

Dark Ages

TENTATIVE MECHANICS: DISCIPLINES

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

✠ 1.00 Innate: Persistent vampire and card association

The suggested mechanic here is that when a vampire is first brought out into the game, the Methuselah controlling them may place cards from their hand and associate them with that vampire, so that the vampire in question can repeatedly use those cards as if played from the hand.

✠ 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.

⌘ 2.00 Non-discipline based abilities to play cards

Here the suggestion is simply that there could be other requirements for playing cards than just the disciplines. For example a vampire or an imbued or a minion could have “athleticism” written on it, and that would be the requirement for playing a card that says “requires athleticism”. I think this is definitely a good idea, and it’s mostly a question of how much this design pattern is applied. “Flight” is essentially a property like this, so it already exists in the standard VTES.

⌘ 1.01 Ability requirements for discipline cards

The intent here is that requirements such as “flight” could be further included onto other cards.

⌘ 3.00 Three levels of disciplines

The discipline strengths could be organized into 3 levels or tiers. The intent is simply to increase the number of combinations of different disciplines. The primary concern with this change is that the dichotomy of disciplines into the inferior and superior is quite elegant and in a way adding another layer takes some of that away, so it’s necessary to weigh the pros and cons of that in further depth.