

Dark Ages

STATUS OF PROPOSITIONS

This document tracks the status of proposed design and mechanics concepts. Current format lists documents which contain the proposed elements, and lists each element under that header.

Mechanics: Locations

File:

AM_001 Mechanics: Locations

Vote log entry:

Not available.

Discussion log entry:

Not available.

Status:

1.0 (pending) Literal crypt cards

2.0 (pending) Location cards as places vampires reside at

2.01 (pending) Default 'wilderness' and wilderness cards as a type of location card

2.02 (pending) Actions taken at a location and actions which takes a vampire elsewhere

2.03 (pending) Vehicles doubling as locations which allow taking different actions

2.04 (pending) Multiple vampires at the same location

2.05 (pending) Moving between locations

2.06 (pending) Location adjacency

2.07 (pending) Vampires controlled by different Methuselahs at the same location and action locality

2.08 (pending) Encountering a vampire entering a new location

2.09 (pending) Besieged locations

Mechanics: Damage and soak

File:

AM_002 Mechanics: Damage and soak

Vote log entry:

Not available.

Discussion log entry:

Not available.

Status:

1.0 (pending) , Soak

1.01 (pending) Refresh: Soak

1.02 (pending) Persistent soak

2.0 (pending) , Damage types