Player's guide to:
Vampire the Masquerade: the You-Tube Experiment (VTMYTE)

This player's guide document is a compiled list of the required/recommended rules and items needed by any person wishing to take part in the experiment.

We also wish players to take note that due to the nature of the experiment, rules and guideline revisions may happen during the course of play.

Rule-set:
We have decided to run with **Vampire the Masquerade 20th core Rulebook (v20)** as the recommended rule-set for the experiment (with the exception of character creation: see below).

The v20 core rules are flexible enough that they can be used as light or robust as players feel appropriate/comfortable for their roleplaying needs.

We have also decided to allow the use of the **Revised edition clanbooks** alongside the core v20 rules, but players must please take note:
In any conflict between rules provided in the core rulebook and the clanbooks, the rulebook takes precedence.

Dice Roller:
We recommend the usage of the Roll20 app in conjunction with the rule-set. It has the ability to roll dice in pools, counting number of successes and even has the ability to have 1's remove successes as in the v20 core Rules. Therefore it should be quite easily implemented.

The app can be found at **Roll20.net**

For those player's unfamiliar with the app or unsure of it's usage, we will release a step-by-step document to help you get it installed and begin using it. Or you may also approach your respective primogen/admin for quick instruction in it's use.

Character Creation Rules:
We are providing an edited version of the character creation rules up on the wiki.

The templates provided to players are to keep character creation as simple as possible whilst still retaining the ability to make fully rounded characters that are still quite customisable.

They are compatible with the v20 core Rulebook and ultimately, should get you ready and into roleplay quickly.

(The freebie points chart from v20 will still be used, see below)

Player Conduct:
All players are to make themselves aware of the companion document regarding player conduct.

Video/Recording Guidelines:

Player's involved in a scene should first agree upon the style of scene they are taking part in and how much the core Rules system will be implemented (pure roleplay, include dice rolls, etc) before recording.

If this isn't possible due to the hangout being posted publicly and allowing players to drop in. Then the hangout link should be labelled clearly with the above mentioned criteria to avoid any confusion.

A list of tags and labels will be provided on the wiki that shows all the tags and labels in current usage. These will include any ongoing plots, clans, personal and various others.
The use of these tags and labels is recommended to facilitate easier organisation on the blog and to help make it easier when searching for particular videos and plots.

A quick note on pacing. we wish to keep tabs on the flow of storylines happening within the city.
Therefore we are going to set up a page on the wiki that will deal with when and how videos should be released. we want to be able to let people respond to videos and get involved in plots across the experiment, unfortunately that cannot happen without at least a little control in place.

we ask that players please check the wiki regularly for updates to the tagging and pacing pages.

Useful Page Numbers in the V20 Core Rulebook:

Here is a small selection of pages in the V20 book that players may find useful, especially those new to the game and setting.

setting information:
- What is a vampire (capabilities and misconceptions on vampires). pg7
- A world of Darkness (background, theme and mood of the vampire game setting). pg13
- Lexicon (a useful vampire centric vocabulary). pg32
- Sects and Clans (information on the familial and political allegiances of vampires). pg37

character creation:
(Note, you will still be using the templates provided on the wiki. But the step-by-step process in the core book may be of use for new players to make sense of their sheets and in turn their characters).

- Character creation step-by-step (information on the Attributes, Abilities and advantages on your character sheet and what they mean). pg77
- Freebie points chart (costs of raising the various traits on your character sheet using freebie points). pg82
- Disciplines (an entire chapter dedicated to the supernatural powers wielded by vampires, with in depth information on their use in game). pg127
- Merits and Flaws (optional traits that can be bought to round out your character). pg479

Rules for game-play:
    • Rules (the core rules of the v20 system, just 10 pages. Giving you the backbone of the entire system. How to work out dice pools, determine success, determine failure, difficulty of actions and example rolls). pg245
    • Systems and Drama (in this chapter you'll find more of the advanced rules for the game including, dramatic systems, combat, willpower, spending blood, states of being and toward the end a really useful example of play). pg257
    • Morality (the many moral codes of vampire society, humanity is the default morality at character creation).

Experience:
    • Experience points chart (when you earn experience points during the course of play, you can use the costs on this chart to upgrade the many traits on your character sheet. Your experience expenditures must be justified and approved through your primogen/admin). pg124

The Most Important Rule:

Have fun... that's an order!

                        Love and kisses,
                        The admin team