Victoriana LRP

Life and Death

Life

Unless augmented by Perks or Backgrounds, all starting characters begin the game with a total of three Body Hits. Whilst these Body Hits are global you are expected to react to being hit by carrying the wound on the location that the blow landed.

**For example:** The Phantom Aviator draws his Turbo Pistol on the meddlesome Inspector Vance and squeezes the trigger. The shot is true, hitting the brave policeman square in the chest. Whilst Inspector Vance still has 2 remaining Body Hits, he was hit in the chest and reacts to the shot by falling prone. Fortunately for the plucky copper the fight is far from over, and from the ground he draws his own pistol and answers the Mysterious Airship Captain with his own volley.

When a character's Body Hits are reduced to zero he is considered crippled and cannot move or use any Perks. A crippled character is able to talk, but role-playing the crippling injury is essential. A crippled character stays in this state until medical attention is received.

If a crippled character takes any further Body Hits he is driven to Unconsciousness. For healing purposes an unconscious is still considered to be on Zero Body Hits. An unconscious character cannot be roused until appropriate medical attention is administered.

Dramatic Death

At any point an unconscious player can decide that his character has succumbed to his wounds and died. Choosing to die dramatically allows the character to go from Unconscious to Crippled, allowing them up to thirty seconds whilst the player enjoys a suitably dramatic death scene.

The only rule to this dramatic death scene is that anything a crippled character says during his death scene must be vague and cannot incriminate his assailants directly.

At no point will any medical attention save a character in the throes of Dramatic Death.

**For example:** *Professor Mackenzie has been violently and rudely stabbed by a one eyed cultist whilst attempting to recover the Benghazi Emerald stolen from the British Museum and replaced with a cunning forgery. Professor Mackenzie's player decides that there's no way that he could have survived such an onslaught of blows and decides that he's a goner. Spluttering from unconsciousness Professor Mackenzie says his tearful goodbyes and ends his soliloquy with "...the Green (cough) the Green Eye... is... missing" before dying in cryptic anguish.*

Death

An Unconscious Character can be killed with at least 10 seconds of appropriate role-play by the assailant. This does not have to be repeatedly hitting the fallen character but must be at least 10 seconds of obvious role-playing.

Combat

Combat in Victoriana is split into three separate categories; **Brawl, Melee** and **Ranged.**

Melee Combat

Melee weapons are anything that can be used in close combat and can be phyrepped by appropriate LARP safe weapons. Assuming you have the appropriate Perks, all single handed weapons do a single point of damage, whereas double handed weapons do two points of damage. If you get hit by a blow that you do not see coming then assume that the weapon was a two handed weapon and take two hits. If at all unsure, assume the worst. Weapons can only connect a maximum of once every second. This rule is immutable. Please roleplay the appropriate weight of your weapon.

Ranged Weapons

Ranged weapons in Victoriana are represented by either foam dart firing weapons (Nerf Weapons being the most easily available) or a larp safe bow and arrows. These weapons must be dressed appropriately and should be checked before play for safety. Guides to modifying a foam dart firing weapon the appropriate aesthetic standard can be found throughout the internet. All foam dart firing weapons do a single point of damage; however they are not limited to the single second rule like Melee weapons. The game does not allow for parrying foam darts, nor does it allow the use of items not specifically designed to be bullet proof as shields.

Brawl

Brawl in Victoriana refer to the noble (and sometimes not so noble) art of causing injury with nothing but your fists. **You may not use your feet**. In Victoriana even Ninjas use The Marquis of Queensbury rules. There are no rules for martial arts in Victoriana. Touching **MUST** be light, no more than a gentle pat. Anything other than the force needed to indicate to your foe that he has been hit will be frowned upon significantly.

Healing

Before Time In a character with the Medicine Perk will receive a bag of beads to simulate his medical ability as well as his own medical supplies.

Once the appropriate roleplaying has been undertaken; a Character with the Medicine Perk can attempt to cure a patient by drawing beads from his bead bag. If the patient is unconscious then the Medic draws **THREE** beads, but only draws **TWO** beads for a patient is conscious.

There are four different types of Bead that can be found within a Bead Bag and these indicate to the Medic the result Medical attempt.

1. **White Beads:** These Beads represent a positive result for the patient. When a White Bead is drawn the Medic adds ONE to the result of the Bead Draw.
2. **Black Beads:** These Beads represent a negative result for the patient. When a Black Bead is drawn the Medic subtracts ONE from the result of the Bead Draw.
3. **Red Beads:** These Beads do not affect the draw unless a Character has a relevant Perk or Quirk to do so. If the Medic does not have his Doctor's bag with him, this bead is counted as a Black Bead as above.
4. **Blue Beads:** These Beads represent pharmacological enhancements to the Medics Bag. They count as White Beads during the draw. However are not put back into the Bead Bag once drawn and must be handed to a Jeeves as soon as possible. If the Medic does not have his Doctor's bag with him, this bead is counted as a Black Bead as above.

Once the correct number of beads has been drawn the Medic tallies up the results of the bead draw and inform the Patient the results as per the table on the next page. Characters with the Vim and Vigour Perk are considered to have drawn one more than the tallied result unless three black beads.

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| Bead Pull | Result |
| **-3** | Disaster! The patient dies, either quietly or via a Dramatic Death (patient's choice) |
| **-2** | Permanent injury (see one of the Principle Staff at your earliest convenience). The character is stable for the moment, remaining crippled or unconscious. Another bead pull can be made after 20 minutes of roleplaying the treatment of the patient’s injuries. |
| **-1** | The character is stable for the moment and is crippled if he was previously crippled or unconscious. Another bead pull can be made after 10 minutes of roleplaying the treatment of the patient’s injuries. |
| **0** | Stable. The character is crippled if he was previously crippled or unconscious. Another bead pull can be made immediately |
| **1** | The character gains one body hit and can start recovering. If he was previously crippled or unconscious, he is still quite hurt and unable to undertake strenuous actions such as hand to hand combat or running for the next hour. Another healing check can be made after an hour or after 10 more minutes of roleplaying the treatment of the patient’s injuries. |
| **2** | The character gains two body hits and can start recovering. If he was previously crippled or unconscious, he is still quite hurt and unable to undertake strenuous actions such as hand to hand combat or running for the next hour. Another healing check can be made in another hour or after 10 more minutes of roleplaying the treatment of the patient’s injuries. |
| **3** | The character heals three body hits and can act normally, though the wounded areas are still a little stiff for the next hour. If they still are not on full hits, the treating physician may immediate draw again to attempt to cure the character further. |

If more than one person with the appropriate skill tries to heal the injured character at the same time, the time taken to heal the patient is not shortened, however each physician can use his own bead bag to assist in healing.

**For example**: After a rather nasty altercation with a native, Captain Brambly is brought unconscious to Professor Postlethwaite with a rather nasty chest wound. Professor Postlethwaite has his Field Medicine Kit with him and after some amount of role-playing he draws three beads from his bag. Unfortunately, the first is a Black Bead, but as luck would have it, the second and third are White Beads. This gives the Professor a score of 1. Captain Brambly comes around with one Body Hit and cannot act in a strenuous manner for the next hour. There is now a choice. Either the pair can spend the next 10 minutes roleplaying further treatment or the Captain can a medic in an hour for another bead pull. Whichever is chosen, the Captain is neither unconscious nor crippled at this point, so the Professor draws two beads. The first is a White Bead and the second is a Blue Bead, indicating a result of 2. The Captain gains another 2 Body Hits bringing him to his maximum. As he was not unconscious or crippled, he can now act with a returned vigour and returns to the front line to fight anew. Postlethwaite returns the White Bead to his bag and puts the Blue Bead in his pocket to return to a Jeeves at his earliest opportunity.