Vampire Kingdom Simulator

Play as a Vampire Lord in a procedurally generated city, building your influence while fending off rivals, keeping your society secret, and destroying your enemies.

Loosely inspired by Vampire the Masquerade, I don’t want to get sued.  Haha.  I don’t think I’ll have clans, vampires are just vampires, you know.  But let’s have each archetype based off historical or famous fictional vampires.  Do a bunch of research to find the types of vampires, but I can use VtM as a starting point.  Powers can be similar.

Archetype determines your base strengths and weaknesses, but you’ll have points to add.

Powers can be chosen by any archetype.

Build it like a Civ game?  The city will have different sections: downtown, rich areas, poor areas, suburbs, etc.  Pick your lair, your seat of power, etc.

Gameplay:  I don’t want to make this a true rpg, I’d rather keep it in the realm of simulator.  Build your strongholds throughout the city.  You can make other vampires and control them to do certain tasks each night.  Prepare them for war, research magic, things like that.  The more vampires you control and the higher your knowledge, the higher your rank.  The higher your rank, the more access to higher powers you have.

Threats:  Other vampires, Zombies.  Werewolves.  Great Old Ones.  Vampire Hunters and Occult Societies.  Disgruntled familiars

Look and feel: A large, expansive, procedurally generated city.  Buildings.  Each building that’s generated will have a specific purpose.  Apartments, shops, museums, factories, nightclubs, etc.  They can also have a relative wealth factor which determines the general occupants in that area.  Poor people aren’t missed as much as more wealthy, but vampire hunters can more easily come out of these areas if too many go missing too quickly.  If a single high profile human goes missing or murdered, you could get a massive police response or even an X-Files type federal investigation.

Each turn of the game could be 1 hour of the night.  Your avatar is more powerful than other vampires, but you can send your minions out to perform certain actions each night, or control them on the streets directly for direct actions.  Misleading the cops/hunters, fighting werewolves, etc.

Nightly actions could be researching rituals, raising more undead, creating a new vampire, etc.

Vampire stats:  These are the basics

Strength

Speed

Stamina (HP?)

Intelligence

Charisma

Power

Blood pool

Vampire skills:

Skills for various actions you want to take in the game

Stealth

Subterfuge

Fighting

Romance

Magick

Etc.

Figure out all the stuff the game will allow you to do and figure out a skill to do it.

Feeding:

Feeding can be done by overpowering someone on the streets, maybe.  Or by romancing at a nightclub.  You don’t have to feed every night, but it is the only way to replenish your blood pool.  Blood pool can be used to give  you bonuses to your skills and powers.  You can also feed off other vampires and gain some of their strengths?

Powers:

Domination

Magick - this could be a good catch all for certain things

Stat enhancements

Your minions must also feed.  Each night, a certain number of the population will be murdered or go missing.  When a certain threshold is reached compared to the population, events will happen like vampire hunters will spawn or the police will notice.  But if you have too few minions, rival vampires could can take over.

Daytime and Nighttime Events:

Each day and night has the chance to spawn a story/event.  This could be a quest to amass a certain amount of power, or to claim an artifact from a wizard, or maybe even a zombie plague spawns.  Throw Great Old Ones in there too.  Cosmic horrors could be fun and let you go hog wild in the game without needed to stay secret as the human population goes insane and you fight for survival.

Definitely include an event where he holds him down and I suck him dry

TODO:

1. Figure out the basic rules/stats on paper and how different challenges will resolve.
2. Code a basic version of this game to see how if it’s fun.  Prototype early and often
3. Add different things as I come up with them
4. Write the “you hold him down and I”ll suck him dry” mechanic

Rules system

Reputation/Influence – Allows you to create allies among certain groups

Stats

Strength

Speed

Stamina

Charisma

Intelligence

Archetypes

Punk/Street tough

Beast

Insane

Nosferatu

Romantic

Sorceror

Blue Blood

Demonic

Blood Magic

Assassin? – probably can’t work as a character class, but you can create these?

Grifter

Resources – give you a head start in a certain area.

Mentor

Wealth

Status

Skills

Brawl

Dodge

Perception

Intimidation

Leadership

Streetwise

Subterfuge

Firearms

Melee

Stealth

Occult

Powers

Animal control (animalism)

Uncanny sense (auspex)

Speed (celerity)

Insanity (Dementation)

Dominate

Fortitude

Necromancy

Obfuscate

Shadow magic

Potence

Presence

Shape change

Blood magic

Flame magic

Mind magic

Conjuring magic

Adversaries

Hunters

Government

Rival vampires

Zombie horde

Great Old Ones

Werewolves

Sorcerers

Rats

Districts

Structures

Neutral ground

Events

Actions

**GAMEPLAY LOOP**

The game runs in “Nights.” Each night is broken down into 12 hours. You can do a particular number of actions during each hour. Some will take maybe half an hour, some might take multiple hours. You can also order your servants to do a certain set of actions to free you up to do other things, but giving orders also takes a certain amount of time during the night. Some actions might require you to travel to other parts of the city which will add to the time. Servants will do things to the best of their abilities, but their stats will not be as high as yours and may not have as high a chance for success. Vampire servants also may have to feed and may also have a higher chance of detection. If detected, the game will spawn an adversary.

When there are fights, we’ll move into a turn based tactics game? But maybe we can just auto-resolve that stuff? This is a vampire lord simulator, not servant attack simulator. Or we can just resolve it Civilization style and make it very abstract?

The city will be broken down into several sections. The sections themselves will be one map, sort of an overview that you can then click into for a more detailed view. So each section will be sort of like its own level.

The main key is to abstract away a lot of the details so you’re not micromanaging everything. Although more micromanagement might be fun, so maybe I’ll work in dials to adjust that sort of thing.