

Jeff's Vampire Game Character Creation Information

(by John Taber)

Document History: This section contains details on what is changed from one revision to the next.

Revision	Date Changed	Notes On Changes
1.0	6/3/01	<ul style="list-style-type: none"> Initial release.
1.1	7/15/01	<ul style="list-style-type: none"> Changed to 10 point font size. Added changes to the current alcohol rules.
1.2	7/29/01	<ul style="list-style-type: none"> Rituals now cost 1 point per level. Added information on complimentary skill rolls.
1.3	7/31/01	<ul style="list-style-type: none"> Reversed Protean Feral Claws and Earth Meld.
1.4	1/6/02	<ul style="list-style-type: none"> Added clarification on change to Linguistics and "free" French.
1.5	1/20/02	<ul style="list-style-type: none"> Doubled the effectiveness of each dot of linguistics.
1.6	6/3/2002	<ul style="list-style-type: none"> Clarified Obfuscation against children and animals. Moved the Document History to the top of the file.

Summary: This document is intended to help the players in Jeff's Vampire game work up their characters. The goals will be to address any changes to the character creation process laid out in the Revised Edition (RE) rules, to give everyone more idea of how Jeff's Vampire World (JVW) "looks", and to highlight any important character creation elements. Note that if something is not mentioned in this document the assumption should be to use the RE rules verbatim.

Note that many of the topics covered in this document mention that the GM should "clear" the option. In most cases this can be easily done in each players Prelude session. Write down a list of questions and bring them with you.

1. World Information = This section will address basic information about the world where the PC will "live"...or "unlive" I guess. :)
- 1.1. General History = For the most part the history that has taken place in JVW will be the same as that which has occurred in our world. Note that Jeff and I are NOT historians so we may tweak some things. When this occurs the goal will be to change history so that the story we are trying to tell can occur. Note that part of the fun here is to see how the PC can influence history. Note that an important part of the first major chapter will involve the PC and their effect on Vampire lore. (Read below for information on the status of Kindred lore.) Try to keep this in mind when fine-tuning your character. If your character has a tie to things that relate to Vampire lore it will make it easier for us to integrate your PC into the stories. Note that this will change! Jeff and I have some really neat long-term plans that we want to do. These plans will change the entire focus of the campaign. Some players may shine now and others may shine later. Either way everyone will get a chance to do their "thing". :)
- 1.2. What does this mean to me? = Vampires often have their own motivations. Make sure that your vampire persona has personal goals that will not interfere with him interacting with other Kindred to tell a story. If a character is too much of an "outsider" they will not fit this campaign as well.
- 1.3. Where? = The first session will occur entirely in and around a two European cities (Paris and Avignon in France). There are some pretty fun historical events that Jeff and I want to use in the place we have chosen. Note that the exact location of the first chapter will be revealed to everyone in their subplots before the first session has started. Thus everyone will have the opportunity to buy the language and skills that might be useful.
- 1.4. When? = The game takes place near the time of the latest PC. This is several hundred years after some of the PC are turned into Kindred. The year will be roughly 1570.
- 1.5. How will my PC get there/then? = Note that I really want to ask everyone to help us out here. It will be very hard to get all of the players at the correct location and having to span hundred of years before the first session will also not be easy. Most people in this situation will have the time pass in their Prelude sessions. This way they will not be completely devoid of activity.

Note that PC who begin the first game session at an older age will not be given any free experience. I know what you cheesy guys are thinking. :)

2. Vampire Information = This section contains information on the state of Kindred affairs when the game begins.
 - 2.1. Kindred History = Vampire history will roughly follow the events depicted on page 238-242 of the Revised Edition guide. Up to the section on “The Burning Times” use that information with the caveat that I will mention in a minute. If there is a specific part of the world where you would like more information let Jeff and I know and we will try to fill in the details.
 - 2.2. Camarilla or Sabbat? = Here is the key difference in the Kindred timeline presented in the Revised Edition and JVV. In JVV the Witch Fires and Inquisition have occurred and many vampire died but there was no Anarch revolt and no Convention of Thorns. To make a long story short, this means that there is no Camarilla and no Sabbat yet. The concepts that may spawn the Camarilla and Sabbat are around and discussed by the educated kindred but nothing official has been laid out or enforced.
3. Filling In The Dots = This section contains some of the “nitty gritty” PC information. Most of the changes I’ve read in the RE are wonderful so we will use those verbatim unless specified below. I’ll try to follow the basic creation guidelines and mention changes in the order that they appear in the guide. Note that a lot of folks only have the RE so that is all that will be allowed in most cases.
 - 3.1. VtMChar = Jeff and I would really appreciate it if everyone used VtMChar. This way we can pass around PC over email and such. VtMChar modified for Jeff’s Vampire Game can be found on the file site.
 - 3.2. Natures and Demeanors = Use the ones in the RE. The folks at White Wolf grabbed the best ones from several of the older books for use in the RE.
 - 3.3. Abilities = Use the ones in the RE. If you want something that is not in the guide clear it with Jeff and I.
 - 3.3.1. Changes = The only changes to the rules have to do with skills that do not exist yet. Stuff like Drive or Computers does not exist. Note that in place of Drive will be the Ability Ride. Archery can also be taken if appropriate. Note that the VtMChar template has spaces for Abilities that are present on the standard set.
 - 3.3.2. Linguistics = There are two changes to the Linguistics ability.
 - 3.3.2.1. Free French = Every character will be allowed to take French at no dot cost. (This is the setting of the first story arc.) Note that adding French does NOT count as the first dot of Linguistics.
 - 3.3.2.2. Double Effectiveness Of Each Dot = As the game evolves it will likely move to several different countries over a span of years. To make the purchases of languages a bit easier the effectiveness of each dot should be doubled. In other words, 1 dots gives 2 additional languages, 2 dots gives 4 additional languages, etc. Note that by spending 1 dots the PC gets their native language, French, plus TWO additional languages.
 - 3.4. Specialties = Specialties are detailed on page 117 of the guide. I think they are neat and the benefit they give is very cool. Check them out and consider them when building your PC. Note that I want to see very specific Specialties when possible. Note that I think some of the examples in the book are too broad. ;)
 - 3.5. What Clans are allowed? = PC may be from ANY of the Clans presented in the RE. Note that clans from other White Wolf books will NOT be supported. If you want to be a “sub-clan” of a certain Clan then that should be discussed with the GM who is running your subplot to make sure it makes sense.
 - 3.6. Backgrounds = Many of these will need to be cleared by the GM. In some cases the GM may REQUIRE a PC to take some of these. The GM will inform the player of this situation.
 - 3.6.1. Generation = The lowest Generation that a PC may start with is 10. A character’s starting Generation must be cleared by the GM.
 - 3.6.2. Resources = These numbers will be adjusted for the setting. Talk with a GM for details.
 - 3.6.3. Retainers = These may only be taken with GM permission. In some cases the GM may request that he make up the Retainer without revealing his sheet to the player. In certain cases the GM may require the player to take this Background.

- 3.7. Disciplines = Note that the Disciplines will be used directly from the book unless noted in this section. White Wolf has done a better job balancing them this time so hopefully not very many changes will be needed. Note that a few of the players will be allowed to take Disciplines from other clans. These are very special situations and the GM will let the player know if this is an option.
 - 3.7.1. Protean Feral Claws and Earth Meld Switched = Feral Claws are now gained at the 3 dots level and Earth Meld is gained at the 2 dot level.
 - 3.7.2. Obfuscate Affecting Animals and Children = The RE unclearly states that animals feel uneasy around Obfuscated beings and that some children can see right through it at the option of the Storyteller. Here is the ruling I am going to make on this. Children can't see through Obfuscation. Animals should not be considered a sure fire way to detect Obfuscation but on RARE occasions they may sense something strange. If an Obfuscated being comes very close to an animal with at least 1 success on a Perception + Empathy roll at difficulty 9 the animal MAY feel uneasy but can't determine the cause of the unease and is not confident of the feeling. The animal will not outwardly show fear so there is likely no way for an observer to know that something is wrong. With 3 successes on a Perception + Empathy roll at difficulty 9 animals will feel uneasy, may attract the attention of someone who is watching them, and will know that the feeling is "unnatural".
- 3.8. Rituals = Necromantic and Thaumaturgic rituals costs 1 point per level. This is done so both balance play and limit excessive rituals.
- 3.9. Flaws = A player may take up to a maximum of 7 points in flaws (i.e. as per the guide). You do NOT have to take 7 points in flaws. I expect players to only take these if they make sense. There will be lots of experience so don't feel like you have to take these. :) Only the Flaws in the guide will be used.
- 3.10. Merits = We will use only the Merits from the guide but all of these will be allowed. Please make sure any Merits that are taken make sense for the PC. Note that only 7 Freebie Points may be spent on Merits. (Note that the guide says the maximum for Merits is 15 Freebie Points + 7 Flaw points = 22 points potentially in Merits.)
- 3.11. Humanity = All PC are expected to use Humanity unless this is specifically worked out with the GM. Paths will not be accepted for most players even those that are playing Sabbat clan archetypes.
4. Game Play Changes = This section includes changes that will be used during game play. These are pretty easy. :)
 - 4.1. Recovering Willpower Points = Willpower points can only be recovered by following the Nature of the PC or by accomplishing some goal. Whenever the PC follows his Nature the GM will tally the experience on a GM record sheet. After the session the GM will use the tallies to determine how many Willpower points the PC will be allowed to recover. Achieved goals can also allow a PC to recover their Willpower.
 - 4.2. Gaining Experience Points = In order to fine tune the experience point (EP) system we are going to try something I read on the web. Here is how it will work. For every 100 JVP EP earned the player gets 1 Vampire EP as defined by the RE. This allows the GM to give incremental EP to players who deserve special attention. Note that the GM will also keep tallies for EP. This way nothing is forgotten at the end of a story. :)
 - 4.3. Vampire Revised Edition Combat Cheat Sheet = See that document for details on the combat changes that will be used.
 - 4.4. Complimentary Skill Rolls = Similar to how it works with Hero any complimentary skill or any help from another character with that skill adds 1 dice to the action pool. So if two players with Computers are working to bypass a given security system the person with the highest total dice pool makes the roll adding 1 die for the assisting player. The same rule applies if one character has multiple related skills.
 - 4.5. Alcohol – I don't like the way drugs affect vampires as detailed on page 231 of the RE guide. It does not take into account a vampire Stamina. Here is how we are going to play this. For every two drinks of alcohol in the character's blood the vampire loses a dice of Dexterity and Wits related pools and gains a dice in Stamina related checks (except for further drug related checks) to a maximum of 4d10. For every two drinks in the vessel's blood the vampire must make a Stamina roll at difficulty 6 for each sip of blood (i.e. per every 3 blood points). The number of

successes deadens the effect of the alcohol on the target vampire. Every time alcohol laced blood is drunk before the previous effects wear off the difficulty is +1. Here is how it works, Entoya (Stamina 3) drinks 3 blood from a vessel who has had 8 drinks. Entoya rolls a Stamina roll against a difficulty 6 and gains 3 successes (i.e. good roll). Thus Entoya has +3 blood and 1 dice of alcohol intoxication. Needing more blood Entoya drinks from the same person again. This time the difficulty is a target of 7 and Entoya gets 0 successes. Now Entoya is very drunk and suffers 4 dice (i.e. the maximum) effect from the alcohol. If Entoya continues to drink from this vessels the GM should have Entoya pass out.

- 4.6. If you have a question ask...don't assume! = It is very likely that someone will notice something that I have missed or overlooked. Please bring that up. Jeff and I have lots of PC to juggle so we need your help.