

Dark Ages

TENTATIVE MECHANICS: MASQUERADE

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

✠ 1.00 Masquerade mechanic

The suggested mechanic here is to track the number of *masquerade breaches* that vampires commit. A masquerade breach could trigger effects, and there could be additional repercussions once the number of masquerade breaches reaches a certain value, such as a bloodhunt referendum, or other such interactions.

✠ 1.01 Currently there is no standard interaction definition

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