Victoriana LRP

Character Generation

To play Victoriana LRP a player must first decide on his character, the following rules allow a player to shape a suitable character for play.

Overview

Firstly the player must choose a Social Class and a Background. A starting player has two Character Points to choose starting Perks with. Each Perk costs a Character Point and these are in addition to the Perks they get from their Background choice. Quirks can also be chosen and give the player an extra Character Point for each Quirk they pick. Whilst there is no limit to the number of Quirks a character can have, they can only gain a maximum of two Character Points in this manner.

Social Class

When Creating a Character you must first determine that character's social class. Social Class was vitally important in the Victorian era and that is also true in Victoriana. There are four classes to choose from and a player must pick one before considering their character. Bear in mind that the Social Class chosen will limit later character generation options.

* Working Class
* Lower Middle Class
* Upper Middle Class
* Upper Class

Finances

Each Social Class starts with a specific amount of Starting Capital, indicating how much money the character has available in savings and assets. Furthermore, each Social Class is assumed to have a Regular Income between events, representing what you earn from employment or regular pay-outs from investments. These are as follows:

Social Class Starting Capital Regular Income

Working Class £20 £10

Lower Middle Class £45 £15

Upper Middle Class £90 £40

Upper Class £120 £75