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.

1.01 Innate attribute

"Innate" attribute on each vampire would determine how many such cards could be placed on the vampire.

1.02 Face down innate cards

When an innate card is first associated with a vampire they would be brought onto the table face down. Once the vampire would use the innate card, it would be turned face up and remain that way.

1.03 Locking & unlocking innate cards

When a vampire would play the innate card, the card would be locked, and unlocked during the unlock step. Essentially each such card could be used once between each unlock step.

1.04 Additional cost for using innate cards that require disciplines

Because this innate mechanic allows certain cards to be repeated, it might require an additional cost. The simplest and most straightforward options are that using an innate card costs 1 extra blood by default for cards which require the use of disciplines. The less severe extra cost would be that associating a card as an innate with a vampire would cost 1 extra blood. A third option would be that each discipline for vampires would be marked for whether or not they can play that particular discipline's cards as innate or not or alternatively without extra cost. The marked option seems interesting because it increases the complexity of the design space for vampire cards further.

1.05 Non-discipline innate cards

The innate property does not have to be restricted to vampires only, although that is the current suggestion. It might be possible to allow using other kinds of innate cards as well, such as generic cards, like dodge, and also unlock this option for imbued. If so, then the card should have a descriptor for whether the innate mechanic works with them, and if it works with that particular discipline. For example, a card could say "Innate: obfuscate", so essentially the requirements could be listed this way.