

## GVLarp New Rules

This is a brief summary of the new rules we will be using from this session onwards.

### Skills

<b>Stat</b>	<b>PHYS</b>	<b>EDU</b>	<b>SOCIAL</b>	<b>SECONDARY</b>
<b>Skills</b>	Athletics	Expression	Empathy	Lore
	Brawl	Intimidation	Leadership	
	Dodge	Streetwise	Subterfuge	
	Intimidation	Crafts	Animal Ken	
	Firearms	Etiquette	Performance	
	Melee	Security		
	Stealth	Survival		
	Alertness	Academics		
	Drive	Computer		
		Finance		
		Investigation		
		Law		
		Linguistics		
		Medicine		
		Occult		
	Politics			
	Science			
<b>Cost</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>1</b>

Above is the new skill list. It's just a taster, and next month we will have hopefully converted all active characters to the new system.

Skill tests will be based off the rank of the skill (Basic, Advanced or Master), and the associated stat. A basic skill allows you to use 50% of the stat, an advanced, all of the stat, and a master uses 150% of the stat. In the case of a tie, aggressor wins. There will be a new merit "Specialist" which can be applied to certain skills for a small benefit to the total call.

### Combat

#### **Initiative**

This is determined by calculating the sum of your temporary PHYS and temporary GRIT. It is a whole number.

#### **Spending Blood**

Your generation limits the amount of blood you can spend per turn as in the V: tM 3<sup>rd</sup> ED rulebook. One blood spent will equate to an increase of two PHYS.

#### **GRIT**

Two points of GRIT may be spent with the same result as one point of temporary willpower in V: tM 3<sup>rd</sup> ED. Two points of GRIT will give a bonus of +5 in combat (to your skill call).

#### **Actions**

When you are asked for an action by an ST (in descending initiative order) and you may choose either to declare your action, pass your action or hold your action. If you pass your action you will be asked again next round. If you hold your action you can interrupt the combat to take your action, but only while no-one else is acting. You cannot interrupt during celerity, unless you are also using

The combat order is as follows:

Normal Action

Cel 5

Cel 4

Cel 3

Cel 2

Cel 1

You can sacrifice your **next** available action to dodge/parry, making a call with the relevant skill. You cannot parry an armed attack while unarmed unless you have Fortitude.

### **Multipliers**

The following multipliers are in effect for the printed ratings in the V: tM 3<sup>rd</sup> ED book.

Damage Rating/Armour Rating: X3

Fortitude: X3

Potence: X5

If you choose not to dodge/parry an attack, or cannot, it will deal 150% damage to you.

### **Called Shots**

You can aim a called shot at your opponent with the following skill call penalties.

Called shot to limb/body: -5

Called shot to head/heart: -10

There is a damage cap to certain areas.

Limbs can sustain no more than 10 dmg before they are destroyed. The body has no limit and neither does the head. 10 dmg in a called shot to the head is needed to decapitate someone. These limits apply only to vampires.

### **Firearms**

The difficulty of a shot is governed by the range. 1 difficulty per yard. Certain guns may modify this, or have a capped difficulty. The following penalties also apply:

-10 target in melee.

-5-15 cover.

+X more bullets

+X aiming

-5 to switch target in the same round.

X is determined by the Sts.

Firearm damage is determined by the base damage of the weapon plus the amount you exceed the difficulty of the shot by.

### **Disciplines**

These are adjudicated as per the V: tM 3<sup>rd</sup> ED rules. A difficulty table is below.

	Botch	0	1	2	3	4	5	6+
4	0-1	2	3-6	7-10	11-14	15-18	19-22	23+
5	0-1	2	3-7	8-12	13-17	18-22	23-27	28+
6	0-2	3	4-9	10-15	16-21	22-27	28-33	34+
7	0-2	3	4-10	11-17	18-24	25-31	32-38	39+
8	0-2	3-4	5-12	13-20	21-28	29-36	37+	
9	0-4	5-8	9-24	25-40	41-56	57+		
10	0-8	9-24	25-40	41-56	57+			

The numbers within the table represent your ability at the discipline as determined by an ST. This table will also be used for any difficulty related challenge.

Each dot in a discipline above the required level for your action reduces the difficulty by 1.

### **PHYS Reps and Clan Flaws**

**Phys Reps:** A new rule exists here. We require every item brought into the court to have an appropriate phys rep. 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.

**Clan Flaws:** Clan flaws are integral to the story of Vampire: the Masquerade. Being a vampire is not just about having superpowers, but is about characters, all of whom are flawed in some way by their very nature. Failing to roleplay or represent these flaws cheats yourself and other players out of the full experience of the game. Please consider them carefully in respect to your appearance or actions at the game. If you want to discuss a particular flaw with the STs please do so.

### **Status and Generation**

To have a status above level 2 or a generation above 10, you must provide a suitable character background explaining it. We will strongly consider removing these things from your character sheet if they are not supported by a background. If we feel your background needs more work we'll let you know. If you have these things and have never submitted a background, now is the time.

### **Disclaimer**

In any case, the Storyteller decision is final. If you want to discuss these rules, the middle of combat is not an appropriate time.