Victoriana LRP

The Basics

The Principal Staff

As befits a gathering of such prestigious gentlefolk from across the Empire of Great Britain and its glorious colonies, there will be several butlers and related servants on hand throughout the gathering.

The first and foremost of these are the Jeeves family, descended from a family of butlers who have served the Royal Line since the reign of George II, May God Have Mercy On His Soul. These most renowned of serving staff can be distinguished from the lesser servants by way of a waistcoat of red and green stripes.

These noble seneschals have been thoroughly trained in all aspects of polite society and should any of the esteemed guests be possessed by a query or a burning curiosity, they should merely beckon one of the stalwart servitors and the answers you seek shall surely be forthcoming.

What this means from an Out of Character perspective is that in an effort to make this game as realistic, enjoyable and interruption free, all of your referees will be present In Character as one of the staff or “Help". They will be immediately distinguishable from other players who may have chosen to play similar characters by their red and green waistcoats.

In an effort to assist in the Suspension of Disbelief for you and all other players, should you require a Referee at any point in the game please beckon one over or else shout for “Jeeves".

It is worth noting that the Jeeves family are not mere servants and should be considered the eyes and ears of the Queen. Therefore, whilst they are likely to assist you with the duties usually assigned to a butler if you ask them, it is generally considered beneath them to engage in menial tasks like fetching and carrying.

There may come a point where a Referee has to drop completely Out Of Character and in such a rare situation they will be wearing a fetching Day-Glo orange waistcoat.

Rules of Safety

Any non-combat props such as tools, utensils and boxes must be of a sturdy construction and possess no protruding sharp edges; the exception being knives for cutting food which should only be carried on your person whilst eating. Combat knives are not allowed. Medical props such as syringes must not have needles attached and any drug phys reps must be of a substance that is safe to consume should any mix ups occur.

Before purchase/construction of electrical or mechanical props please discuss them with us. Pneumatic systems must be of a low pressure (not exceeding 50psi) and be fitted with a clearly labelled dump valve in case of a fault. Electrical systems must be run off a DC power supply unless cleared with the organizers beforehand. Mechanisms must not have any exposed moving parts such as transmission systems that may cause injury.

Fitting Declarations for Ladies and Gentlemen

Victoriana uses a very limited set of calls. These should not be used often, but it is important for players to know their effects when they are called. It is worth noting that you do not need to call damage with you hit and whilst it is no doubt fun to announce “Hit” or “Single” when you strike somebody, we would much prefer you to let your actions do the talking, or if have a compulsion to something when striking somebody, try to announce “Take that you bounder!” something else appropriately in character.

**Toxic**

You have been hit with acid, flame or some sort of insidious energy. Whilst under the effects of a toxic you are unable to do anything practical other than reacting to the excruciatingly pain you are under. You immediately take a point of damage and then take a further point of damage every 30 seconds, until you get medical treatment or you fall unconscious.

Some skills can allow you to act whilst under the effects of a toxic.

**Stun**

You are stunned for 10 seconds and will stagger about punch drunk, or even fall over if you feel the need to roleplay this. You cannot take any offensive or defensive moves whilst stunned.

**Revolt**

You feel very ill, and your first and foremost priority is to find somewhere private where you can be violently sick. You must make haste and do this as quickly as you can. You must also then inform a ref.

**Freeze**

You are frozen on the spot. Stay exactly where you are for 10 seconds

**Mass**

The effect that follows this call affects everyone who can see and hear the source of the call.

**Jeeves!**

This is an In Character Call that indicated that you require the services of a Ref. The Jeeves are butlers, but are not expected to perform menial tasks. They can be asked for assistance where a servant is required, but are not expected to fetch and carry except in the most unusual of circumstances.

**Man Down**

This call is not to be used lightly. This means that somebody has injured themselves and will require medical assistance. If you hear a Man Down call repeat it to ensure that everybody is aware of the situation and then back away to allow space for medically trained crew to get to the injured party