

VAMPIRE: THE ETERNAL STRUGGLE

FAN MADE VARIANT

Dark Ages

INITIAL DECLARATION OF INTENT

VTES: Dark Ages is intended as a fan-made non-profit project for private entertainment, using digital tools, that recognizes WoD trademark and VTES are copyrighted, and is not intended to be open to the public. The purpose of this document is to outline the vision for the Dark Ages project, and set the framework to govern the process. This is the initial draft and will be updated later. Page 1 defines a vision of how the project is managed and page 2 defines an initial vision for the actual content.

Project Management

There are three guiding principles that the project is set to follow as described in the next paragraph. People joining the project have differing visions about what they're set to create, hence it is useful to have a foundation that the participants agree upon and helps to clearly define it. Those who agree with the initial vision, may join, and those who disagree after reading this initial declaration of intent, choose not to participate. As new people join the project, the average shared vision changes. Therefore, the second problem this document attempts to solve is to define how new people are admitted to the project as a means of managing how the project evolves due to new people joining it.

I. Bureaucratic

Bureaucracy is the primary model of organization used in the project. In this context it is intended to mean that how everything is managed is described in a body of documents. As the project evolves, the documents are updated. Therefore, this project is to be bureaucratic in the sense used here. Chat logs from sessions during which matters are discussed or voted upon are saved so that they can be looked up later.

II. Democratic

The second primary principle of the project's management will be voting. A session will be held to discuss and propose changes to the documents, and by majority vote they will be updated. Therefore, this initial document can also be updated in a session which proposes changes and they can be applied after a successful referendum.

III. Hierarchical

The third primary principle is organizational hierarchy. A body is a group of people that handles certain matters. A person can be responsible for something via a position which defines a responsibility. The initial model proposed is as follows: An Inner Council is the group of participants that deals with project management. Such as updating this document, or any other. That council will hold sessions and votes to update the documents. Each IC is here proposed to have an equal vote. For a new person to join the IC as one of the managers, their admission will be voted upon. The second proposed body will be the directors. IC decides admission of new directors. They deal with the actual content, such as rules and design, instead of project management. A directors' session can be held to resolve any dispute by means of discussion and vote. A person with a designated responsibility, has the final say in their matters, such as a particular clan, historical accuracy, or WoD lore. Disagreements between directors will be resolved in the directors' session. How that will be done, is defined by the body of documents managed by the IC following the principles outlined in this document, those who are not interested in project management, can focus on the World of Darkness and vampire related substance as part of the directors.

Initial vision

The Dark Ages

The Dark Ages variant is to be thematically set in medieval Europe & Eurasia, the exact year and date are still open for discussion.

Paranormal romance and World of Darkness lore

Paranormal genre defines essentially how this project deals with lore and historical matters: The intent is to follow the World of Darkness lore whenever possible, and otherwise create a paranormal version of history - as is already done in WoD lore - such that factual historical events are enriched with a vampire interpretation. For example: It is a historical fact that the Roman senator Cato the Younger was one of the first employers of the filibuster technique to delay a political process. A paranormal romance genre enriched version of this historical fact, would be to say that senator Cato was also a vampire and belonged to the clan Brujah. For the most part World of Darkness has already done all of this, but this fan made variant of VTES can extend upon that paranormal romance lore when necessary. Hence if someone ends up writing such lore, this is an approximate example of an initial guideline, and further guidelines can be defined when and if the project evolves. (Also there should be a reference to the appropriate document once it's created).

Complexity and design space

Increased emergent complexity is one of the founding principles for this variant of VTES. The intent here is that the underlying mechanics of the game, such as the rules of how everything is done during gameplay, give rise to an increased level of emergent complexity. Part of that is how complicated the decisions the players make during the game are, or how complicated the decisions are when they build their decks are. But more importantly, the emergent complexity also defines the complexity of the design space. So for an example, in the current version of the official VTES, the underlying mechanics provide a certain interface that new content can reference: Like a card that gives an action +1 intercept or a maneuver etc., and there's a limited number of ways the mechanics are interfaced. So in this initial vision it is defined that this interface should be more complex than in the original VTES game, so that there can be a larger design space, and the content should be increasingly multifaceted, to make the game challenging and interesting for the players and participants. Another purpose for this goal of increased emergent complexity and complex design space is to allow creation of unique vampires that have character, so the vampires are difficult to clearly and objectively compare to one another, and instead of saying some vampires is good and another is bad, they would rather be different, and have a different character.

These are the primary principles upon which this vision is laid, so you can think for yourself and decide if you agree with them or not, and that hopefully helps with deciding if you're interested in participating