Vampire Lord Mechanics

The important thing to remember is this should play similar to Civilization. You’ve got your hero unit out doing things, but you can also command your minions to do things too. I don’t yet know if this game should allow you to control minions directly or if you should just order them to do things and they’ll do them to the best of their ability. If the game is like Civ, then you’d control each minion directly. If this is the case, there should be a limit on directly controllable minions and maybe others you control indirectly.

Oh! Maybe tie this into your blood powers? You can control a human for a certain amount of blood, but they’ll act on their own. Familiars are made from humans and have higher stats, but they continue to act on their own. You can make a vampire that you directly control? Or you can spend some points to directly control a human or familiar for a night? I think there can be certain layers to this. Some minions aren’t directly controlled, but others are.

Hmmm, I’ll need to think how this works in the context of actions per night. Would directly controlled actions become a series of minigames or missions? You assign your directly controlled resources to perform particular missions, then you control them as they fight intruders or hunters, sneak into places to steal objects, etc?

Maybe direct control only happens with minions you’ve directly dominated? Which requires more blood spent on a nightly basis. When your blood stat is low, you can’t directly control as many.

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.

Yeah, let’s do it like Cyberpunk. If something is directly against another person, it’s your stat + your skill + d10 vs their stat + their skill + d10. If it’s an environment thing like kicking open a door, it’s your stat + your skill + d10 vs a difficulty level.

**LAIR**

You lair is your home. Build it up into a fortress?

**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. Each stat should also be useful, either by controlling certain skills or granting you certain abilities.

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, create new minions, and directly control them.

Reputation(?): Should there be something comparable to a level that determines how powerful your opponents are? Or is this implied as you build your minions, network, and kingdom? This could also be broken down into how well people trust or distrust you and can add or subtract modifiers for certain situations?

**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. Need to figure out how skills are improved.

Some of these skills may only be available to NPCs and not applicable to the Vampire Lord. There should also be a good spread of skills between each stat.

The most important thing is that each skill be useful for a handful of Events. What’s the point of having a skill if there’s no opportunity to use it?

Shoot: Maybe someday split this into Handgun and Rifle

Dodge

Brawl

Martial arts?: This is probably getting a little too detailed, but could be fun to add at a later time

Melee?

Perception

Tracking?

Athletics

Endurance: This can effectively add to your stamina?

Stealth

Drive?

Computer: Maybe you’ll be able to find dirt or something cool on a rival’s computer system?

Deception

Seduction (persuasion?)

Intimidate

Pick lock?

Leadership?

Streetwise

Finance?

Occult: Let you research spells

Politics?

**POWERS**

Some powers do just one thing. Others, especially sorcery, necromancy, and blood magic, will probably have sub-powers that are unlocked as you perform occult research or buy with xp.

Beast Control

Heightened Senses

Telepathy

Supernatural Speed

Illusion?

Focus Madness

Dominate

Supernatural Strength

Necromancy

Supernatural Hide

Shadow Control

Supernatural Stamina

Mist Form

Earth Meld

Beast Claws

Supernatural Stealth

Sorcery: A bunch of spells that are more flexible than usual powers? This will definitely need some though and will be one of the last things implemented.

**EVENTS**

These are mini-quests that will pop up based on certain milestones or even just randomly. Some of these could be the outcome of your decisions to other events. These usually result in the appearance of one or more adversaries. There should be multiple ways to finish the event. Killing the hunters will end that story, but doing that to the law enforcement event will just bring more attention to you. In this case, you might have to dominate or otherwise remove the chief of police or something.

This will probably be the most complex part of the game to work out, technically. This leads into real RPG territory.

Some events will happen during the day when you can’t respond. You’ll need a certain amount of mortal minions to handle these.

Zombie outbreak: Result of your decision for a pharmaceutical storyline

Hunted by hunters: Happens when your reputation reaches a certain level

Rival vampire wants your territory: Happens when your reputation reaches a certain level

Discovered by law enforcement: Happens when a certain number of mortals disappear or are murdered by other vampires.

Great Old One ritual

**ACTIONS**

Feed: Replenish your Blood stat

Create minion

Create vampire

Perform mission: This opens up whatever quests are available

Respond to daytime event

**CHARACTER GENERATION**

**ARCHETYPES**

Archetypes determine your basic starting stats and skills that you can then rearrange as wanted. They also give you your beginning powers. They may also give you a bonus to using a particular power? I’m not sure if I like that idea or not. I want each character to have access to any skill or power.

Street Tough

Beast

Insane

Shadow (Nosferatu)

Romantic

Sorcerer

Royalty (Ventrue)

Demonic

Blood Mage

Assassin

Grifter

Necromancer

**ADVERSARIES**

Rival vampires

Werewolves

Vampire Hunters

Law Enforcement

Occult Societies

**WINNING CONDITIONS**