disciplines/rituals. Supernatural powers can only ever heal a wound once (i.e., you can't take two rolls on two turns to try and heal the same knife wound)

Koldonic Sorcery

Way of Spirit – Clarification

Way of Spirit allows you to see & talk to the spirits of the Land &/or animals. Everything has a spirit.

WP roll = to the difficulty to activate, so level of power +3 i.e., activate level 1 is Diff 4 up to Level 5 Diff 8. a WP point can still be spent. If the vampire only rolls a max of 5 for any success they can only see up to the 2 dot limit. A botch is still possible.

Backgrounds

If all your extended backgrounds are filled in. You receive 1 additional XP for having them all filled in. This is a one-off reward.

In general, all extended backgrounds should be filled in, if not then if they need used & we realize they are not filled in they will be considered 1 DOT lower than they have on your character sheet.

Haven

Due to domain being an assigned thing in the game the background 'Haven' covers a single property. The allows a character to control a property with buying or renting a property. The Haven covers up to the property boundary. This background MUST be filled in under the extended backgrounds on your online character sheet at Backgrounds – GVLARP

Path Changes

As GVLARP runs a 1-100 level for the path not 1-10 changes are more subtle and also take longer. There should always be an IC reason for the path change & it needs to match the hierarchy of sins for the path as well have been something they are working on long term.

Select the most suitable from the characters Virtues: - Conscience, Courage, Self-Control, Conviction, Instinct. A character will only have 3 of these.

For each dot in the Virtue selected roll 2 D10 (a maximum of 10 D10. For each success rolled with a difficulty of the next full unit of tens higher (EG 48 difficulty here is 5 and 72 difficulty here is 8) 1's do not detract from the total number of successes. Each success is another point(unit) gained on the journey out of 100 (So 4 successes takes a 72 to 76, it's not automatic that you will gain a full 'tens' level.

It's the same mechanic for dropping path though this will be down to Story progression for the ST to do, as mentioned in the VtM V20 info dropping of path should be rare and for a big deal. A story reason is needed for both an increase and decrease in a character path. This is merely the mechanics of how it would work if this has been achieved or caused through role play and in game actions.

Changing Flaws & Backgrounds from creation

This relates to those that granted the character points at creation. If they are to be changed it must be with appropriate role play over an extended period of time. Also, with approval of the STs. These Merits/Flaws should be replaced with others to an equivalent value – ideally related to the Character history etc. You do not need to spend XP to change these.

Example: Flaw: New Arrival (Level-1) To buy off this flaw its almost something that happens naturally once you are accepted etc.

Appendix C: Downtime Order Template

The following template should be used to submit downtime orders by email to the Storytellers. The orders deadline will be communicated on the GV Facebook page but is usually the 2nd Sunday following the monthly game.

Storytellers are happy to train players on how to get the most out of their orders.

ORDERS OUTLINE:

Notes:

- Any problems you've spotted on your character sheet
- Any rules query
- Any outstanding items from a previous orders submission
- Any quick summaries of stuff relating to other PCs

Contents:

- Orders – one line summary for each then details
- Order 1 summary
- Order 2 summary
- Order 3&4 double action - summary
- Order 5 summary
- Order 6 summary
- Other - Progress trackers for part-earnt backgrounds, details of bonds, boons, weird objects relevant to plots etc

ORDERS DETAILS:

I. Title:

Aim:

Previous Successes X/Y

Attribute + Ability (Specialisation) +: X (+ X (Specialisation))

Disciplines:

Rituals:

Backgrounds: X, Spend WP

Merits/(Flaws): X, (X)

Fluff: Include some information on how you would like to complete this action here if you can.

Follow this pattern for the next 5 orders.

Extras:

Trackers

Background X - Y/Z successes towards next dot

Ritual - Y/Z months -

Objects

Brief description of what they are, what they do (if you know), where they came from, when you got them.

Boons tracker:

Life:

Is owed 2 Life boons by X/NPC (quick summary of NPC) - for [Reason], date.

Owes 1 life boon to X/NPC (quick summary of NPC) - for [Reason], date.

Major:

Is owed 1 Major boon by [Daniel] - for [Security], oct 21.

Is owed 1 Major boon by X/NPC (quick summary of NPC) - for [Reason], date.

Owes 1 Major boon to [Sir Charles] - for [Reason], date.

Owes 1 Major boon to X/NPC (quick summary of NPC) - for [Reason], date.

Minor:

Is owed 1 Minor boon by [PC name] - for [Reason], date.

Is owed 1 Minor boon by X/NPC (quick summary of NPC) - for [Reason], date.

Owes 1 Minor boon by [PC name] - for [Reason], date.

Owes 1 Minor boon to X/NPC (quick summary of NPC) - for [Reason], date.

Trivial:

Is owed trivial boons by X/NPC (quick summary of NPC) - for [Reason], date.

Owes trivial boon to X/NPC (quick summary of NPC) - for [Reason], date.

Other:

Any sort of favours in kind that have been called in, you haven't settled on yet.

Blood bonds:

Level 1

Drank from X on [date] - will expire on [date]

X drank from me on [Date] - will expire on [Date]

Drank from X on [Date] - see Level 2 bonds below, this won't start wearing off until level 2 clears.

X drank from me on [Date] - see Level 2 bonds below, this won't start wearing off until level 2 clears.

Level 2:

Drank from X on [Date] - will reduce to level 1 on [Date]

X drank from me on [Date] - will reduce to level 1 on [Date]

Level 3:

Drank from X on [Date] - will reduce to level 2 on [Date]

X drank from me on [Date] - will reduce to level 2 on [Date]

XP PLANNING & WISHLISTS:

XP: Are there any particular skills you'd like to aim for

Wishlist: an overall goal for your character if you have one e.g., become Prince.

Appendix D: Consent Form

A higher quality version of this document can be found on the GV Discord server, under #documents in the Character Creation channel.

RPG Consent Checklist			
<i>-WORLD OF DARKNESS EDITION-</i>			
Chronicle:	Storyteller:	Player:	
<div><input type="radio"/> : Can be included in any way shape or form</div> <div><input type="radio"/> : Can only be addressed indirectly (in backstories, dialog, Scenes need to be discussed prior.</div> <div><input type="radio"/> : Should not be included under any circumstances.</div>			
Common Fears		Taboos	
Gore	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Incest	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Insects	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Ableism	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Loss of Control	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Abortion	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Spiders	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Addiction	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Reptiles	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Addiction []	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Heights/Falling	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Bestiality	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Bodyhorror	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Bullying	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Needles	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Cannibalism	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Clowns	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Childabuse	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Other []	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Domestic Violence	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Other []	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Homophobia	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Other []	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Illness	<input type="radio"/> <input type="radio"/> <input type="radio"/>
		Illness []	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Real World References		Mental illness	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Current Events	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Mental illness []	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Major Historical Events	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Murder	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Parodies	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Neglect	<input type="radio"/> <input type="radio"/> <input type="radio"/>
		Paraphilia	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Punishment		Political Extremism	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Public Humiliation	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Police Brutality	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Corporal Punishment	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Queerphobia	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Yelling	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Racism	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Public Execution	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Rape	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Social Isolation	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Religious Extremism	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Incarceration	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Selfharm	<input type="radio"/> <input type="radio"/> <input type="radio"/>
		Sexism	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Romance		Sexual Harassment	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Fade to Black	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Sexualized Violence	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Explicit	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Slavery	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Between PC and PC	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Suicide	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Between PC and NPC	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Transphobia	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Between NPC and NPC	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Torture	<input type="radio"/> <input type="radio"/> <input type="radio"/>
		Violence against animals	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Sex		Violence against children	<input type="radio"/> <input type="radio"/> <input type="radio"/>
Fade to Black	<input type="radio"/> <input type="radio"/> <input type="radio"/>		
Explicit	<input type="radio"/> <input type="radio"/> <input type="radio"/>	Character Death	
Between PC and PC	<input type="radio"/> <input type="radio"/> <input type="radio"/>		
Between PC and NPC	<input type="radio"/> <input type="radio"/> <input type="radio"/>		
Between NPC and NPC	<input type="radio"/> <input type="radio"/> <input type="radio"/>		

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