



## Card Creator Design Guidelines

# LIBRARY CARDS

This is meant as a guide to help you design a library that is roughly within game balance. They are not "set in stone" rules. The important thing is to have fun and be creative.

### Creation Point system

Each card can have one or more effects, and each effect has a cost (Creation Points).

When designing a card, you start with 0 Creation Points.

Creation Points are gained by adding drawbacks to your card.

### Drawbacks Cost

This list is a non-exhaustive selection of drawbacks you can use to gain Creation Points.

DRAWBACK	Creation Points gained
<b>Attackable:</b> Any vampire of clan [X] or clan [Y] can enter combat with the bearer as a (D) action.	+1
<b>Cost:</b> 1 blood	+1
<b>Cost:</b> 1 pool	+1
<b>Cost:</b> 2 blood	+2
<b>Cost:</b> 2 pool	+2
<b>Cost:</b> Burn 1 blood to ...	+1
<b>Cost:</b> Burn 1 of your corruption counters from a minion controlled by the target Methuselah to ...	+1
<b>Cost:</b> Burn X blood to ...	+X
<b>Cost:</b> This reacting minion locks to ...	+1
<b>Cost:</b> X blood	+X
<b>Cost:</b> X pool	+X
<b>Damage:</b> If this weapon is used at close range, the bearer takes 1 damage.	+1
<b>Damage:</b> If this weapon is used at close range, the bearer takes 1 aggravated damage.	+1
<b>Damage:</b> The bearer takes 1 damage once each combat.	+1
<b>Lock:</b> When a minion equips with this equipment, lock it.	+1
<b>One use:</b> Burn this equipment after use.	+3
<b>Other:</b> If this reacting vampire does not block this action, they burn 1 blood before action resolution.	+1
<b>Other:</b> Lock this reacting minion and another minion you control.	+2
<b>Other:</b> This reacting minion locks	+1
<b>Prohibition:</b> The bearer cannot hunt.	+1

## Vampire: The Eternal Struggle Card Creator Design Guidelines

<b>Replacement restriction:</b> Do not replace until after the current turn.	+1
<b>Replacement restriction:</b> Do not replace until the end of this action.	+1
<b>Replacement restriction:</b> Do not replace until your discard phase	+1
<b>Replacement restriction:</b> Do not replace until your next unlock phase	+1
<b>Requirement:</b> Clan	+1
<b>Requirement:</b> Discipline [X] at inferior	+1
<b>Requirement:</b> Discipline [X] at superior	+2
<b>Requirement:</b> Disciplines [X] and [Y] at inferior	+2
<b>Requirement:</b> Disciplines [X] and [Y] at superior	+4
<b>Requirement:</b> Infernal	+1
<b>Requirement:</b> No requirements	+1
<b>Requirement:</b> Sect	+1
<b>Requirement:</b> Title	+1
<b>Requirement:</b> Trait	+1
<b>Stealable:</b> Any minion can steal this equipment as a strike.	+2
<b>Stealable:</b> Any vampire can steal this equipment as a (D) action.	+1
<b>Stealth reduction:</b> The bearer gets -1 stealth on each action.	+1
<b>Stealth reduction:</b> This minion gets -2 stealth when bleeding.	+2
<b>Uniqueness:</b> A minion may have only one copy of this equipment.	+0,5
<b>Uniqueness:</b> Only one copy of this card can be played or equipped in a game.	+3
<b>Uniqueness:</b> Unique.	+2
<b>Use restriction:</b> A minion can play only one copy of this card between their unlock phases.	+1
<b>Use restriction:</b> A vampire may play only one copy of this card each combat.	+1
<b>Use restriction:</b> No other equipment can increase the bleed for this action. +1	+1
<b>Use restriction:</b> Only one copy of this card can be played in a game.	+1
<b>Use restriction:</b> Only one copy of this card may be played each action.	+1
<b>Use restriction:</b> Only usable after the first round of combat.	+3
<b>Use restriction:</b> Only usable at long range.	+1
<b>Use restriction:</b> Only usable at long range.	+1
<b>Use restriction:</b> Only usable during a (D) action directed at you.	+1
<b>Use restriction:</b> Only usable during the first round of combat.	+1
<b>Use restriction:</b> Only usable in combat with an ally or younger vampire.	+1
<b>Use restriction:</b> Only usable once each combat.	+1

## Effect Cost

Below are a few card effect samples.

Very specific and corner-case card effects have no Creation Point cost.

Permanent effects usually have their Creation Point cost increased by 1.

CARD EFFECT	Creation Point cost
Abstention: I vampire abstains from voting	2
Action fails	3
Action fails, if taken by an ally or younger vampire	2
Action fails: against a card type you control	1
Additional strike (limited): +1	2
Bleed bonus: +1	2 <sup>1</sup>
Bleed bonus: +2	3 <sup>1</sup>
Bleed redirection to any Methuselah	4 <sup>2</sup>

Vampire: The Eternal Struggle Card Creator Design Guidelines

Bleed reduction: -1	1
Bleed reduction: -2	2
Bleed reduction: -3	3
Block fails	3
Block when usually unable	2
Blood gain: +1	0 or 1
Blood gain: +2	1
Burn blood: 1	1
Cancel a diablerie	2
Cancel a library card as it is played	5
Cancel a minion card type	3 or 4
Cancel a minion card type requiring Discipline [X]	2
Cancel a referendum	2
Cancel combat	2
Cannot block (as the action is announced)	2
Cannot use equipment	1
Corruption counter	1
Damage prevention: 1	2 <sup>3</sup>
Damage prevention: 2	3 <sup>3</sup>
Damage, aggravated	2
Damage, environmental: 1	1
Damage, environmental: 2	2
Damage, ranged	1
Damage: +1	1 <sup>4</sup>
Damage: +2	2 <sup>4</sup>
Damage: +3	3 <sup>4</sup>
Enter combat	1
Gain the Edge	1
Hand size bonus: +1	2
Hand size bonus: +2	3
Hand size reduction: -1	2
Hunt bonus: +1	2
Intercept bonus: +1	2 <sup>5</sup>
Intercept bonus: +2	3 <sup>5</sup>
Intercept reduction (one minion): -1	1
Intercept reduction (one minion): -2	2
Maneuver bonus: +1	1
Master phase action bonus: +1	3
No combat (when blocked or blocking)	2
Pool gain: +1	1
Pool gain: +2	2
Pool loss: -1	1
Pool loss: -2	2
Press bonus: +1	1
Range setting	3
Stealth bonus: +1	2 <sup>6</sup>
Stealth bonus: +2	3 <sup>6</sup>
Stealth bonus: +3	4 <sup>6</sup>
Stealth reduction: -1	2
Stealth reduction: Reduced to 0.	3
Strength bonus: +1	1
Strength bonus: +2	2
Strength reduction: -1	1
Strength reduction: -2	2
Strike: Combat ends	2
Strike: Destroy equipment	2
Strike: Ranged	1

## Vampire: The Eternal Struggle Card Creator Design Guidelines

Strike: Send to torpor	3
Strike: Steal blood (ranged): 1	1
Strike: Steal blood (ranged): 2	2
Strike: Steal blood: 1	0
Strike: Steal equipment	3
Unblockable	5
Unlocks and attempts to block	2
Vote bonus: +1	1 <sup>7</sup>
Vote bonus: +2	2 <sup>7</sup>
Vote bonus: +3	3 <sup>7</sup>
Vote bonus: +4	4 <sup>7</sup>
Vote change	3
Wake	2

1. Bleed effects usually have their Creation Point cost decreased by 1, if requiring Dominate, Dementation.
2. Bleed redirection effects usually have their Creation Point cost decreased by 1, if requiring Dominate.
3. Damage prevention effects usually have their Creation Point cost decreased by 1, if requiring Fortitude.
4. Damage bonus effects usually have their Creation Point cost decreased by 1, if requiring Potence.
5. Intercept effects usually have their Creation Point cost decreased by 1, if requiring basic Auspex, Flight, Mytherceria, Spiritus, or superior Auspex or Spiritus.
6. Stealth effects usually have their Creation Point cost decreased by 1, if requiring Obfuscate.
7. Vote gain effects usually have their Creation Point cost decreased by 1, if requiring Presence.

## Card type features

### Action cards

#### Generic

- **Description:** Any actions not described in the following action types.
- **Types:** When designing a new action card, specify its type in bold text, if any (e.g., Condemnation, Contract, Frenzy, Path, Title, etc.)
- **Stealth:** An action's inherent stealth is 0, unless otherwise specified in the card in bold text.

#### Ally

- **Description:** A non-vampire minion that acts independently of the minion who recruited them.
- **Types:** When designing a new ally, specify their type in bold text, if any (e.g., Animal, Changeling, Demon, Dhampir, Gargoyle creature, Ghoul, Mage, Mortal, Mummy, Werewolf, Wraith, Zombie, etc.)
- **Starting life:** The first life point given to a retainer costs 0 Creation Points. Each additional life point costs 1 Creation Point.

#### Equipment

- **Description:** An object a minion uses for a special bonus or ability.
- **Types:** When designing a new ally, specify their type in bold text, if any (e.g., electronic equipment, equipment, haven –one per minion–, location, melee weapon, vehicle –one per minion–, weapon, weapon, gun, etc.)

#### Political Action

- **Description:** A political action is an action that is used to call a referendum.
- **Types:** The political actions that grant a title should contain the word "Title." in bold text written before their requirements and effects.

#### Retainer

- **Description:** A creature or being that serves a minion and grants them one or more special abilities.

- **Types:** When designing a new retainer, specify their type in bold text, if any (e.g., Animal, Changeling, Demon, Dhampir, Gargoyle creature, Ghoul, Mage, Mortal, Mummy, Werewolf, Wraith, Zombie, etc.)
- **Starting Life:** The first life point given to a retainer costs 0 Creation Points. Each additional life point costs 1 Creation Point.

### Action Modifier

- **Description:** A card that the acting minion can play to modify the action he is performing.
- **Types:** The action modifiers that grant a title should contain the word "Title." in bold text written before their requirements and effects.

### Combat

- **Description:** A card that a minion can play in combat.
- **Types:** When designing a new combat card, specify its type in bold text, if any (e.g., Aim, Ammo, Frenzy, Grapple, Sin, etc.)

### Event

- **Description:** Event cards represent events that affect the World of Darkness as a whole
- **Type:** When designing a new event, specify its type in bold text, if any (e.g., Gehenna, Government, Event, Inquisition, Inconnu, Transient –Transient events are burned when a condition is met).
- **Features:**
  - Events have no blood or pool cost to play
  - Events have global effects in a game.
  - The stronger their effects the more requirements
    - Requires at least another event of the same type in play.
    - Do not replace clauses:
      - Do not replace as long as this card is in play.
      - Do not replace until a condition is met.
    - Requires at least two other events of the same type in play.
    - Requires at least three other events of the same type in play.

### Master

- **Description:** A library card that can be used as a master phase action.
- **Types:** When designing a new master card, specify its type and subtype in bold text, if any:
  - Disciplines: They usually increase the vampire's capacity as well.
  - Location: Elysium, Haven, Hunting ground,
  - Out-of-Turn: Boon, Frenzy, Path,
  - Trifle
  - Trophy
  - Other types: Archetype, Contract, Investment, Path, Watchtower,

### Reaction

- **Description:** A card played by a Methuselah's ready, unlocked minion in response to an action taken by a minion controlled by another Methuselah.
- **Types:** When designing a new reaction card, specify its type in bold text, if any (e.g., Boon, Title, etc.)

## What can each Discipline do?

**Abombwe** uses the vampire's close connection to and control over their own Beasts (and that of others), as well as channel the Beast's power for various purposes.

**Animalism** brings the vampire closer to their animalistic nature. This not only allows them to communicate with and gain dominance over creatures of nature, but gives them influence over the Beast itself.

**Auspex** grants vampires supernatural senses.

**Celerity** grants vampires supernatural quickness and reflexes.

**Chimerstry** conjures illusions into existence. Such phantom images are as real as the Cainite's skill allows, and will even fool technological sensors.

**Daimoinon** is a diabolic Discipline practiced only by the Baali and the very worst vampire infernalists. Its power is that of the Devil himself, and through the use of Daimonion the Baali draw upon the forces of Hell and its demons to demoralize and cripple their enemies.

**Dementation** draws on the vampire's own insanity and uses it to achieve profound insights or inflict madness upon others.

**Dominate** overwhelms another person's mind with the vampire's will, forcing victims to think or act according to the vampire's decree.

**Flight** allows Gargoyles to fly.

**Fortitude** grants Kindred unearthly toughness, even to the point of resisting fire and sunlight.

**Maleficia** encompasses a variety of curses to bring misery and misfortune upon others. It can only be used by infernalist vampires.

**Melpominee** It allows its possessors to use speech and song for a variety of supernatural effects.

**Mytherceria** grants the vampire mystical senses, the ability to steal knowledge, and other powers attributed to fae.

**Necromancy** is a form of blood magic that deals exclusively with the world of the dead: wraiths and the Shadowlands.

**Obeah** allows the vampire to judge and even improve a subject's health, and also lets them heal a target's soul directly.

**Obfuscate** allows vampires to conceal themselves, deceive the mind of others, or make them ignore what the user does not want to be seen.

**Obtenebration** is the unearthly control over shadows. The unnatural darkness summoned by

this Discipline is extremely frightening to mortals, animals, and even other Cainites unaccustomed to its use.

**Potence** endows vampires with physical vigor and preternatural strength. Vampires with this Discipline possess physical prowess beyond mortal bounds.

**Presence** is the Discipline of supernatural allure and emotional manipulation which allows Kindred to attract, sway, and control crowds.

**Protean** gives vampires the ability to change form, from growing feral claws to evaporating into a cloud of mist.

**Quietus** grants vampires influence over the blood of others, and is an assassin's tool in the hands of its practitioners.

**Sanguinus** which grants Blood Brothers their bizarre ability to share and exchange their mind and body parts with those in their family circle.

**Serpentis** primarily provides shape-changing abilities, though it also encompasses corruption and other characteristics associated with snakes.

**Spiritus** allows vampires to interact with animalistic spirits. At its most basic levels it allows them to speak with and summon spirits, but at higher levels power can be channeled from those spirits to strengthen its practitioners.

**Striga** encompasses hexes and dark connections to the natural world. It can only be used by Infernalist vampires.

**Temporis** grants the Cainite the ability to manipulate the flow of time itself.

**Thanatosis** involves manipulating effects of death and decomposition. In some ways it is similar to Necromancy.

**Thaumaturgy** allows their practitioners to summon fire, control the weather, and do many other things which are unnatural even by vampiric standards.

**Valeren** provides control over pain and increased martial ability, seemingly allowing warriors to draw on the power of heaven to vanquish their foes.

**Vicissitude** allows their practitioners to sculpt the flesh and bone of a subject, making them a creature of alien beauty or gnarling them into a deformed monstrosity.

**Visceratika** is the exclusive possession of the Gargoyle bloodline, and features shapeshifting abilities similar to those of Protean, though with a greater emphasis on defense.

