Dark Ages

Tentative mechanics: Damage and Soak

In this file there are tentative mechanics that could be part of the system.

☥ 1.00 Soak

The suggested mechanic here is that vampires would have a value for mitigating damage that does not require playing a card. So for example a vampire could have 1 point of damage soak, such that if they take 2 damage from a strike, it's reduced to 1. And the soak value is set to 0, so if there's another strike, then the soak has already been spent.

☥ 1.01 Refresh: Soak

Refreshing soaks would be a method for re-enabling spent soak. The suggested system for now is that all the soaks would be refreshed at unlock, and can be interfaced by "refresh" mechanic.

☥ 1.02 Persistent soak

The intent with "persistent soak" is one that doesn't have to be refreshed, and it's not temporarily consumed when mitigating damage. Of course one would have to be rather wary about access to this kind of effect, as it might be quite impactful.

☥ 2.00 Damage types

The principal intent here is to add one more type of damage compared to the standard ruleset. The spirit in which this would be done, is essentially that you would have something akin to "normal" damage, which is what you typically have, the "aggravated" damage, which is dangerous to vampires, and then a third type, which could be associated with melee weapons such as swords, and the spirit of this suggestion to create the kind of dynamic where vampires may have some ways of mitigating normal damage, such as the soaks, but that mostly doesn't apply to the third type. And then non-vampires, the normal damage and this 3rd type wouldn't have a standard difference in mitigation, which means the 3rd type can be set to be less efficient towards mortals and so forth. Additionally, the Tremere gargoyles, as they're made of stone, would create an interesting point of interaction such that they would be more resilient towards this 3rd type of damage. Which seems like an interesting dynamical starting point. (And a bit cliché).

☥ 2.01 Normal and lethal damage

The intent of this suggestion is to add another layer on top of the damage types. Such that minions have different standard ways of receiving and dealing with incoming damage. For ease of explanation, vampires receive aggravated damage as lethal damage, and mortals receive aggravated damage as normal damage. The purpose is that minions of different types can have different damage types associated with them as lethal damage, and they can respond to that in different ways. For example lethal damage for "mortal" minions could result in them being burnt, for "werewolves" it could mean that they take the damage as doubled, and for vampires it means that they go to torpor and then have to pay 1 blood for each point to avoid being burnt like it does in the standard VTES system.

In other words when a minion receives a point of damage of a certain type, reductions and modifiers are applied onto it as such, but when effects of receiving that damage are resolved, we can have a table that sets up the relationship between damage types and whether or not the damage in question is normal or lethal for the minion in question.