Vampire Lord Mechanics

I don’t want to straight up rip off Vampire the Masquerade’s game mechanics. I think maybe I’ll go with something more percentile based? I always liked that. And that’ll make the math straightforward too. I could also just do a straight comparison between stats with a random roll too? I can always try it out and see if it works.

Let’s say you want to perform a task. Seduce your next meal, shoot the hunter that’s hiding behind cover, detect the assassin in your room, etc. The game will set a difficulty based on a relevant stat then add or subtract situational bonuses/minuses to set the target number. Then the game will roll a die (d20? Probably not percentile?) and add it to your relevant stat. If the number is equal to or higher, you succeed. If it’s lower, you fail. This feels like a very D&D, Cyberpunk 2020, or Dark Conspiracy way to do skill checks.

Note: Very little of that should be presented in menus. Maybe this will be more of an RPG experience? Actually, the more I think about this, the more this is starting to feel like an RPG sandbox game, but I want a large part of this to be procedural with randomly spawning quests and events.

Stats and skills work on a 1-10 scale. Stat + skill + d10 roll vs difficulty + modifiers.

**STATS**

We’ll need the basic stuff to cover physical and mental stats plus the amount of blood power you can access and your general power level. 5 is average.

Strength: How strong you are in a physical sense

Stamina: How far you can push yourself physically + determines hit points

Speed: How fast you can move

Presence: How much attention you demand. Not just physical attractiveness. Do people ignore you or want to be around you?

Intelligence: How smart you are and how quickly you pick up or improve mental skills. Also affects how quickly you gain xp?

Blood: The potency of your blood and how well you’re able to channel it into your powers.

**SKILLS**

Skills allow you to perform various actions in the game. Everything from fighting to hunting to performing research is done with skills. 0 is untrained, 10 is MASTER. Look at Cyberpunk to see what different levels actually correspond to.

**POWERS**

**EVENTS**

**ACTIONS**

**CHARACTER GENERATION**

**ARCHETYPES**