Drizzle: The Unveiling

A Vampiric Detective Role Playing Game

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August 7, 2024

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Chapter 1

Introduction and Overview

1.1 What is this game?

"Drizzle: The Unveiling" (DTU) is a CRPG where you control a young vampire detective with paranormal abilities attempting to solve a crime in their university campus: Their own death and transformation into an undead creature. In order to do that, players will explore the college campus, consisting of several environments, where they will find clues and suspects. Players interact with the world by collecting objects, inspecting physical and environmental clues and talking to NPCs. This can be aided by their newfound vampiric powers. Once enough clues are collected, players can form conclusions and theories about their investigation in their Mind Palace. The game will not stop the player from forming wrong conclusions, nor will let the player know in advance which of their actions have long term consequences. This is intended to keep the player engaged and increase replayability.

1.2 Why create this game?

1. I like vampires.
2. I like RPGs.
3. And thus, I like Vampire: The Masquerade: Bloodlines (and VTM in general).
4. I also like detective stories and detective games.

Currently, the Urban Dark Fantasy Vampire RPG market is not delivering the kind of RPG stories and experience I want to play, so I decided to take it upon myself to create the game I would like to play with these elements. The hope is that other people that like the same stuff as I will also find this game interesting.

1.3 Where does this game take place?

This game takes place in the fictional "Drizzle City", more specifically in "Drizzle City's Municipal University" (DCMU). Drizzle city is a sprawling metropolis showered by an almost constant drizzle that houses millions of a diverse set of people. It also suffers greatly from wealth disparity issues and other common large city problems. Drizzle city is heavily inspired in the city of São Paulo, but it contains elements (and the dirty grittiness) of all major cities around the world.

1.4   What do I control?

You control a young college student that after a night of heavy partying gets turned into a newborn vampire (in this world often referred to as a *puer sanguinis*[1] by some). You will soon discover that a sinister conspiracy linked to a series of ritualistic gruesome murders around campus are all linked to the night of your murder and subsequent transformation.

Your character posses inherent human skills but can also employ his newfound arsenal of bloody powers if the need arises. Furthermore, being a creature animated by the power of the blood it consumes, your character must constantly drink blood, otherwise they risk do be destroyed.

1.5   What is the main focus?

In this game, the player is supposed to:

1. Learn who killed them and transformed them into a monster and why.
2. Learn how their death is linked to the string of gruesome deaths around campus.
3. Understand and learn how to navigate the complex secret vampiric society on the university campus.
4. Learn how to use and the limits of their newfound vampiric powers.
5. Keep your hunger and monstrous nature under control.

1.6   What is different about this game?

This game's main aim is to provide the dark urban fantasy of vampiric and investigative gameplay to audiences that value aspects of CRPGs such as player choice, world responsiveness to player actions and engaging storytelling. Even tough games with similar themes and settings can be found in the modern market, I believe that they are all lacking in the RPG aspect, especially in allowing player freedom of choice and providing robust responsiveness to different character builds that are reflected in the game world. This game is an attempt to fix that.

1.7   Are there any games that inspired this game?

Yes. Here's a list:

- "Vampire: The Masquerade: Bloodlines": Dark urban and paranormal gameplay, with social commentary. Large degree of player choice and reactivity.
- "Disco Elysium": Detective CRPG with stellar writing and dialogue/skills mechanics.
- "Sherlock Holmes: Crimes & Punishments": Detective adventure game, where players can form conclusions from their clues and choose what to do with their conclusions.
- "Planescape Torment": Isometric style with "painted on" backgrounds. Stellar writing. Large degree of player choice and reactivity.
- "Kathy Rain: A detective is born": P&C Adventure featuring a young quirky detective investigating a paranormal mystery.
- "The Blackwell series": Another P&C Adventure featuring paranormal investigation.

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[1] *Puer Sanguinis* translates to "Child of Blood"

Chapter 2

Design pillars

2.1 Don't limit the player choice (DLPC)

If an action is reasonable, do not prevent the player from doing it, unless it is **absolutely** necessary due to technical constraints.

2.2 Don't be the judge of the player's actions (DJPA)

Players can do *bad* things to others and to themselves, if they wish to. Don't discourage the player from being bad by making the "good" playthrough obviously preferred over the "bad" one by giving better choices or better conclusions. It is important to note that being bad (as well as being good) has an unavoidable set of positive and negative consequences that the player may not avoid. Example: If you kill character A and character B is very fond of A, B may no longer speak to you, or they try to get revenge on A's death.

2.3 The three pathways of solution (3PS)

The game will provide *at least* three possible solutions to every problem:

1. Physical solution: Using your physical prowess to solve the problem
2. Mental solution: Using your intelligence to solve the problem.
3. Social solution: Using your social skills to solve the problem.

2.4 Avoid adventure game puzzle logic (AAGPL)

The investigation should be challenging but logical. Adventure Game logic has no place in this game. Example: The player encounters a locked door. Applying 3PS, the player could:

1. Push the door open, punch a hole through the door.
2. Pick the lock, find the key, hack the digital locking mechanism.
3. Charm the guard into opening the door, get told a way to get around the door, convince the person on the other side to let you in.

Chapter 3

Gameplay

3.1 Objectives

The main objective of DTU will be to reach its narrative conclusion, which means to solve (or not) the mystery. In order to do that, players must obtain clues. Clues are obtained by investigating the physical environment and talking to NPCs. Once the player is ready they can form a conclusion. Conclusions unlock new dialogue options, new clues or new locations. The narrative conclusion will take the various player-NPC interactions into account by providing a summary of the consequences of their action (Tim Cane style end slides)

3.2 Core Loop

During any given time, a DTU player will be doing one of the following

1. Walking to another location in campus.
2. Inspect a location for clues and interacting/inspecting physical elements.
3. Talking to the NPCs at a location.
4. Connecting clues to form new thoughts and conclusions in their Mind Palace.

3.3 Primary mechanics

DTU is an RPG. The underlying system mechanics will be derived from the Resistance Toolbox, by Rowan Rook and Deckard. This makes DTU a Sparked By the Resistance game. The Toolbox will be used to create the core RPG mechanics underlying the investigative possibilities of the game (clue inspection and NPC interaction)

3.3.1 Resistances

Resistances represent things characters have to lose and ways that they can be hurt. These are the resistances that the DTU PC will have:

Resistance	Represents	Damage when
Mind	Overall mental capacity and mental health.	Being demoralized, failing to complete a task, effects of other vampire's powers.
Body	Overall physical well-being	Physically attacked, failed to maintain a proper blood diet.
Social	Overall social standing and dispositions	Upsetting others, being rude, performing actions that tarnish one's reputation.
Blood	The preternatural force that sustains your undead body.	Damaged slowly overtime. Damaged more when using vampiric powers. The amount of damage is power dependent

3.3.2 Taking Stress

- Whenever something bad happens, the PC takes *Stress* to the appropriate resistance.
- The amount of stress to be taken fall into 1 of 3 categories.
- Determine in which severity category the stress taken should fall under according to the stakes of failing the action, then roll a die according to the table below

Category	Die
Low	1d3
Moderate	1d6
Severe	1d8

Add the value of the roll to the stress pool of the relevant resistance.

3.3.3 Fallout

- Fallout is an ongoing serious effect that results from taking stress.
- When taking stress to a Resistance, roll 1d10. If the roll is smaller than the amount of Stress in that Resistance, the PC will suffer Fallout according to the table below:

Stress when 1d10 was rolled	Fallout category
2-4	Minor
5-8	Moderate
9+	Severe

- Fallout is always added *only* to the Resistance that took stress and triggered the Fallout check.
- If Fallout occurs to a resistance that currently already has Fallout causes the existing status to be "upgraded" to the next category.
- When appropriate, a Severe Fallout can be turned into two Moderate ones.
- When appropriate, a Moderate Fallout can be turned into two Minor ones.

3.3.4 Mind Fallout

3.3.4.1 Brain Fog

1. Category: Minor
2. Duration: Some time (TODO).
3. Effect: Causes the PC to be feel brain fog (TODO)

3.3.5 Body Fallout

TODO

3.3.6 Social Fallout

TODO

3.3.7 Blood Fallout

TODO

3.3.8 Skills

Skills inform the base actions that players take during gameplay.

Skill	Description
Charm	Be nice to others to get what you want
Flirt	Turn on, seduce and manipulate others using your sex appeal
Lie	Fabricate mistruths to convince others to do what you want
Hurt	Inflict damage on others, physically, mentally, socially or all three simultaneously
Mend	Repair all forms of damage
Defend	Guard yourself against all incoming forms of damage
Perceive	Notice details that others might miss
Deduce	Form conclusions from pieces of information. Apply logic.
Recall	Remember useful facts and pieces of information about people, places or clues discovered

3.3.9 Domains

In DTU, Domains will be player archetypes according to the table below:

Domain	Description
Low budget Influencer	You are the owner of a variety YouTube channel with a *modest* number of followers. Unfortunately, you think you are a Kardashian.
OnlyFans foot model	You earn some extra money from posting *spicy* feet pics online.
Manifestation coach	You have an Instagram account about the (not so ancient) art of *manifesting* things in your life by asking the universe for them.
Redpilled podcaster	You have a podcast about how to cultivate a true **REDPILL** lifestyle. So what if some snowflakes feel offended?
Psychology streamer	You twitch stream daily teaching people psychology techniques on how to ignore the societal collapse around them and practice *mindfulness* instead.
Video essayist	You create 9h videos on subjects very few people are interested in order to prove a point that you saw on Reddit once and though it was interesting.
New Language Enthusiast	You like messing around with computers and other electronic devices. The sad part is you are the person that keeps saying that others should use that new pre 1.0 programming language that has all the features they absolutely **want**, but their current language does not have.

3.3.10   Knacks

If the PC has a Skill or Domain, and it is gained again, the PC can choose a *Knack*. A Knack is Mastery (see Resolution) in a particular facet of the broad area covered by a Domain.

3.3.10.1   Low Budget Influencer Knacks

1. Blogger Drama: You are good at handling online drama surrounding your name and other influencers. Roll with mastery whenever you attempt to create *Drama* around someone or something.
2. Apology video: You are good at handling apologies for past actions in the most *fell sorry for me* way possible. Roll with mastery whenever you attempt to apologize for something you have done or to justify a bad judgment call

3.3.10.2   OnlyFans foot model Knacks

1. TODO
2. TODO

3.3.10.3 Manifestation coach Knacks

1. Actually manifesting: Manifesting actually works for you. Roll with mastery simply because you *believe* in the power of manifesting what you want.
2. TODO

3.3.10.4 Redpilled podcaster Knacks

1. TODO
2. TODO

3.3.10.5 Psychology streamer Knacks

1. TODO
2. TODO

3.3.10.6 Video essayist Knacks

1. TODO
2. TODO

3.3.10.7 New Language Enthusiast Knacks

1. TODO
2. TODO

3.3.11 Advancement

These are the actions that lead the players to advance. Advancing means gaining an Experience point, which can be used to buy one of the abilities available to the player.

There are different categories for advancement, depending on the significance of a player action. See the table bellow:

Category	Requirements	Rewards
Small	Uncover a small clue. Extract a minor piece of information from an NPC	1 point
Medium	Uncover an important clue. Extract an important piece of information from an NPC	3 points
Large	Uncover a key piece of information. Extract key information from an NPC. Achieve a breakthrough in the case	5 points

Advancement points in the 1-5 range may also be dispensed upon completing side quests.

3.3.12 Resolution

- If an action can fail to interesting narrative consequences, the PC rolls `1d10`.
- Add `1d10` if the player has a relevant skill for the action.
- Add `1d10` if the character has a relevant domain.
- Add `1d10` if the character has mastery. Mastery does not stack, that is, you can only add mastery once per action.

Players pick the highest result of the roll. Outcomes are determined according to the table below:

Value	Result
1	Critical Failure (double stress)
2-5	Failure (take stress)
6-7	Costly success (take stress)
8-9	Success (no stress)
10	Critical success (inflict +1 stress for each 10 rolled if appropriate)

- If the player is trying to inflict stress and rolled a 10, for each 10 rolled additional +1 stress is added to the total stress inflicted.
- If the player action consists of *only* trying to defend themselves from taking stress, stress is still taken if the dice result is smaller or equal to 7, but it is one die type lower than usual.

If an action is difficult, a number of dice are subtracted from the player roll, according to the table below

Difficulty	Dice to subtract
Standard	0
Challenging	1
Very Challenging	2

3.3.13 Removing Stress

Characters can have Refresh Actions that remove stress

Taking Fallout reduces stress according to: - Minor Fallout: 3 Stress - Moderate Fallout: 5 Stress. - Severe Fallout: 7 stress

Using ability to remove stress can be used to remove Fallout according to the table above

3.3.14 Vampiric abilities

3.3.14.1 Blood Revenant

This is the passive ability that gives life to your undead body. All vampires possess this ability and cannot live without it. If the vampire no longer has blood to consume, this ability ceases to function, and they are permanently destroyed. This is game over.

Tier	Stress cost
1	1d4 to Blood every 15 real time minutes.
2	1d4 to Blood every 30 real time minutes.
3	1d4 to Blood every 60 real time minutes.

3.3.14.2 Crimson Allure

Against mortals, this ability causes the vampire to perform any action that uses Charm to automatically succeed without rolling any dice. Against other vampires, see the tables bellow.

Tier	Stress cost (humans)
1	1d6 to Blood
2	1d4 to Blood
3	1 to Blood

Tier	Stress cost (vampires)	Effects
1	1d4 to Blood	Lower the difficulty of a Charm roll against a vampire by 1
2	1d6 to Blood	Lower the difficulty of a Charm roll against a vampire by 2
3	1d8 to Blood	Lower the difficulty of a Charm roll against a vampire by 2 and add 1d10 to the vampire's roll.

Chapter 4

References

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