Thousand Year Old Vampire

The iGM4U Helper Screen

Introduction

Thousand Year Old Vampire is an excellent RPG / Journalling Experience created by Tim Hutchings.

You can find all the details at https://thousandyearoldvampire.com/

As you roll dice and progress through the Prompts you accrue Memories, Skills, Resources and Marks and meet (and probably forget) Characters as you play through your long Vampire life.

The iGM4U Helper Screen at <u>https://aigm.igm4u.com/TYOV_Helper.html</u> is designed to help you keep track of all the elements of your Vampire's story.

Please don't type any # symbols or | (pipe) symbols in any of the sections. These are being used internally in the DATA for purposes of storing the unlimited number of Memories, Skills etc.

When you first visit the web page it will ask if you want to "Fetch Game from Storage?" ie. load an existing game.

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Year of Birth:		

If you click "OK" it will ask you for a Story ID because you can save multiple different stories if you want to. It provides a default Story ID, but you are free to name it after the Vampire if you prefer.

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Story ID	
TYOV.0001	
	OK Cancel

If you say no or if it can't find the Story ID you give it, it will present the page with a few elements defaulted.

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If you scroll down there are other sections too, but don't be put off by how much there is. It's all there to help and you only have to focus on one part at a time.

- 1. Enter your Vampire's Name (1) at the top of the screen.
- 2. Follow all the instructions in "Thousand Year Old Vampire" to create your protagonist...
 - a. Start by filling in one MEMORY including Name, Origin, Year of Birth (2). This goes into "Memory One" I usually put some sort of Memory Name such as "Early Years" (3) and then write the First EXPERIENCE (4) in the box next to it. I usually number the Experiences so you can track that each Memory can only hold 3 Experiences.

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Early Years		1. Athelstan joined E sensitive lad.	vesham Abbey as a nov	ice. He was a bookish,	quiet and		
1				The second second			Å

b. When the rules ask you to create three MORTALS, scroll down to the Characters section and add them there.

Add Character) Random Character) Random Lost Charac	er Page Move SAVE	1	(Hide Lost Characters) (Hide Characters
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Character One	Character One Story		

c. When adding Characters, I usually write IMMORTAL at the front of their name (1) if they are known to be IMMORTAL and just their name if they are ephemeral humans. I typically write a very brief summary of who they are in the Character Story box (2),. Click the button "Add Character" (3) to add another character.

Add Character) Random Character) Random Lost Cha	racter) Page Move SAVE		Hide Lost Characters Hide Character
3 Character	2	Story	Lost.
Brandon Hauberk	Athelstan's father. A smith	who makes armour.	
Bella	A young girl from Athelstan	's village, his first crush	
Abbot Aethelwig	The Abbot of Evesham Abbey		

- d. The other sections are all very similar.
- 3. When you lose a Memory, click the Lost checkbox and it will become greyed-out.
- 4. When you are asked for a Random Memory, click the "Random Memory" button and it will select one of the un-lost Memories.
- 5. There are buttons to HIDE the Lost items too.
- 6. As you type into the Story fields, they can be manually stretched to fit by dragging the little Handle at the bottom right corner.



If your browser/Device combination doesn't support this, you can use the button near the top to "Expand All Textareas" and this will auto-fit the boxes to the text they contain. Here's an example from further on in Athelstan's story with the textareas already expanded...

Contraction of the second seco	am on "A secret mission for God that Transcends Time". My skills at Lying have grown considerably.	
and the second		
Eternally Scratched Back	1. The scratches Lady Maria made on my back during my Cursing never healed and remain to this day. The wounds continue to weep blood a little every night.	- 1
	1. FIRST SENTENCE ERASED It is a source of great contention between me and Elizabeth Hauberk, that I accept William Marshall's Tributes. I know he is only using the Hounds to further his own ambitions, but he sends me rare books and gold.	
Hounds - Europe and England	2. Abbot Adam has uncovered proof that I am more than 100 years old. I am forced to flee to the new Poitiers Cathedral in Europe and the protection of Sir William Marshall and his current employer Eleanor of Aquitaine - Queen of France and England. It is 1168. I am now known as Father Athel of Poitiers.	
	1. 1168 - I meet Maria de Bracy (she who CURSED me) in Poitiers. she has changed her names many times and fled across Europe as I did to disappear and live a new life. She is in the entourage of Eleanor of Aquitaine now. We become almost friends now although she is contemptuous of my continuing Chastity and squeamishness over the taking of life. She shares the location of an emergency treasure hoard with me. In the tomb of some dead Baron in the grounds of a small church in the outskirts of Poitiers.	
Meetings with Vampires	2. 1170 Walter de Bracy accosted me and dragged me into a carriage as I walked the streets of Poitiers by night. He demanded to know the location of his wife Maria which I managed to claim I did not know, but then demanded treasure or he would lock me in a dungeon and leave me to rot for centuries. I was forced to tell him the location of the treasure - I am too much a physical coward to stand up to him. He took my collection of rare books too.	
Section Se	1169 - My mind is failing - I can now only hold 4 Memories instead of 5. I can	

- a. The orange sections above show Memories he has put into a Diary. The Number of the Diary is written in the box on the far right.
- 7. When you want to SAVE, you can click any of the yellow SAVE buttons. I put them everywhere so you wouldn't forget to SAVE!

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ę	STORE CURRENT GAME	
T	OK Cancel	
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a. The vertice of the story ID (it remembers the story ID it loaded, so you will rarely need to change it.

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•	
ОК	Cancel
	OK

- d. Click OK and your entire Story, with all its Text, will be stored away until next time.
- 8. A note about where and how the Data is stored...
 - a. It is stored in the localStorage of your Browser. It isn't stored on my website and isn't stored anywhere else. If you use a different Browser or a different Device, the Story will not be there.
 - b. If you want to see what your Story Data looks like, AFTER SAVING, you can click the "Show Data" button. It will reload the data and show it in a box at the top.

The Take of ATHEL of POITTERS	iGM4U.com
You can copy/paste the data below and keep a backup copy in a text file.	
("CName":"ATHEL of POITIERS","CVear_of_Birth":"1046","COrigin":"ORIGINAL NAME FORGOTTEN but I ha called Athelstan, a young monk in the Abbey of Evesham in service to Abbot Aethelwig at the time being sent to battle, Athelstan (quiet, sensitive and bookish) embraced the monastic life.","myN	of the Norman Conquest. To avoid 📮
Store DATA Hide DATA Copy DATA to CLIPBOARD	
SAVE RELOAD or LOAD ANOTHER STORY Show DATA PRETTY PRINT ABOU	

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- d. You can copy this DATA into your clipboard and then paste it into a Text File on your PC to make a backup copy. If you transfer the file to another Device, you can even continue your story on another Device or in a different browser by getting this DATA Box to show and then pasting your saved Data directly into it and clicking "Store DATA".
- 9. "PRETTY PRINT" when you have finished your Story, or if you want to share it with others, you can use the PRETTY PRINT button.
 - a. This will ensure that all the Textareas are temporarily made larger large enough to show their contents when printed and then it should open the Printer Dialog.
 - b. The printer options are somewhat dependent on the Device and the Browser, but certainly on my system...
 - i. I get the option to choose a PDF file instead of actually printing.
 - ii. I can also choose whether to include the colourful backgrounds or not
 - iii. I can also choose whether to include Headers and Footers (these just show the web page address so I'd probably turn those off.

c. When it finishes Printing, it should return the Textareas to the right size to show their contents on screen.



The rest of the Settings are hidden under the "More Settings" option on the right-hand side...

Print	9 pages
Layout	Landscape 👻
More settings	\bigcirc
Paper size	A4 👻
Pages per sheet	1 *
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	Save Cancel

Background Graphics tells it to include the colourful section backgrounds, otherwise it is all black or grey text on white backgrounds.

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			Paper size	A4 👻
Argument with his Father	1. Brandom didn't agree with Athelstan's decision to join the Abbey. They had a blazing rew about Athelstan letting his cowardice send his scurying for the safety of a priset's poles.	•	Pages per sheet	1 •
A girl - Bolla	 A young girl from the village of Norton who spurned his sky advances in favour of some tronger Noy. Athelstan continued to dream of her for anny years. Dark-haired slandar means with bream syst here always attracted me. 	-	Margins	Minimum 🔹
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VAMPIRE!	 the might fails ; an analyr restored; Sr wäiter has here skiller/g CHRDD by his uiter mails. Honger for huma blood but as also be use mysif for all the prints in the clisits to overlap of the start of	• •	Options	Headers and footersBackground graphics
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