Victoriana LRP

Backgrounds

Each player must pick an initial Background for their character. This represents the player's occupation and past. With each Background the player gets a set of Perks that represent former training. A player can buy additional Backgrounds at the cost of one Character Point per new perk in the package if they so wish.

**For example:** Geoff wants to play a character inspired by Doctor John Watson, so after picking Upper Middle for his class, he picks the “Doctor of Medicine” background. Knowing that Doctor Watson had an illustrious career in the Army, he also wants to pick “Military Officer”, but as this has three entirely new Perks on it and he only has two Character Points to spend he is forced to pick up the Perk “War Wound” and decides that his character has an old Leg injury. That gives him three Character Points to spend and therefore he buys the Military Officer Background as well.

Academic

Prerequisites: Upper Middle Class or Upper Class

Perks: Educated, Academics (pick any two specialities)

Archaeologist

Prerequisites: Upper Middle Class or Upper Class

Perks: Educated, Antiquarian, Academics: (Archaeology)

Artisan

Prerequisites: Upper Middle Class

Perks: Engineering, Educated, Cryptography

Aristocrat

Prerequisites: Upper Class

Perks: Wealth, Noble Title, Educated

Automaton

Prerequisites: Working Class. Can only be bought at character creation. Cannot have Promethean background

Perks: Hardy, Formidable, Toxic Resistance, Automaton

Barber Surgeon

Prerequisites: Working Class

Perks: Medicine, Melee Weapons, Gossip

Church

Prerequisites: Male Only. Working Class, Lower Middle, Upper Middle or Upper Class

Perks: Church Rank, Educated, Science!

Civil Servant

Prerequisites: Lower Middle Class or Higher

Perks: A Tidy Mind, Educated, Government Influence

Clerk/Assistant

Prerequisites: Working and Lower Middle Class

Perks: A Tidy Mind, Educated, Cryptography

Courier

Prerequisites: Lower Middle Class

Perks: Firearms, Brawl, Pilot

Courtier

Prerequisites: Upper Middle Class

Perks: Educated, Language, Gossip

Detective

Prerequisites: Lower and Upper Middle Class

Perks: Lockpicking, Cryptography or Gossip, Investigation

Doctor of Medicine

Prerequisites: Lower or Upper Middle or Upper Class

Perks: Medicine, Improved Medicine, Educated

Engineer

Prerequisites: Lower Middle Class

Perks: Engineering, Improved Engineering, Educated

Fence

Prerequisites: Working Class

Perks: Antiquarian, Wealth, Gossip

Infantry

Prerequisites: Working, Lower Middle or Upper Middle Class

Perks: Firearms, Hardy, Military Rank

Lawyer

Prerequisites: Upper Middle Class or Upper Class

Perks: Educated, Language, Academics (Law)

Locksmith

Prerequisites: Working Class

Perks: Lockpicking x2, Cryptography

Mechanic

Prerequisites: Working Class

Perks: Engineering, Lockpicking, Hardy

Military Officer

Prerequisites: Upper Middle Class or Upper Class

Perks: Firearms, Melee, Military Rank

Occultist

Prerequisites: Working or Lower Middle Class

Perks: Occult, Pickpocket, Gossip

Pilot

Prerequisites: Upper Middle Class

Perks: Brawl, Pilot, Cryptography

Policeman

Prerequisites: Working, Lower Middle Class or Upper Middle Class

Perks: Melee Weapons, Firearms, Police Rank

Politician

Prerequisites: Upper Middle Class or Higher

Perks: Academics: Politics, Educated, Government Influence

Promethean

Prerequisites: Working Class, can only be bought at character creation, cannot have Automaton background

Perks: Hardy, Formidable, Promethean,

Scientist

Prerequisites: Upper Middle Class, Upper Class

Perks: Science! Improved Science! Educated

Thespian

Prerequisites: Working Class, Lower Middle and Upper Middle Class

Perks: Melee Weapons, Educated, Gossip

Thief

Prerequisites: Working Class

Perks: Lockpicking, Pickpocket, Brawl

Thug

Prerequisites: Working Class

Perks: Melee Weapons, Hardy, Brawl

Valet

Prerequisites: Lower Middle and Upper Middle Class

Perks: Melee Weapons, Educated, Gossip